ZYXEL NETWORKS

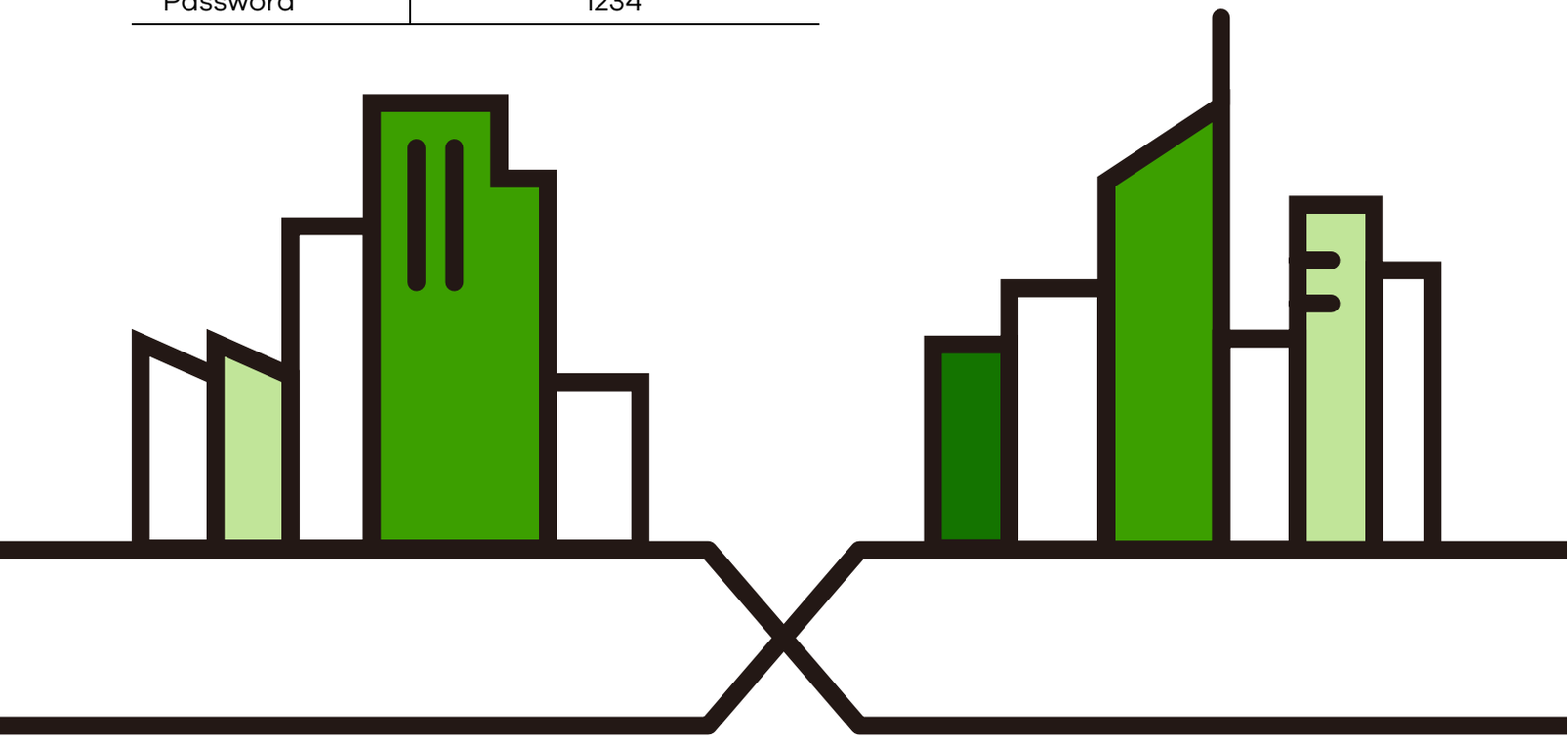
User's Guide

XMG1915 Series

8/16-port Multi-Gigabit Smart Managed Switch

Default Login Details	
Management IP Address	http://setup.zyxel or http://DHCP-assigned IP or 192.168.1.1
User Name	admin
Password	1234

Version 4.80 Edition 1, 06/2023



IMPORTANT!

READ CAREFULLY BEFORE USE.

KEEP THIS GUIDE FOR FUTURE REFERENCE.

This is a User's Guide for a series of products. Not all products support all firmware features. Screenshots and graphics in this book may differ slightly from your product due to differences in your product firmware or your computer operating system. Every effort has been made to ensure that the information in this manual is accurate.

Related Documentation

- Quick Start Guide

  The Quick Start Guide shows how to connect the Switch.

- Online Help

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

- Nebula Control Center (NCC) User's Guide

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

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

Document Conventions

Warnings and Notes

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

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

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

Syntax Conventions

- All models may be referred to as the "Switch" in this guide.
- Product labels, screen names, field labels and field choices are all in **bold** font.
- A right angle bracket (>) within a screen name denotes a mouse click. For example, **SYSTEM** > **IP Setup** > **Network Proxy Configuration** means you first click **SYSTEM** in the navigation panel, then the **IP Setup** sub menu, then **Network Proxy Configuration** to get to that screen.

Icons Used in Figures

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

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

Contents Overview

Table of Contents

PART I
User's Guide

CHAPTER 1
Getting to Know Your Switch

1.1 Introduction

This chapter introduces the main features and applications of the Switch.

The XMG1915 Series consists of the following models:

- XMG1915-10E
- XMG1915-10EP
- XMG1915-18EP

References to PoE model in this User's Guide only apply to XMG1915-10EP and XMG1915-18EP.

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

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

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

The following table describes the hardware features of the Switch by model.

Table 1 XMG1915 Series Comparison Table

FEATURES	XMG1915-10E	XMG1915-10EP	XMG1915-18EP
Number of 100 Mbps / 1 Gbps / 2.5 Gbps Ethernet ports	8	0	8
Number of 100 Mbps / 1 Gbps / 2.5 Gbps PoE ports	0	8	8
1G, 10G SFP+ Interface	2	2	2
Total system ports	10	10	18
Auto-Fan	Fanless	Fanless	Yes
Rubber feet for desktop placement	Yes	Yes	Yes
Wall-mount	Yes	Yes	No
Rack-mount	No	No	Yes
Retainer clip for power cord	No	No	Yes
Reboot Function	Yes	Yes	Yes
Note: Press the **RESTORE** button for 2 to 6 seconds.			

Table 1 XMG1915 Series Comparison Table (continued)

FEATURES	XMG1915-10E	XMG1915-10EP	XMG1915-18EP
Reset to Factory Default Function	Yes	Yes	Yes
Note: Press the **RESTORE** button for more than 6 seconds.			

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

Table 2 Cable Types

CABLE	TRANSMISSION SPEED	MAXIMUM DISTANCE	BANDWIDTH CAPACITY
Category 5	100M	100 m	100 MHz
Category 5e or better	1G / 2.5G	100 m	100 MHz

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

1.1.1 Management Modes

NebulaFlex means you can set the Switch to operate in either standalone or cloud mode (but not both at the same time).

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

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

Use the Web Configurator to configure and manage the Switch directly in standalone mode or use Nebula Control Center (NCC) to configure and manage the Switch in cloud mode. The Nebula Control Center (NCC) is an alternative cloud-based network management system that allows you to remotely manage and monitor the Switch. You may also access a minimized version of the Web Configurator in cloud mode.

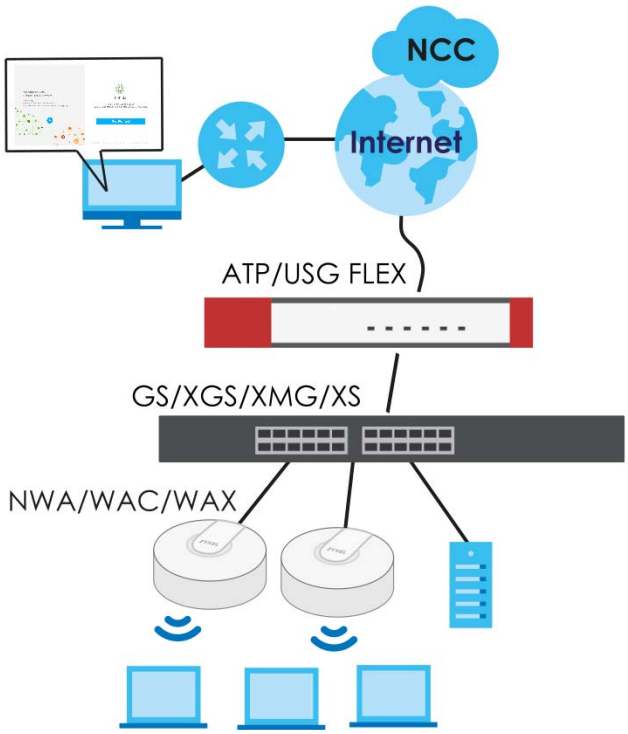
Nebula Cloud Management

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

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

See the NCC (Nebula Control Center) User’s Guide for how to configure the Switch using Nebula.

Figure 1 NCC Example Network Topology



1.1.2 Mode Changing

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

From Standalone to Nebula Cloud Management

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

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

Go to the NCC to Register the Switch

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

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

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

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

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

Use the Zyxel Nebula Mobile App to Register the Switch

1 Download and open the Zyxel Nebula Mobile app in your mobile device (see Section on page 125 to download the app). Click **Start** on the first page. Click **Create account** to create a myZyxel account or enter your existing account information to log in.

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

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

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

See Section 3.3 on page 47 for more information about the **CLOUD** LED or Section Table 23 on page 92 for more information about the **Cloud Control Status** field in the **DASHBOARD** screen to see if the Switch goes into Nebula cloud management mode successfully.

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

Table 3 Management Method Comparison

MODE	ACCESS	LOGIN USER NAME	LOGIN PASSWORD	LOGIN IP ADDRESS/URL/ DOMAIN NAME
Cloud mode	NCC (Nebula Control Center) portal	myZyxell account name	myZyxel account password	https://nebula.zyxel.com
	Web Configurator (Local GUI)	admin	Local credentials password	http://setup.zyxel OR http://DHCP-assigned IP OR a configured static IP address
Note: The Web Configurator (Local GUI) of Cloud mode supports limited features for troubleshooting use only.				
Standalone mode	Web Configurator	admin	1234	http://setup.zyxel OR http://DHCP-assigned IP OR http://192.168.1.1

From Nebula-managed to Standalone

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

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

To unregister the Switch:

1. Go to the Nebula Control Center (https://nebula.zyxel.com).
2. Go to the **Organization-wide** > **License & inventory** > **Devices** screen.
3. Select the Switch you want to remove (unregister) from the organization.
4. Click **Actions**, then click **Remove from organization**.

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

1.1.3 ZON Utility

With its built-in Web Configurator, including the Neighbor Management feature (Section 13.1 on page 106), viewing, managing and configuring the Switch and its neighboring devices is simplified.

In addition, Zyxel offers a proprietary software program called Zyxel One Network (ZON) Utility, it is a utility tool that assists you to set up and maintain network devices in a more simple and efficient way. You can download the ZON Utility at www.zyxel.com and install it on a PC (Windows operation system). For more information on ZON Utility see Section 4.3 on page 53.

1.1.4 PoE

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

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

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

The following table describes the PoE features of the Switch by PoE standard.

Table 4 XMG1915 Series Models and PoE Features

POE FEATURES	XMG1915-10EP	XMG1915-18EP
IEEE 802.3af PoE	Yes	Yes
IEEE 802.3at PoE+	Yes	Yes
IEEE 802.3bt PoE++	Yes	Yes

Table 4 XMG1915 Series Models and PoE Features (continued)

POE FEATURES	XMG1915-10EP	XMG1915-18EP
Power Management Mode	Consumption mode (default) / Classification mode	Consumption mode (default) / Classification mode
PoE Power Budget	130 W	180 W

Table 5 PoE Standards

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

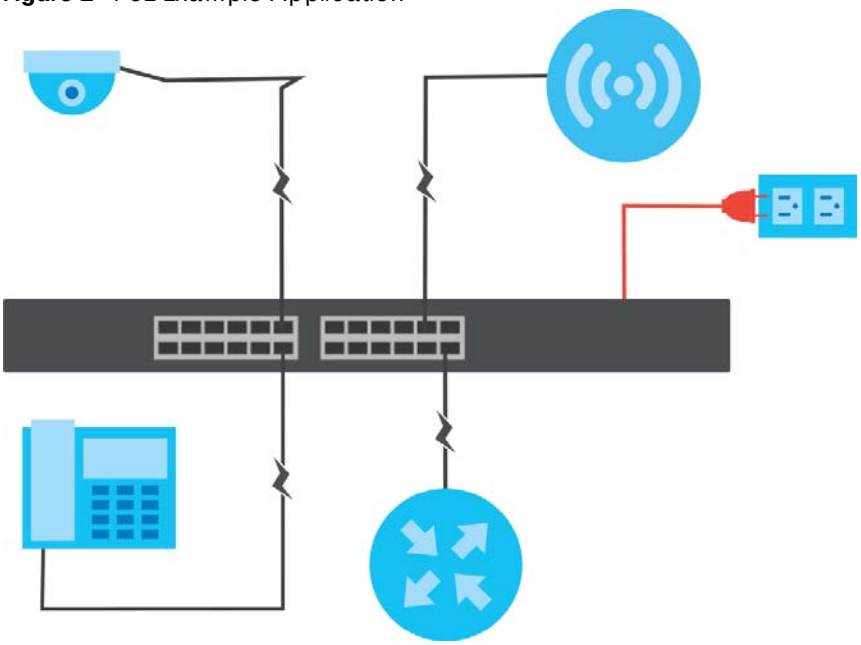
1.2 Example Applications

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

1.2.1 PoE Example Application

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

Figure 2 PoE Example Application

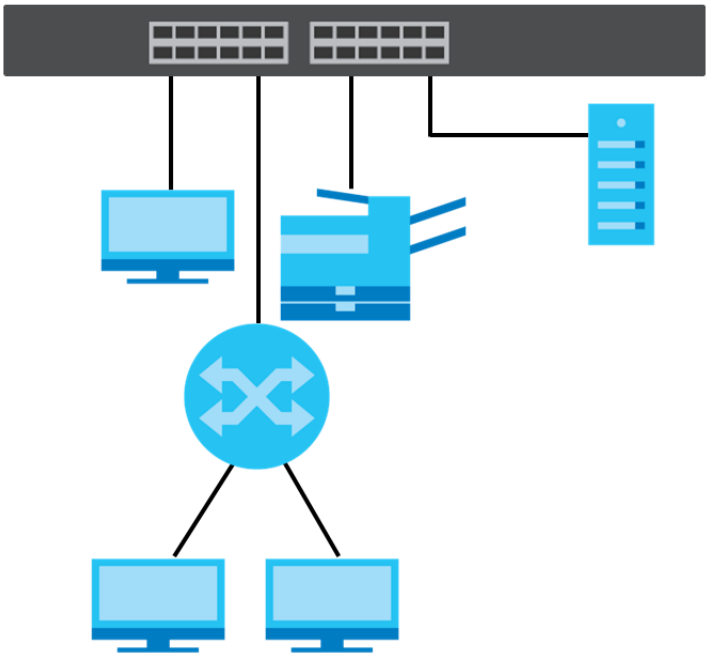


1.2.2 Backbone Example Application

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

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

Figure 3 Backbone Application

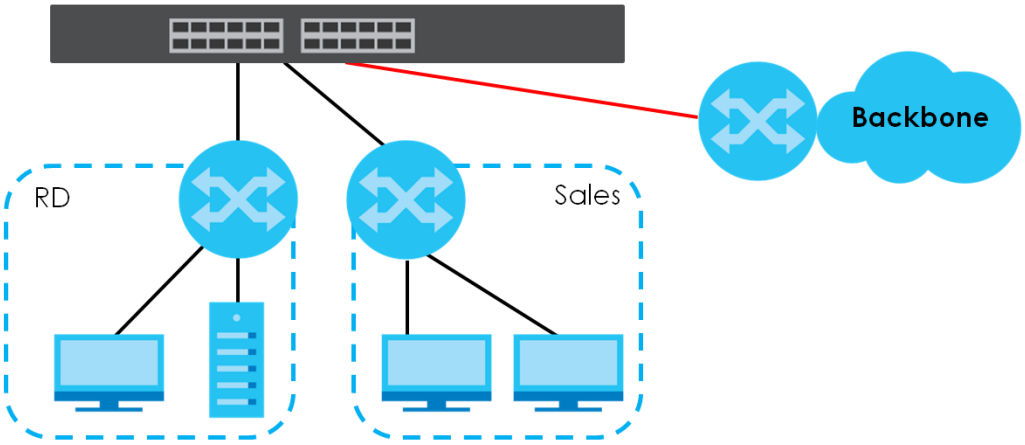


1.2.3 Bridging or Fiber Optic Uplink Example Application

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

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

Figure 4 Bridging Application



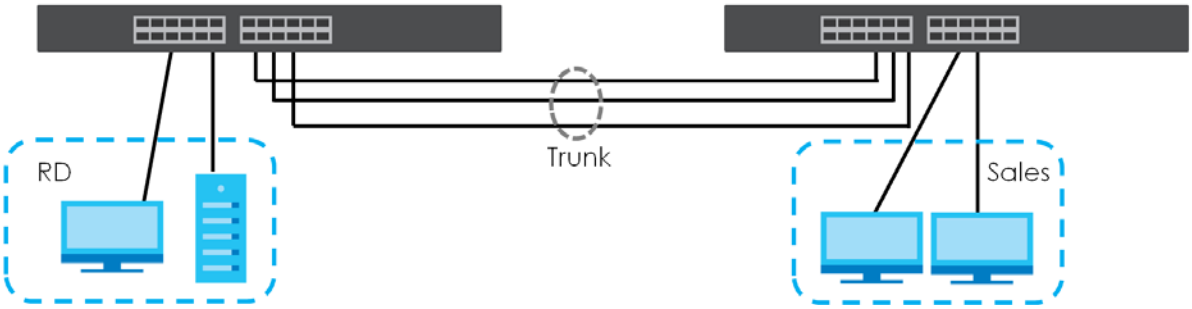
1.2.4 High Performance Switching Example

The Switch is ideal for connecting two networks that need high bandwidth. In the following example, use link aggregation (trunking) to connect these two networks.

Switching to higher-speed LANs such as ATM (Asynchronous Transmission Mode) is not feasible for most people due to the expense of replacing all existing Ethernet cables and adapter cards, restructuring your network and complex maintenance. The Switch can provide the same bandwidth as ATM at much lower cost while still being able to use existing adapters and switches. Moreover, the current LAN structure can be retained as all ports can freely communicate with each other.

This helps you switch to higher-speed LANs without the need for replacing all existing Ethernet cables and adapter cards, restructuring your network and complex maintenance.

Figure 5 High Performance Switched Workgroup Application



1.2.5 IEEE 802.1Q VLAN Application Examples

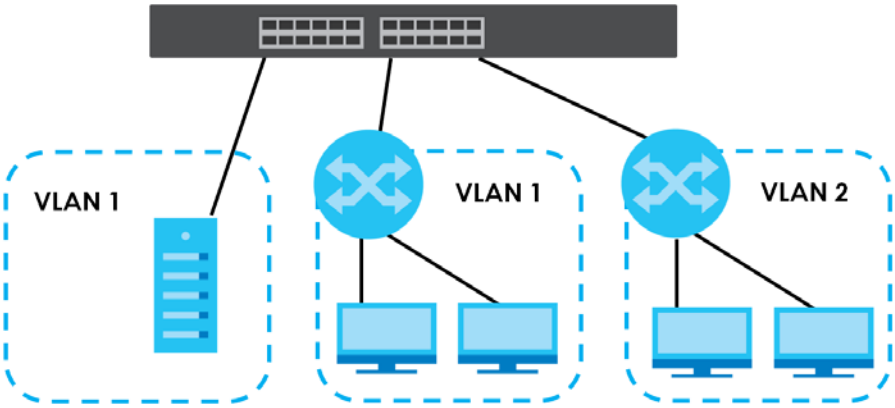
A VLAN (Virtual Local Area Network) allows a physical network to be partitioned into multiple logical networks. Stations on a logical network belong to one or more groups. With VLAN, a station cannot directly talk to or hear from stations that are not in the same groups unless such traffic first goes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

1.2.5.1 Tag-based VLAN Example

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

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

Figure 6 Shared Server Using VLAN Example



1.3 Ways to Manage the Switch

Use any of the following methods to manage the Switch.

- NCC (Zyxel Nebula Control Center). With the NCC, you can remotely manage and monitor the Switch through a cloud-based network management system. See the NCC User's Guide for detailed information about how to access the NCC and manage your Switch through the NCC. See the NCC User's Guide for how to configure Nebula managed devices.
- Web Configurator. This is recommended for everyday management of the Switch using a (supported) web browser. See Chapter 4 on page 50.
- FTP. Use File Transfer Protocol for firmware upgrades and configuration backup or restore. See Section 60.3.1 on page 352.
- SNMP. The Switch can be monitored and/or managed by an SNMP manager. See Section 26.6.1 on page 163.
- Cluster Management. Cluster Management allows you to manage multiple switches through one switch, called the cluster manager. See Chapter 60 on page 355.
- ZON Utility. ZON Utility is a program designed to help you deploy and perform initial setup on a network more efficiently. See Section 4.3 on page 53.

1.4 Good Habits for Managing the Switch

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

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

CHAPTER 2
Hardware Installation and Connection

2.1 Installation Scenarios

This chapter shows you how to install and connect the Switch.

The Switch can be:

- Placed on a desktop.
- Wall-mounted on a wall.
- Rack-mounted on a standard EIA rack.

2.2 Safety Precautions

Please observe the following before using the Switch:

- It is recommended to ask an authorized technician to attach the Switch on a desk or to the rack or wall. Use the proper screws to prevent damage to the Switch. See the **Installation Requirements** sections in this chapter to know the types of screws and screwdrivers for each mounting method.
- Make sure there is at least 2 cm of clearance on the top and bottom of the Switch, and at least 5 cm of clearance on all four sides of the Switch. This allows air circulation for cooling.
- Do NOT block the ventilation holes nor store cables or power cords on the Switch. Allow clearance for the ventilation holes to prevent your Switch from overheating. This is especially crucial when your Switch does not have fans. Overheating could affect the performance of your Switch, or even damage it.
- The surface of the Switch could be hot when it is functioning. Do NOT put your hands on it. You may get burned. This could happen especially when you are using a fanless Switch.
- The Switches with fans are not suitable for use in locations where children are likely to be present.

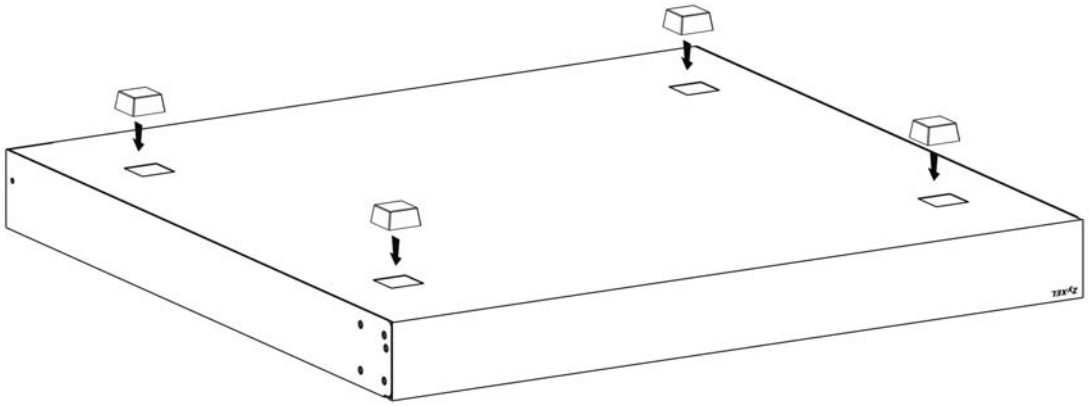
To start using the Switch, simply connect the power cables to turn it on.

2.3 Freestanding Installation Procedure

1. Make sure the Switch is clean and dry.
2. Remove the adhesive backing from the rubber feet.

3 Attach the rubber feet to each corner on the bottom of the Switch. These rubber feet help protect the Switch from shock or vibration and ensure space between devices when stacking.

Figure 7 Attaching Rubber Feet



4 Set the Switch on a smooth, level surface strong enough to support the weight of the Switch and the connected cables. Make sure there is a power outlet nearby.

Cautions:

- Avoid stacking fanless Switches to prevent overheating.
- Ensure enough clearance around the Switch to allow air circulation for cooling.
- Do NOT remove the rubber feet as it provides space for air circulation.

2.4 Wall Mounting (XMG1915-10E and XMG1915-10EP Only)

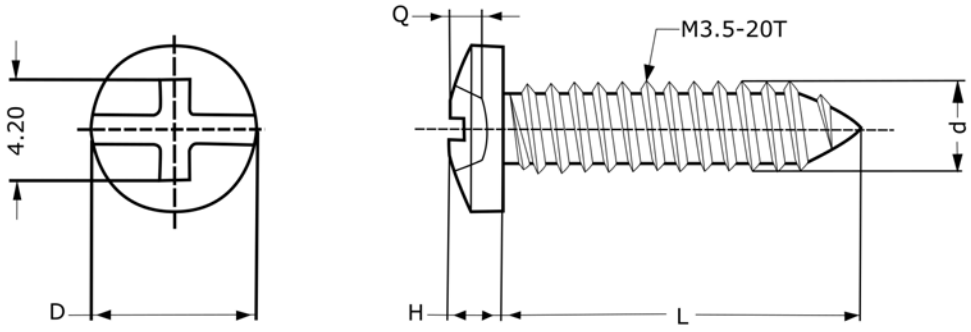
The Switch can be mounted on a wall. You may need screw anchors if mounting on a concrete or brick wall.

2.4.1 Installation Requirements

- Use screws with 6 mm – 8 mm (0.24" – 0.31") wide heads.
- The distance between the screws: 176 mm.

The following figure shows the screw specifications used for wall mounting.

- D = 7.00 mm
- H = 2.00 mm
- L= 15.50 mm
- d = 3.50 mm



Do the following to attach your Switch to a wall.

1 Select a position free of obstructions on a wall strong enough to hold the weight of the Switch.

2 Mark two holes on the wall at the appropriate distance apart for the screws.

WARNING! Be careful to avoid damaging pipes or cables located inside the wall when drilling holes for the screws.

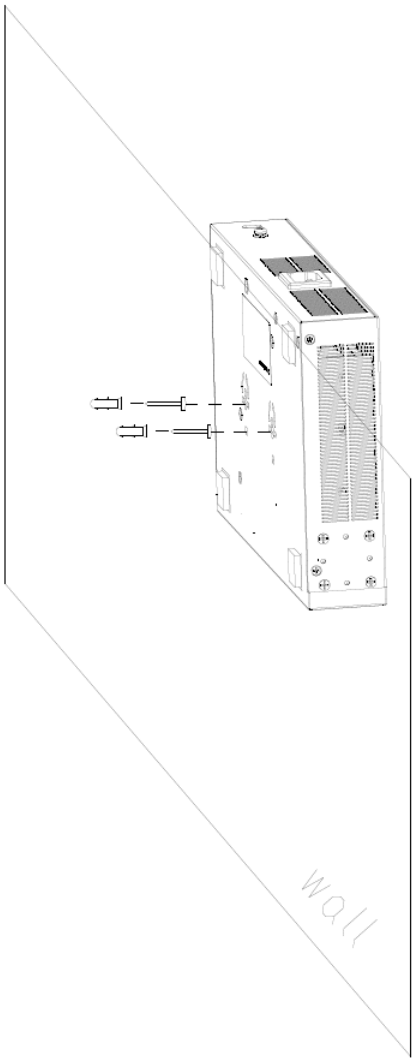
3 If using screw anchors, drill two holes for the screw anchors into the wall. Push the anchors into the full depth of the holes, then insert the screws into the anchors. Do NOT insert the screws all the way in – leave a small gap of about 0.5 cm.

If not using screw anchors, use a screwdriver to insert the screws into the wall. Do NOT insert the screws all the way in – leave a gap of about 0.5 cm.

4 Make sure the screws are fastened well enough to hold the weight of the Switch with the connection cables.

5 Align the holes on the back of the Switch with the screws on the wall. Hang the Switch on the screws.

Note: Make sure there is enough clearance between the wall and the Switch to allow ventilation.



WARNING! The Switch should be wall-mounted horizontally, and make sure the front panel is facing down. The Switch's side panels with ventilation slots should not be facing up or down as this position is less safe.

2.5 Mounting the Switch on a Rack

The Switch can be mounted on an EIA standard size, 19-inch rack or in a wiring closet with other equipment. Follow the steps below to mount your Switch on a standard EIA rack using a rack-mounting kit.

Note: Make sure there is enough clearance between each equipment on the rack for air circulation.

2.5.1 Installation Requirements

- Two mounting brackets.

- Eight M3 flat head screws and a #2 Philips screwdriver.
- Four M5 flat head screws and a #2 Philips screwdriver.

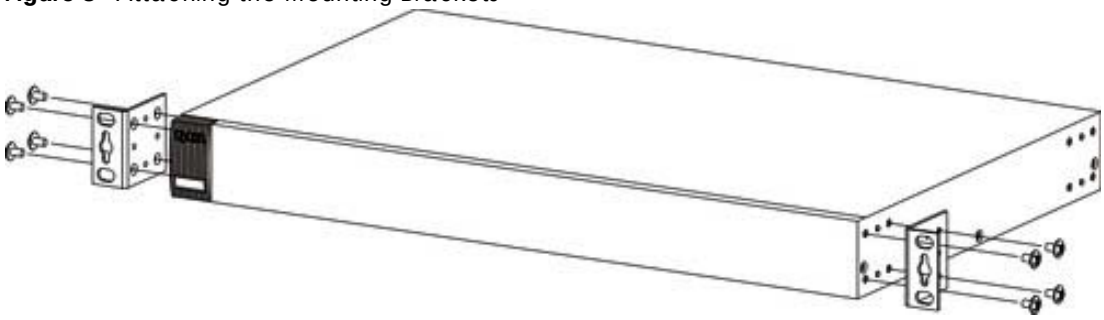
2.5.2 Precautions

- Make sure the rack will safely support the combined weight of all the equipment it contains. The maximum weight a bracket can hold is 21.5 kg.
- Make sure the position of the Switch does not make the rack unstable or top-heavy. Take all necessary precautions to anchor the rack securely before installing the unit.

2.5.3 Attaching the Mounting Brackets to the Switch

1 Position a mounting bracket on one side of the Switch, lining up the four screw holes on the bracket with the screw holes on the side of the Switch.

Figure 8 Attaching the Mounting Brackets



2 Using a #2 Philips screwdriver, install the M3 flat head screws through the mounting bracket holes into the Switch.

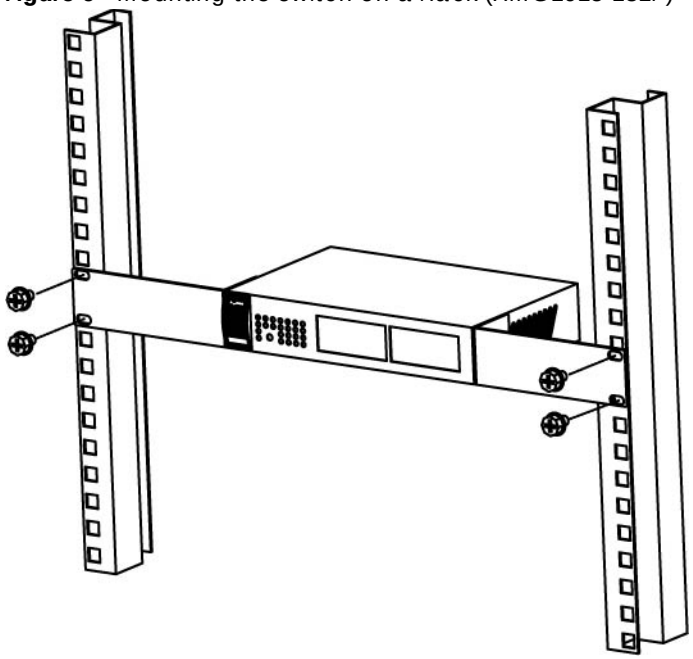
3 Repeat steps 1 and 2 to install the second mounting bracket on the other side of the Switch.

4 You may now mount the Switch on a rack. Proceed to the next section.

2.5.4 Mounting the Switch on a Rack

1 Position a mounting bracket (that is already attached to the Switch) on one side of the rack, lining up the two screw holes on the bracket with the screw holes on the side of the rack.

Figure 9 Mounting the Switch on a Rack (XMG1915-18EP)



2 Using a #2 Philips screwdriver, install the M5 flat head screws through the mounting bracket holes into the rack.

Note: Make sure you tighten all the four screws to prevent the Switch from getting slanted.

3 Repeat steps 1 and 2 to attach the second mounting bracket on the other side of the rack.

CHAPTER 3
Hardware Panels

This chapter describes the front panel and rear panel of the Switch and shows you how to make the hardware connections.

3.1 Front Panel Connections

The following figures show the front panels of the Switch.

Figure 10 Front Panel: XMG1915-10E

Figure 11 Front Panel: XMG1915-10EP

Figure 12 Front Panel: XMG1915-18EP

The following table describes the ports.

Table 6 Panel Connections

CONNECTOR / BUTTON	DESCRIPTION
100M/1G/2.5G RJ-45 Ethernet Ports Port 1 – 8 (XMG1915-10E / XMG1915-10EP) Port 1 – 16 (XMG1915-18EP)	These are 100M/1000M/2.5GBase-T auto-negotiating and auto-crossover Ethernet ports. Connect these ports to a computer, a hub, a router, or an Ethernet switch.
100M/1G/2.5G RJ-45 PoE Ports Port 1 – 8 (XMG1915-10EP / XMG1915-18EP)	These are 100M/1000M/2.5GBase-T auto-negotiating and auto-crossover IEEE802.3bt PoE++ 60 W ports. A PoE port is an Ethernet port that can supply power to a connected device. Connect these ports to a PoE-enabled IP camera / IP phone / AP, or an Ethernet switch.

Table 6 Panel Connections (continued)

CONNECTOR / BUTTON	DESCRIPTION
1G/10G SFP+ Slots Port 9 – 10 (XMG1915-10E / XMG1915-10EP) Port 17 – 18 (XMG1915-18EP)	Use SFP+ transceivers in these ports for high-bandwidth backbone connections. You can also insert an SFP+ Direct Attach Copper (DAC) in the SFP+ slot.
Restore	Press the **RESTORE** button for 2 to 6 seconds to have the Switch automatically reboot. See Section 3.3 on page 47 for more information about the LED behavior. Press the **RESTORE** button for more than 6 seconds to have the Switch restore the factory default file. See Section 3.3 on page 47 for more information about the LED behavior.
LED Mode (only available for XMG1915-10EP)	Push this button to toggle the Ethernet port's LED between Link/ACT LED and PoE LED. By default, the Ethernet port's LED acts as a Link/ACT LED. • Push this button to change the Ethernet port's LED to act as a PoE LED. The **PoE** status LED will light when power is supplied to the PoE Ethernet port(s). See Section 3.3 on page 47 for more information on the **PoE** status LED. • Push this button again to change the Ethernet port's LED to act as a Link/ACT LED. The **PoE** status LED will turn off even when power is supplied to the PoE Ethernet port(s). View the LEDs to ensure proper functioning of the Switch and as an aid in troubleshooting.

3.1.1 Multi-Gigabit Ethernet Ports

The Switch has 2.5 GbE auto-negotiating, auto-crossover Ethernet ports. In 100/1000 Mbps/2.5 Gbps multi-gigabit Ethernet, the speed can be 100 Mbps, 1000 Mbps, or 2.5 Gbps. The duplex mode is full duplex.

An auto-negotiating port can detect and adjust to the optimum Ethernet speed (100/1000 Mbps/2.5 Gbps) of the connected device in full duplex mode.

An auto-crossover (auto-MDI/MDI-X) port automatically works with a straight-through or crossover Ethernet cable.

When auto-negotiation is turned on, an Ethernet port negotiates with the peer automatically to determine the connection speed and duplex mode. If the peer Ethernet port does not support auto-negotiation or turns off this feature, the Switch determines the connection speed by detecting the signal on the cable and using half duplex mode. When the Switch's auto-negotiation is turned off, an Ethernet port uses the pre-configured speed and duplex mode when making a connection, thereby requiring you to make sure that the settings of the peer Ethernet port are the same in order to connect.

3.1.1.1 Default Ethernet Negotiation Settings

The factory default negotiation settings for the Gigabit ports on the Switch are:

- Speed: Auto
- Duplex: Auto
- Flow control: Off
- Link Aggregation: Disabled

3.1.1.2 Auto-crossover

All ports support auto-crossover, that is auto-MDIX ports (Media Dependent Interface Crossover), so you may use either a straight-through Ethernet cable or crossover Ethernet cable for all Gigabit port connections. Auto-crossover ports automatically sense whether they need to function as crossover or straight ports, so crossover cables can connect both computers and switches or hubs.

3.1.2 PoE (XMG1915-10EP and XMG1915-18EP)

The Switch supports both the IEEE 802.3af Power over Ethernet (PoE), IEEE 802.3at Power over Ethernet (PoE) plus, and IEEE 802.3bt Power over Ethernet (PoE) plus plus standards. The Switch is a Power Sourcing Equipment (PSE) because it provides a source of power through its Ethernet ports. Each device that receives power through an Ethernet port is a Powered Device (PD).

3.1.3 SFP/SFP+ Slots

These are two slots for Small Form-Factor Pluggable (SFP) or SFP+ modules, such as an SFP or SFP+ transceiver. The SFP+ (SFP Plus) is an enhanced version of the SFP and supports data rates of 10 Gbps. A transceiver is a single unit that houses a transmitter and a receiver. Use a transceiver to connect a fiber optic cable to the Switch. The Switch does not come with transceivers. You must use transceivers that comply with the Small Form-Factor Pluggable (SFP) Transceiver MultiSource Agreement (MSA). See the SFF committee's INF-8074i specification Rev 1.0 for details.

You can change transceivers while the Switch is operating. You can use different transceivers to connect to Ethernet switches with different types of fiber optic connectors.

- Type: SFP or SFP+ connection interface
- Connection speed: 1 or 10 Gigabit per second (Gbps)

WARNING! To avoid possible eye injury, do not look into an operating fiber optic module's connectors.
HANDLING! All transceivers are static sensitive. To prevent damage from electrostatic discharge (ESD), it is recommended you attach an ESD preventive wrist strap to your wrist and to a bare metal surface when you install or remove a transceiver.
STORAGE! All modules are dust sensitive. When not in use, always keep the dust plug on. Avoid getting dust and other contaminant into the optical bores, as the optics do not work correctly when obstructed with dust.

3.1.3.1 Transceiver Installation

Use the following steps to install a transceiver.

1. Attach an ESD preventive wrist strap to your wrist and to a bare metal surface.
2. Align the transceiver in front of the slot opening.
3. Make sure the latch is in the lock position (latch styles vary), then insert the transceiver into the slot with the exposed section of PCB board facing down.

4 Press the transceiver firmly until it clicks into place.

5 The Switch automatically detects the installed transceiver. Check the LEDs to verify that it is functioning properly.

6 Remove the dust plugs from the transceiver and cables (dust plug styles vary).

7 Identify the signal transmission direction of the fiber optic cables and the transceiver. Insert the fiber optic cable into the transceiver.

Figure 13 Latch in the Lock Position

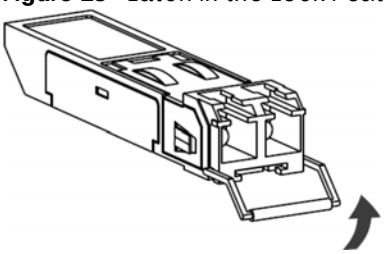


Figure 14 Transceiver Installation Example

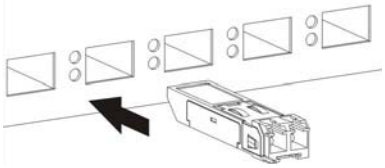
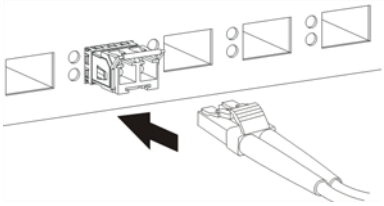


Figure 15 Connecting the Fiber Optic Cables



3.1.3.2 Transceiver Removal

Use the following steps to remove an SFP transceiver.

1 Attach an ESD preventive wrist strap to your wrist and to a bare metal surface on the chassis.

2 Remove the fiber optic cables from the transceiver.

3 Pull out the latch and down to unlock the transceiver (latch styles vary).

Note: Make sure the transceiver's latch is pushed all the way down, so the transceiver can be pulled out successfully.

4 Pull the latch, or use your thumb and index finger to grasp the tabs on both sides of the transceiver, and carefully slide it out of the slot.

Note: Do NOT pull the transceiver out by force. You could damage it. If the transceiver will not slide out, grasp the tabs on both sides of the transceiver with a slight up or down motion and carefully slide it out of the slot. If unsuccessful, contact Zyxel Support to prevent damage to your Switch and transceiver.

5 Insert the dust plug into the ports on the transceiver and the cables.

Figure 16 Removing the Fiber Optic Cables

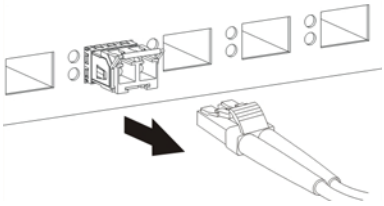


Figure 17 Opening the Transceiver's Latch Example

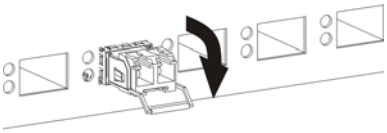
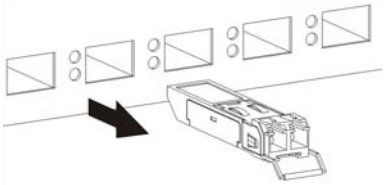


Figure 18 Transceiver Removal Example



3.2 Rear Panel

The following figures show the rear panel of the Switch. The rear panel contains:

Figure 19 Front Panel: XMG1915-10E

Figure 20 Front Panel: XMG1915-10EP

Figure 21 Front Panel: XMG1915-18EP

3.2.1 Grounding

Grounding is a safety measure to direct excess electric charge to the ground. It prevents damage to the Switch, and protects you from electrocution. Use the grounding screw on the rear panel and the ground wire of the AC power supply to ground the Switch.

The grounding terminal and AC power ground where you install the Switch must follow your country's regulations. Qualified service personnel must ensure the building's protective earthing terminals are valid terminals.

Installation of Ethernet cables must be separate from AC power lines. To avoid electric surge and electromagnetic interference, use a different electrical conduit or raceway (tube/trough or enclosed conduit for protecting electric wiring) that is 15 cm apart, or as specified by your country's electrical regulations.

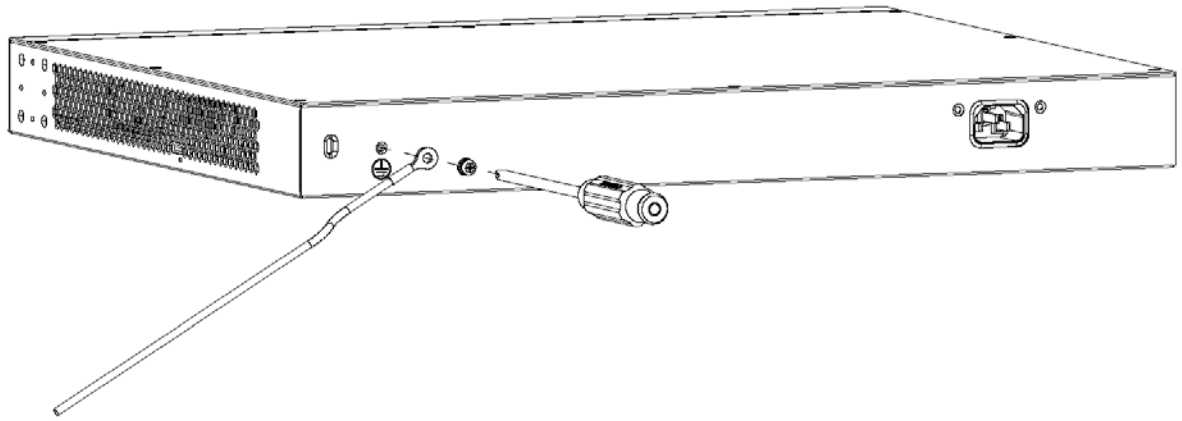
Any device that is located outdoors and connected to this product must be properly grounded and surge protected. To the extent permissible by your country's applicable law, failure to follow these guidelines could result in damage to your Switch which may not be covered by its warranty.

Note: The specification for surge or ESD protection assumes that the Switch is properly grounded.

1 Remove the M4 ground screw from the Switch's rear panel.

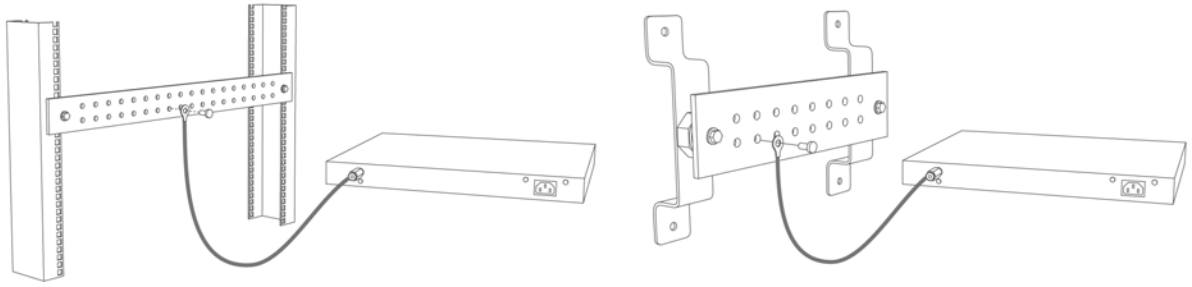
2 Secure a green or yellow ground cable (16 AWG or smaller) to the Switch's rear panel using the M4 ground screw.

Figure 22 Grounding



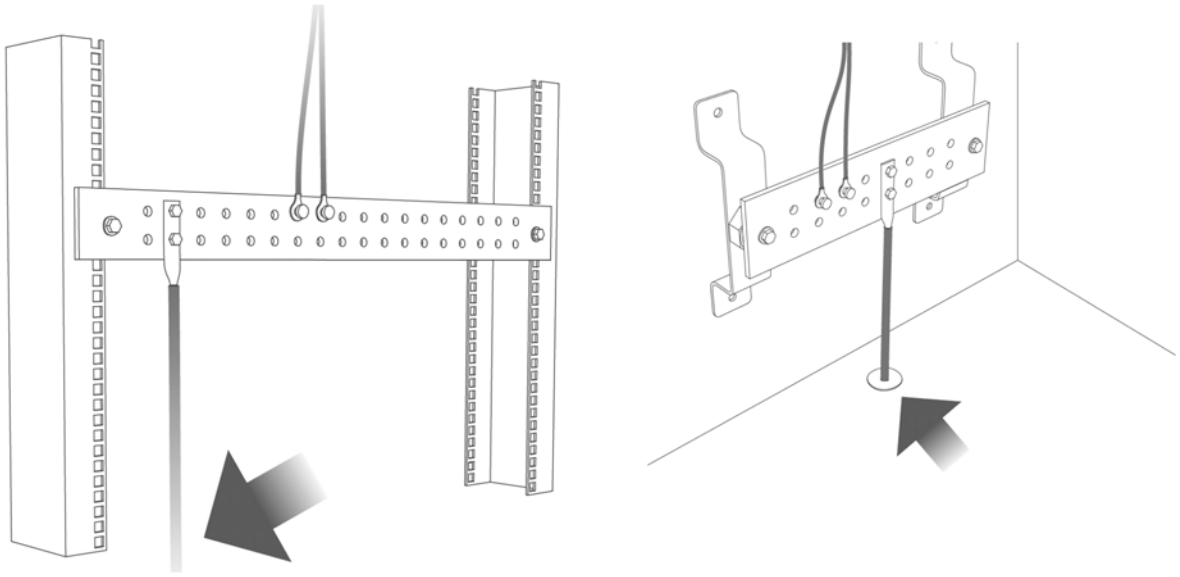
3 Attach the other end of the ground cable to a grounding bar located on the rack where you install the Switch or to an on-site grounding terminal.

Figure 23 Attach Ground Cable to Grounding Bar or On-site Grounding Terminal



4 The grounding terminal of the server rack or on-site grounding terminal must also be grounded and connected to the building's main grounding electrode. Make sure the grounding terminal is connected to the buildings grounding electrode and has an earth resistance of less than 10 ohms, or according to your country's electrical regulations.

Figure 24 Connecting to the Building's Main Grounding Electrode



If you are uncertain that suitable grounding is available, contact the appropriate electrical inspection authority or an electrician.

This device must be grounded. Do this before you make other connections.

3.2.2 AC Power Connection

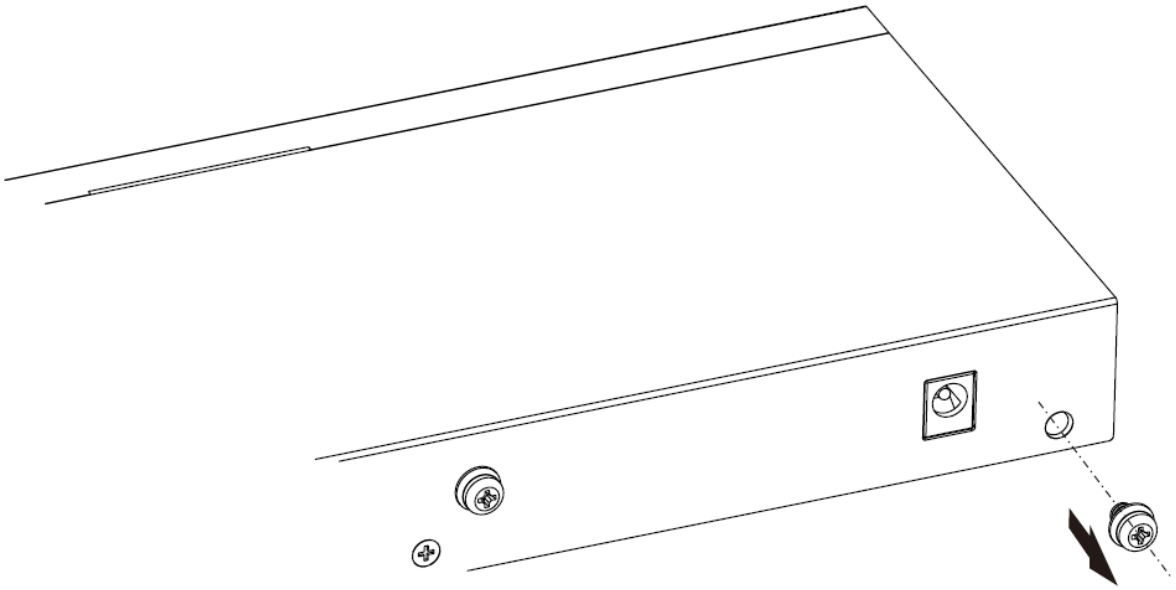
Note: Make sure you are using the correct power source as shown on the panel and that no objects obstruct the airflow of the fans (located on the side of the unit).

To connect power to the Switch, insert the female end of the power cord to the AC power receptacle on the rear panel. Connect the other end of the supplied power cord to a power outlet.

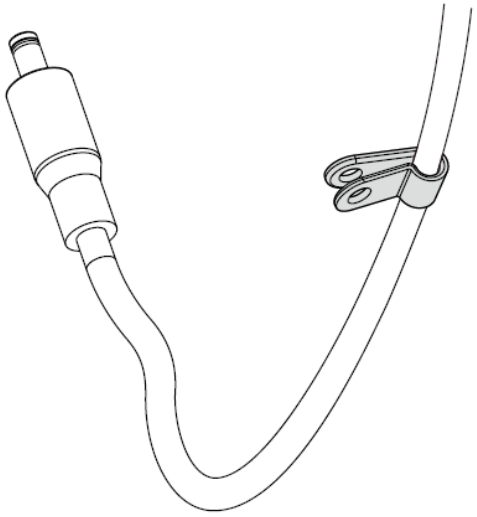
Installing the Retainer Clip (for XMG1915-10E and XMG1915-10EP)

Install the retainer clip to prevent accidental removal of the power cord.

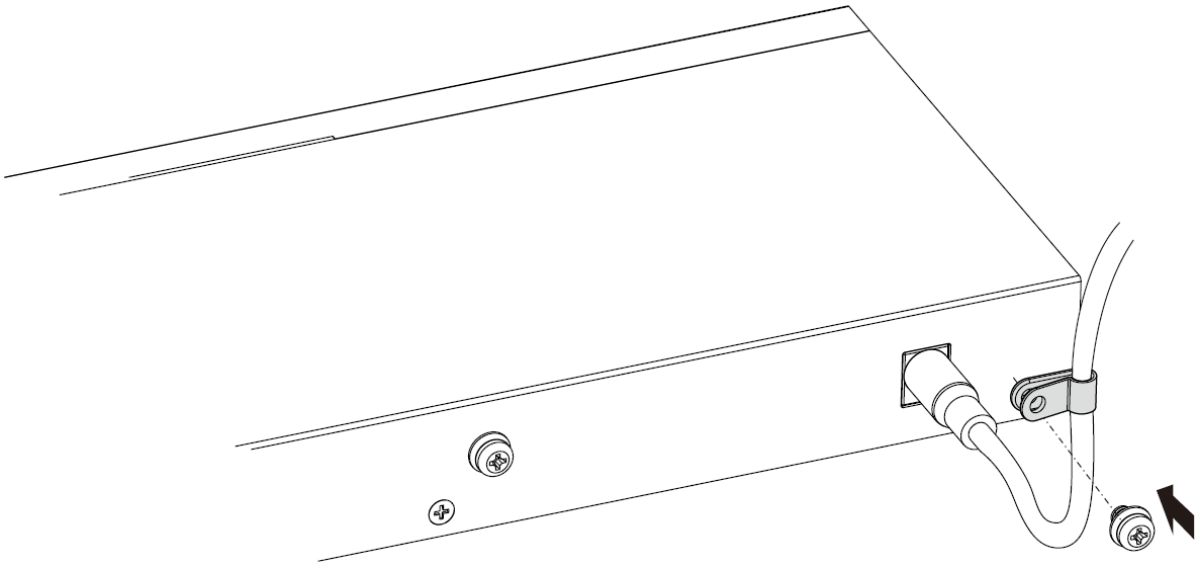
1 Remove the **Retainer Holder** screw from the rear panel.



2 Wrap the retainer clip on the power cord.



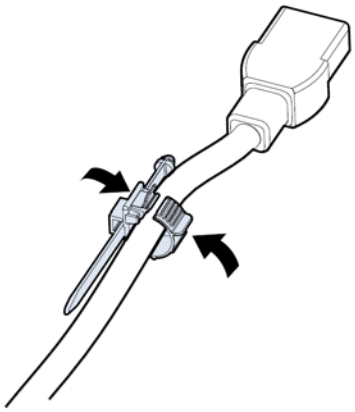
3 Align the retainer clip holes with the **Retainer Holder** hole and fasten the screw to secure it.



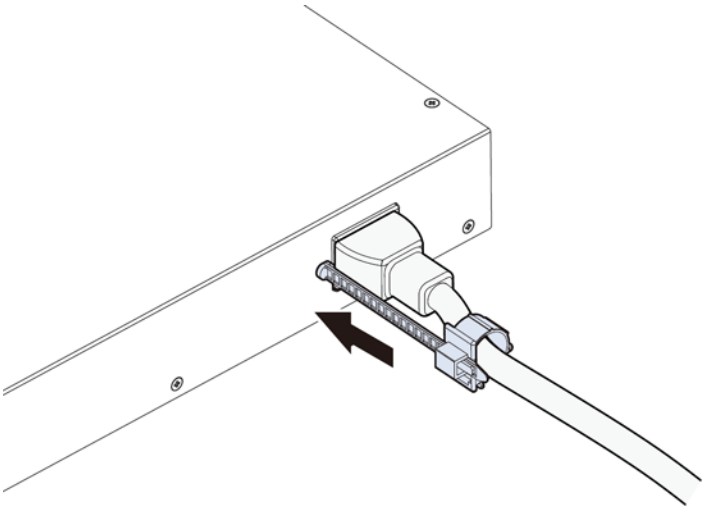
Installing the Retainer Clip (for XMG1915-18EP)

Install the retainer clip to prevent accidental removal of the power cord.

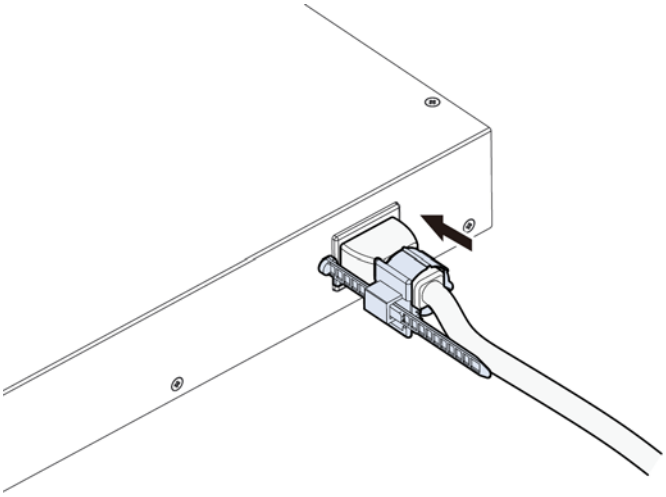
1 Loosely wrap the clip on the retainer to the power cord.



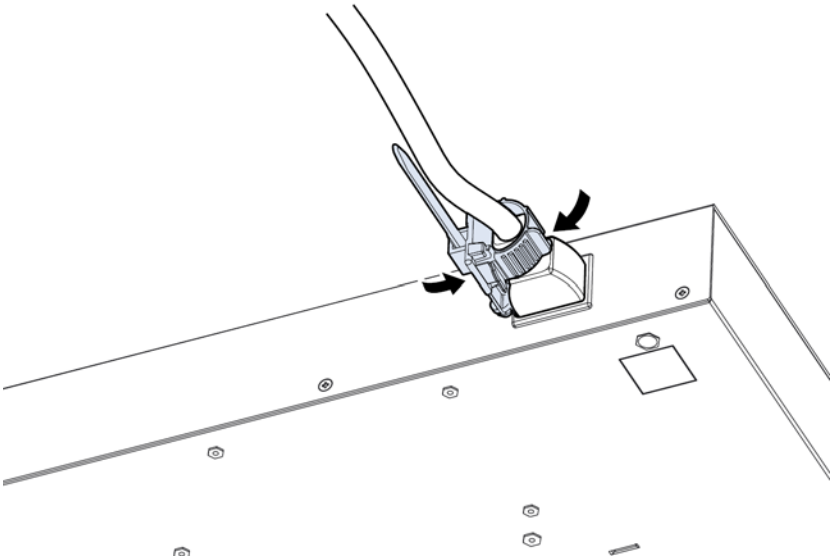
2 Push the pronged-end of the retainer clip into the **Retainer Holder** hole until it locks into place.



3 Slide the clip up to the end of the power cord.



4 Close the clip tightly around the power cord until secure.



3.3 LEDs

After you connect the power to the Switch, view the LEDs to ensure proper functioning of the Switch and as an aid in troubleshooting.

Table 7 LED Descriptions

LED	COLOR	STATUS	DESCRIPTION
PWR	Green	On	The Switch is receiving power from the power module in the power slot.
		Blinking	The Switch is rebooting.
	Red (XMG1915-18EP)	On	The Switch has system error.
		Off	The Switch is not receiving power from the power module in the power slot or is malfunctioning.
CLOUD	Green	On	The Switch has successfully connected to the NCC (Nebula Control Center).
		Blinking	The Switch cannot connect to the NCC because it is not registered or due to the Internet connection and other possible problems.
		Off	The Switch is operating in standalone mode. Nebula Control Center Discovery is disabled in **SYSTEM** > **Cloud Management** > **Nebula Control Center Discovery** in the Switch Web Configurator.
PoE LED (XMG1915-10EP / XMG1915-18EP)	Red	On	PoE power usage is more than 95 percent of the power supplied budget.
	Yellow	On	PoE power usage is below 95 percent of the power supplied budget, but over 80 percent of the power supplied budget.
	Green	On	PoE power usage is below 80 percent of the power supplied budget.

LED	COLOR	STATUS	DESCRIPTION
100M/1000M/2.5G Base-T Ports			
Link / ACT 1 – 8 (XMG1915-10E / XMG1915-10EP) 1 – 16 (XMG1915-18EP)	Sky Blue	On	The link to a 2.5G Ethernet network is up.
		Blinking	The Switch is transmitting/receiving to/from a 2.5G Ethernet network.
	Green	On	The link to a 1000M Ethernet network is up.
		Blinking	The Switch is transmitting/receiving to/from a 1000M Ethernet network.
	Yellow	On	The link to a 100M Ethernet network is up.
		Blinking	The Switch is transmitting/receiving to/from a 100M Ethernet network.
		Off	The link to an Ethernet network is down or the port is administratively shut down.

PoE Mode			
1 – 8 (XMG1915-10EP / XMG1915-18EP)	Blue	On	Power supplied to all PoE Ethernet ports meets the IEEE 802.3bt standard.
	Green	On	Power supplied to all PoE Ethernet ports meets the IEEE 802.3at standard.
	Yellow	On	Power supplied to all PoE Ethernet ports meets the IEEE 802.3af standard.
		Off	There is no power supplied.

LED	COLOR	STATUS	DESCRIPTION
1G/10G SFP+ Slots			
Link / ACT 9 – 10 (XMG1915-10E / XMG1915-10EP) 17 – 18 (XMG1915-18EP)	Blue	On	The port has a successful 10G connection.
		Blinking	The port is transmitting or receiving data at 10G.
	Green	On	The port has a successful 1000M connection.
		Blinking	The port is transmitting or receiving data at 1000M.
		Off	This link is disconnected or the port is administratively shut down.

PART II
Technical Reference

CHAPTER 4
Web Configurator

4.1 Overview

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

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

In order to use the Web Configurator you need to allow:

- Web browser pop-up windows on your computer.
- JavaScript (enabled by default).
- Java permissions (enabled by default).

4.2 System Login

1 Start your web browser.

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

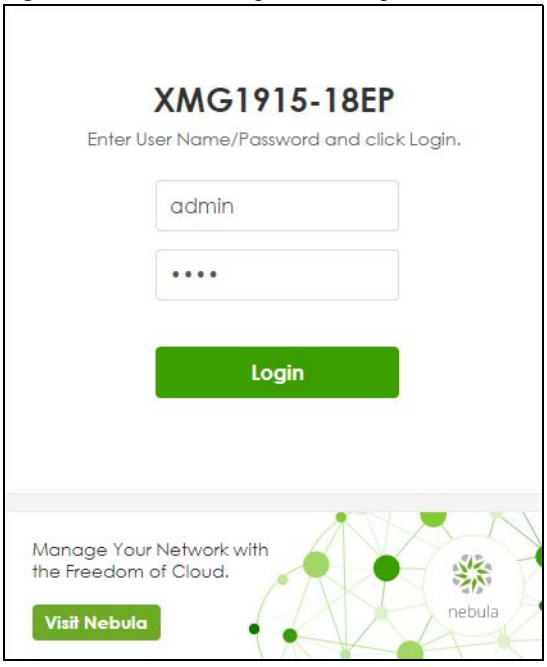
Note: You can always use the domain name "setup.zyxel" to access the Web Configurator whether the Switch is using a DHCP-assigned IP or static IP address. This requires your computer to be directly connected to the Switch. Make sure your computer can connect to a DNS server through the Switch.

If the Switch is not connected to a DHCP server, type "http://" and the static IP address of the Switch (for example, the default management IP address is 192.168.1.1) in the **Location** or **Address** field. Press [ENTER]. Your computer must be in the same subnet in order to access this website address.

Also, you can use the ZON Utility to check your Switch's IP address. See Section 4.3 on page 53 for more information on the ZON utility.

3 The **Login** screen appears.

Figure 25 Web Configurator: Login



4 Click the **Visit Nebula** button if you want to open the Zyxel Nebula Control Center (NCC) login page in a new tab or window. The NCC is a cloud-based network management system that allows you to remotely manage and monitor the Switch. See Section 1.1.2 on page 23 for information on changing your Switch to Nebula Cloud management.

Figure 26 Visit Nebula

5 Alternatively, click **Login** to log into the Web Configurator to manage the Switch directly. The default user name is **admin** and associated default password is **1234**.

6 The **Setup Wizard** screen will appear. You can use the **Setup Wizard** screen to configure the Switch's IP, login password, SNMP community, link aggregation, and view a summary of the settings. When you finish configuring the settings, you can click the **Apply & Save** button to make the settings take effect, and save your configuration into the Switch's non-volatile memory at once. Check the screens to see if the settings are applied.

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

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

7 If you did not change the default administrator password and/or SNMP community values, a warning screen displays each time you log into the Web Configurator. Click **Password / SNMP** to open a screen where you can change the administrator password and SNMP community string simultaneously. Otherwise, click **Ignore** to close it.

Password/SNMP Setting

Figure 27 Web Configurator: Warning

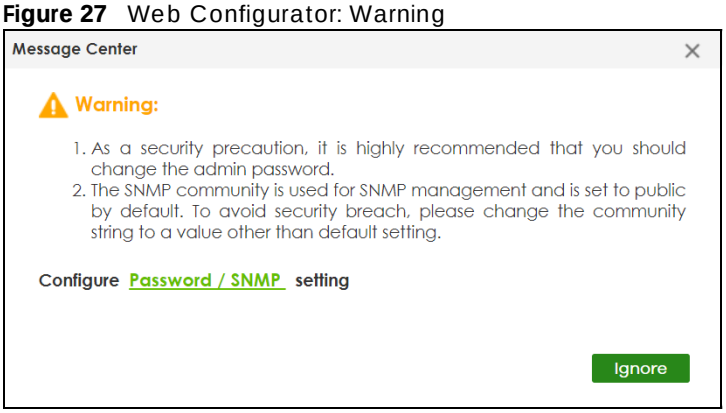
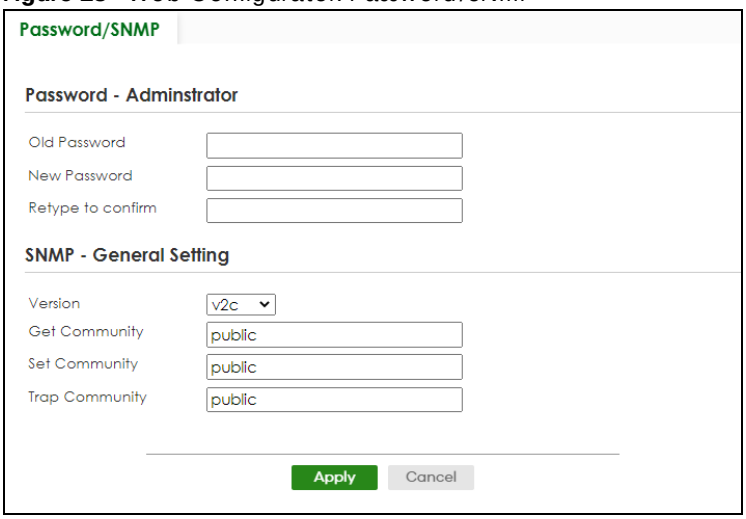


Figure 28 Web Configurator: Password/SNMP



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

Change the default administrator and/or SNMP passwords, and then click **Apply** to save your changes.

Table 8 Web Configurator: Password/SNMP

LABEL	DESCRIPTION
Password – Administrator This is the default administrator account with the "admin" user name. You cannot change the default administrator user name.	
Old Password	Enter the existing system password (**1234** is the default password when shipped).
New Password	Enter your new system password. Up to 32 printable ASCII characters are allowed for the new password.
Retype to confirm	Re-enter your new system password for confirmation.
SNMP – General Setting Use this section to specify the SNMP version and community (password) values.	
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). Note: SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNext-requests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for the incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

4.3 Zyxel One Network (ZON) Utility

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

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

4.3.1 Requirements

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

Operating System

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

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

Hardware

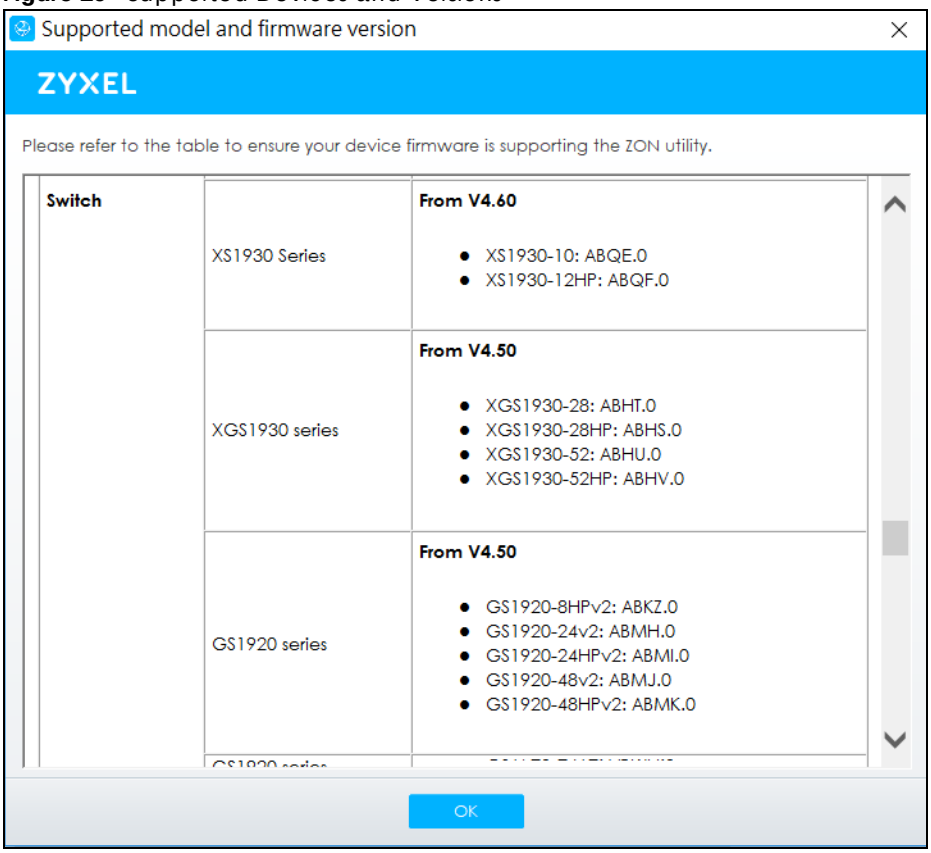
Here are the minimum hardware requirements to use the ZON Utility on your computer.

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

4.3.2 Run the ZON Utility

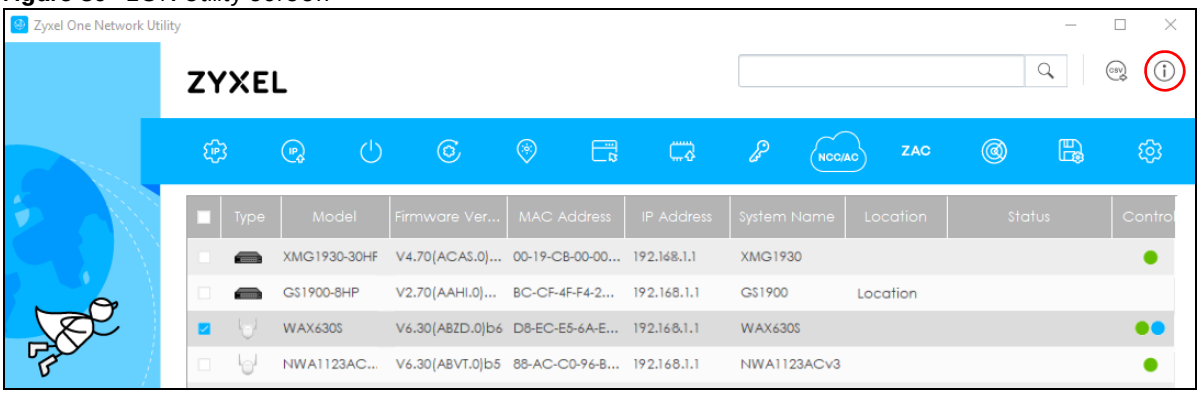
1. Double-click the ZON Utility to run it.
2. The first time you run the ZON Utility, you will see if your device and firmware version support the ZON Utility. Click the **OK** button to close this screen.

Figure 29 Supported Devices and Versions



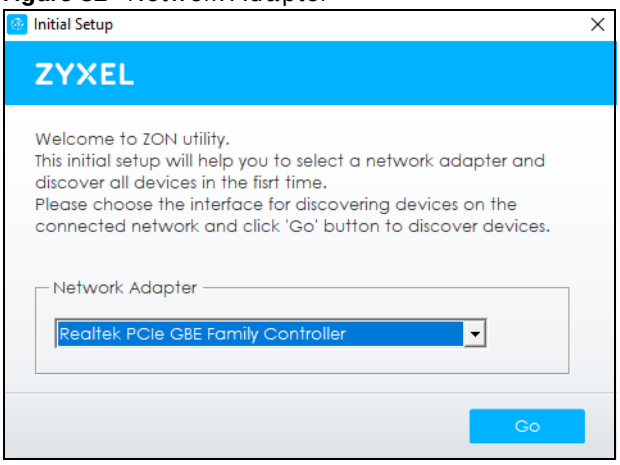
If you want to check the supported models and firmware versions later, you can click the **Show information about ZON** icon in the upper right of the screen. Then select the **Supported model and firmware version** link. If your device is not listed here, see the device release notes for ZON Utility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

Figure 30 ZON Utility Screen



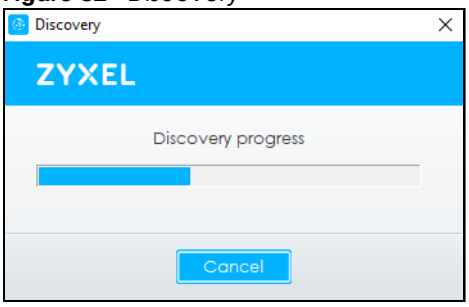
3 Select a network adapter to which your supported devices are connected.

Figure 31 Network Adapter



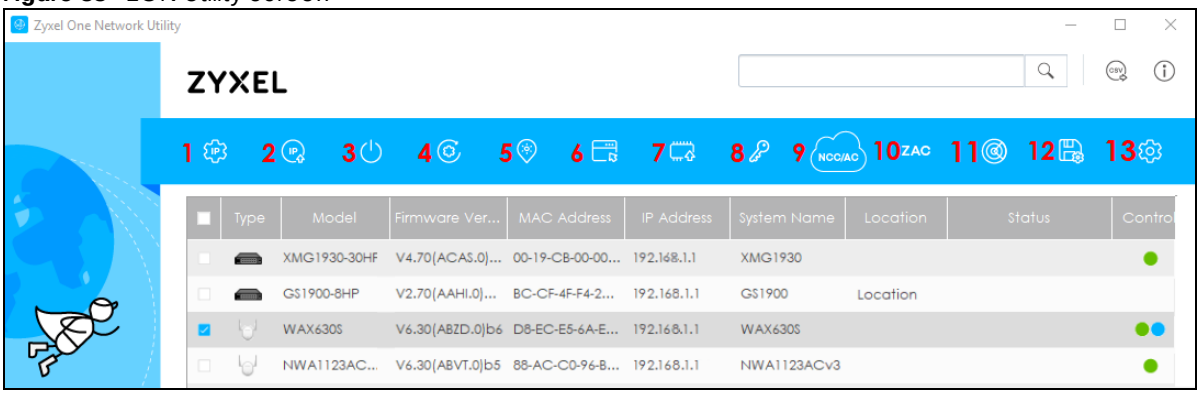
4 Click the **Go** button for the ZON Utility to discover all supported devices in your network.

Figure 32 Discovery



5 The ZON Utility screen shows the devices discovered.

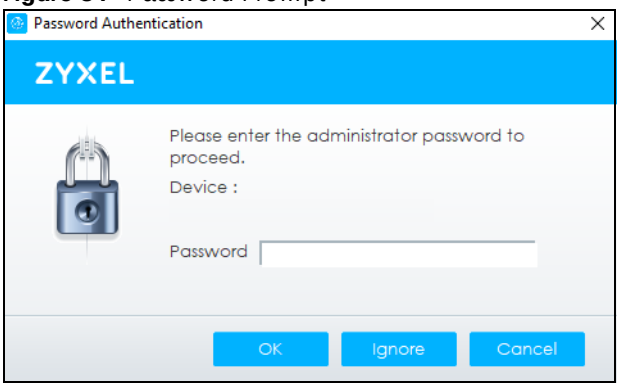
Figure 33 ZON Utility Screen



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

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

Figure 34 Password Prompt



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

Table 9 ZON Utility Icons

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

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

Table 10 ZON Utility Fields

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

Table 10 ZON Utility Fields (continued)

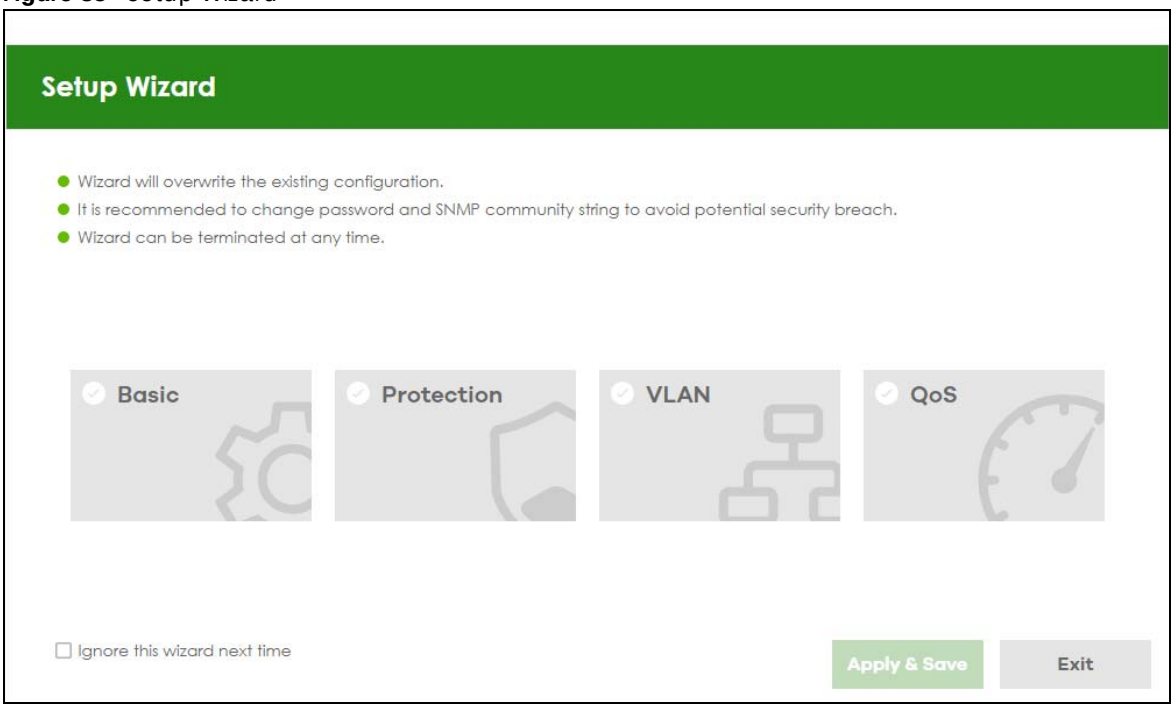
LABEL	DESCRIPTION
IP Address	This field displays the IP address of an internal interface on the discovered device that first received a ZDP discovery request from the ZON Utility.
System Name	This field displays the system name of the discovered device.
Location	This field displays where the discovered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

4.4 Wizard

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

- **Basic** – to configure the Switch IP address, DNS server, system password, SNMP community and link aggregation (trunking).
- **Protection** – to enable loop guard and broadcast storm control on the Switch and its ports.
- **VLAN** – to create a static VLAN, assign ports to the VLAN and set the ports to tag or untag outgoing frames.
- **QoS** – to determine a port's IEEE 802.1p priority level for QoS.

Figure 35 Setup Wizard

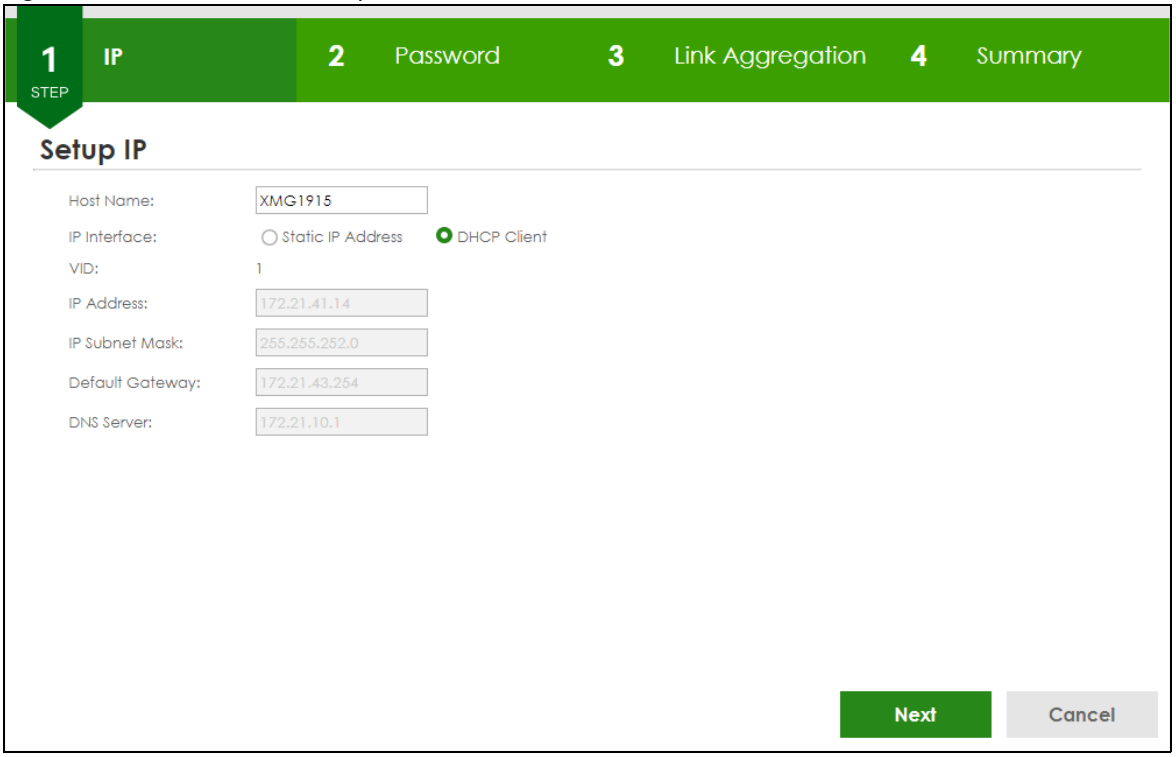


4.4.1 Basic

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

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

Figure 36 Wizard > Basic > Step 1 IP



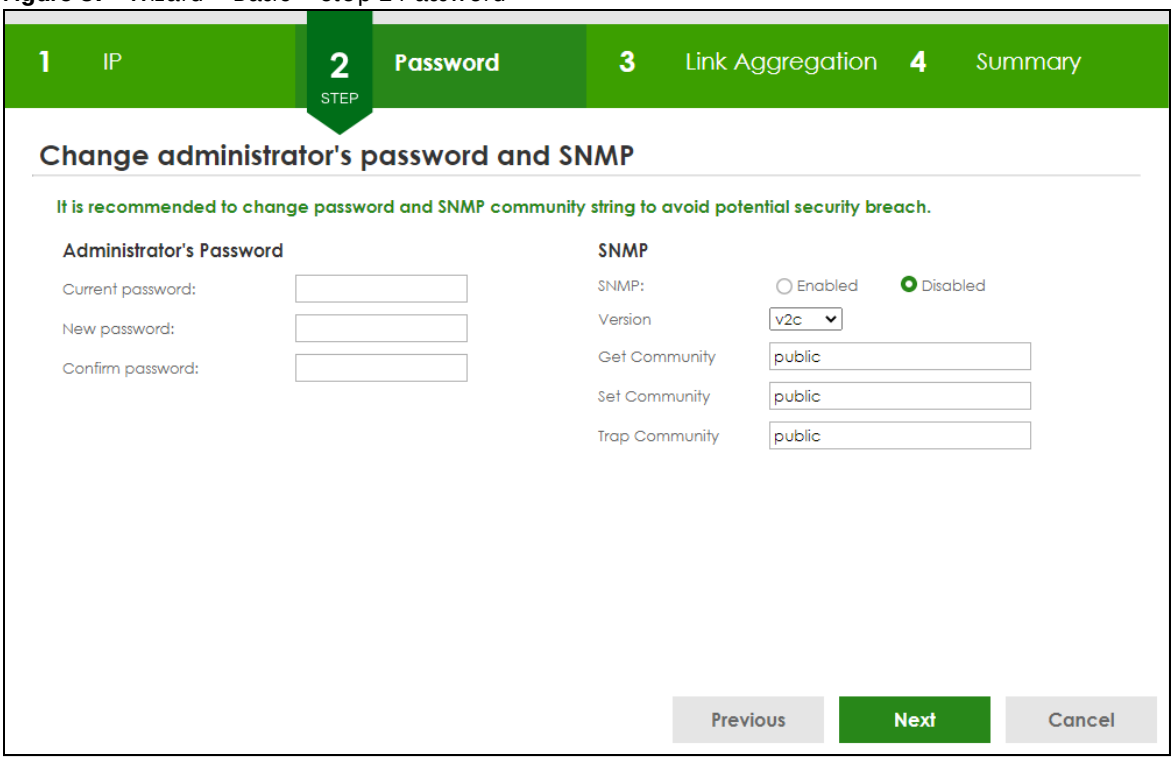
Each field is described in the following table.

Table 11 Wizard > Basic > Step 1 IP

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

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

Figure 37 Wizard > Basic > Step 2 Password



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

Each field is described in the following table.

Table 12 Wizard > Basic > Step 2 Password

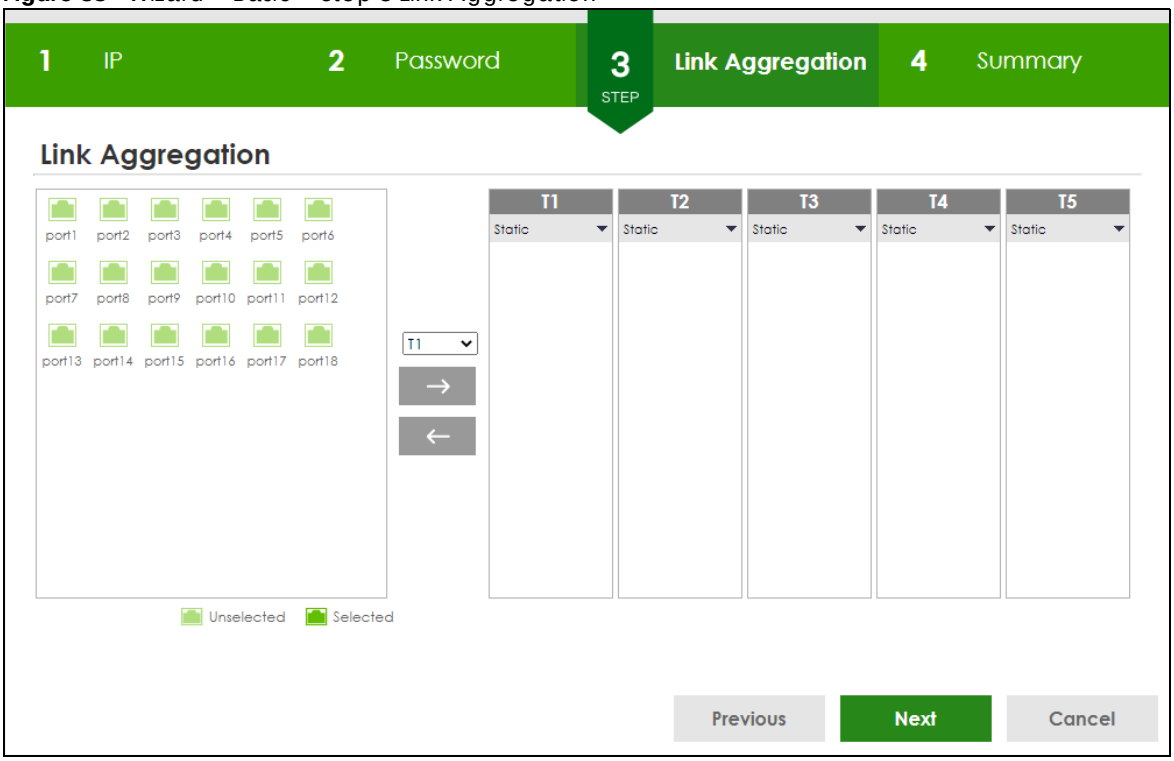
LABEL	DESCRIPTION
Administrator's Password	
Current password	Type the existing system password (1234 is the default password when shipped).
New password	Enter your new system password. Up to 32 printable ASCII characters are allowed for the new password.
Confirm password	Retype your new system password for confirmation.
SNMP	
SNMP	Select **Enabled** to let the Switch act as an SNMP agent, which allows a manager station to manage and monitor the Switch through the network. Select **Disabled** to turn this feature off.
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). Note: SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNextrequests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for the incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.

Table 12 Wizard > Basic > Step 2 Password (continued)

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

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

Figure 38 Wizard > Basic > Step 3 Link Aggregation



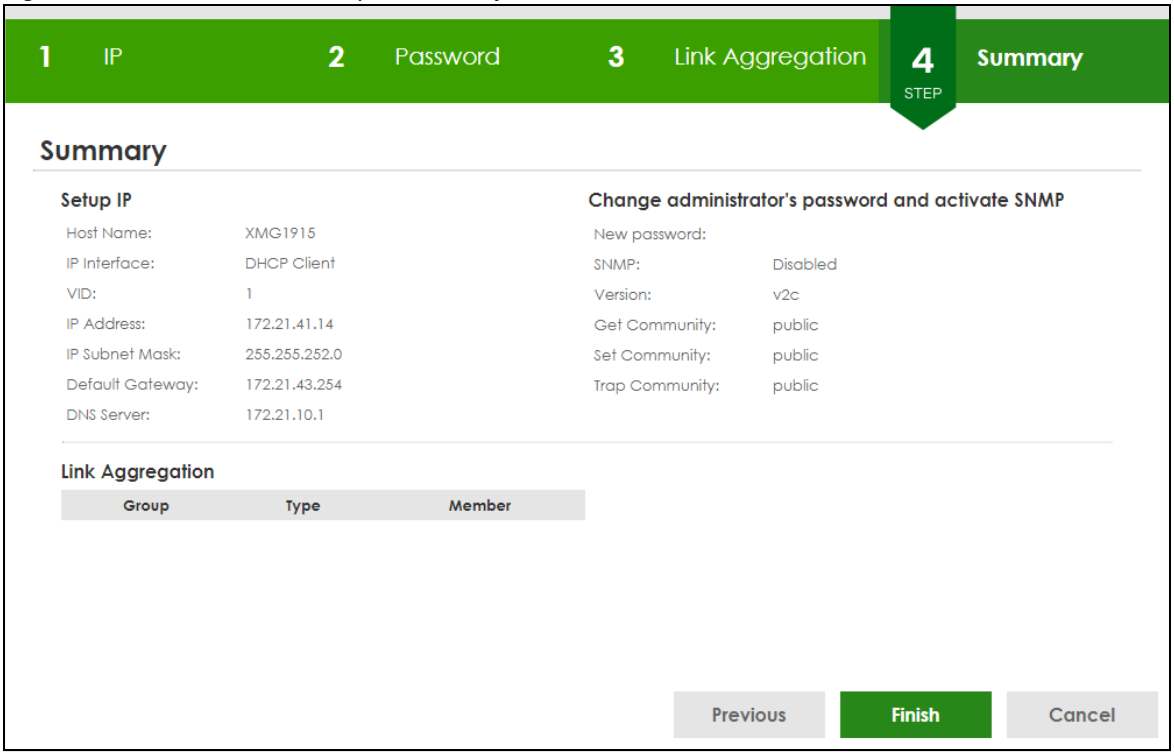
Each field is described in the following table.

Table 13 Wizard > Basic > Step 3 Link Aggregation

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

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

Figure 39 Wizard > Basic > Step 4 Summary



Each field is described in the following table.

Table 14 Wizard > Basic > Step 4 Summary

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

Table 14 Wizard > Basic > Step 4 Summary (continued)

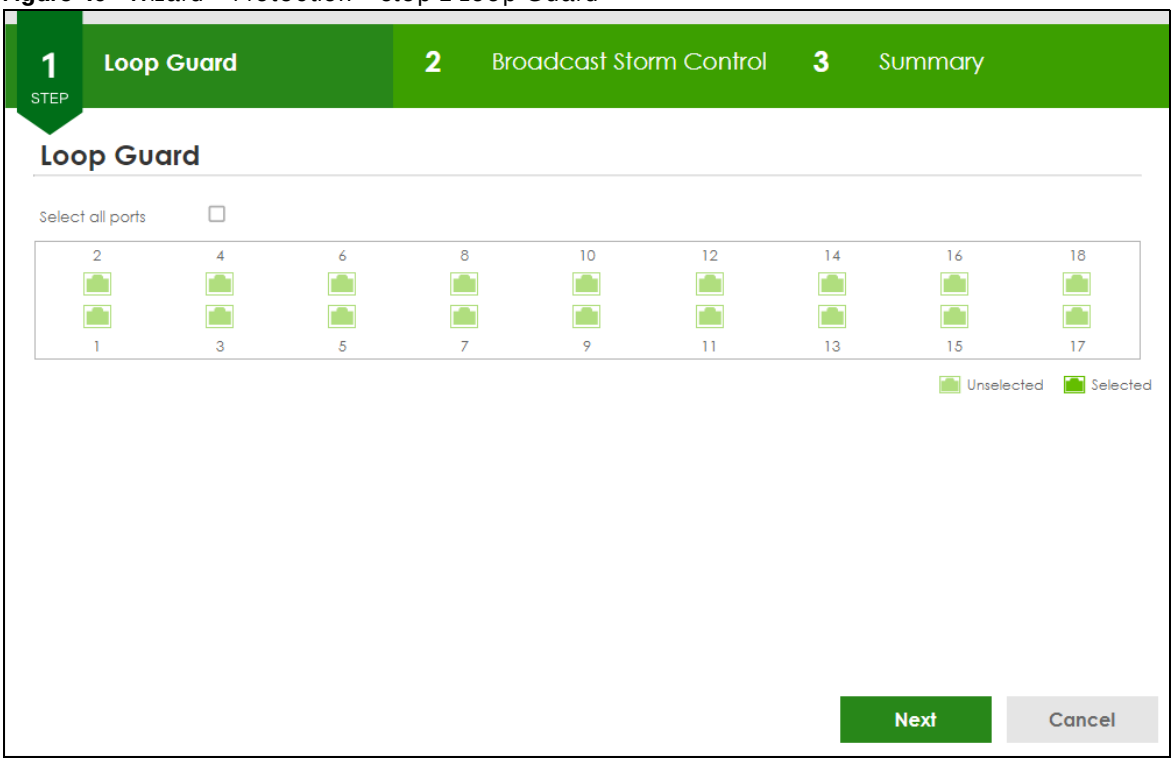
LABEL	DESCRIPTION
Type	This field displays **Static** or **LACP** of this group.
Member	This field displays the members of this group.
Previous	Click **Previous** to show the previous screen.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen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

4.4.2 Protection

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

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

Figure 40 Wizard > Protection > Step 1 Loop Guard



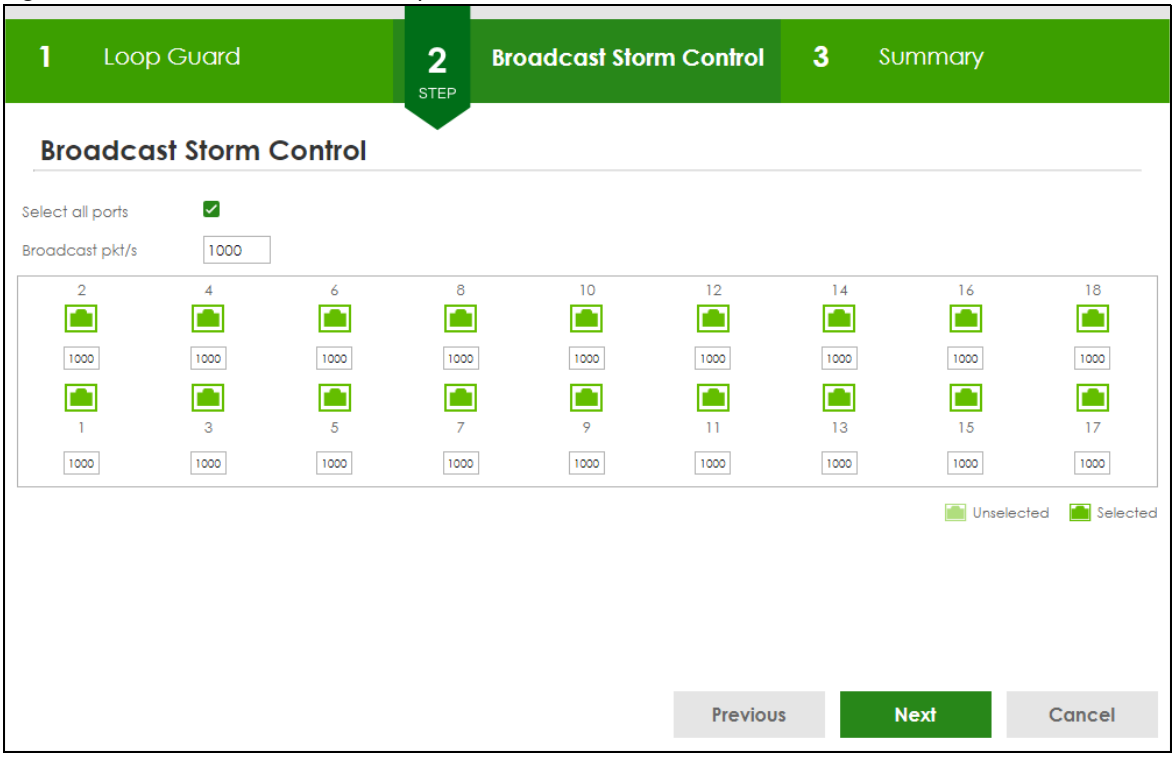
Each field is described in the following table.

Table 15 Wizard > Protection > Step 1 Loop Guard

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

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

Figure 41 Wizard > Protection > Step 2 Broadcast Storm Control



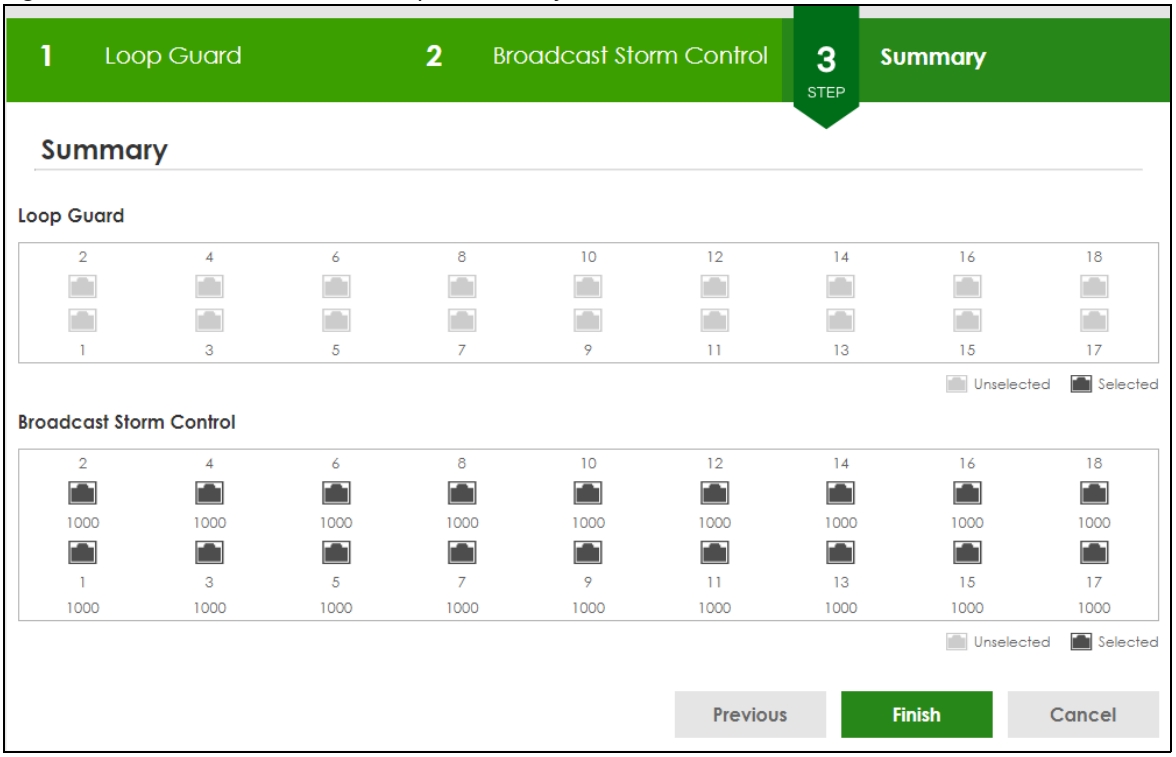
Each field is described in the following table.

Table 16 Wizard > Protection > Step 2 Broadcast Storm Control

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

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

Figure 42 Wizard > Protection > Step 3 Summary



Each field is described in the following table.

Table 17 Wizard > Protection > Step 3 Summary

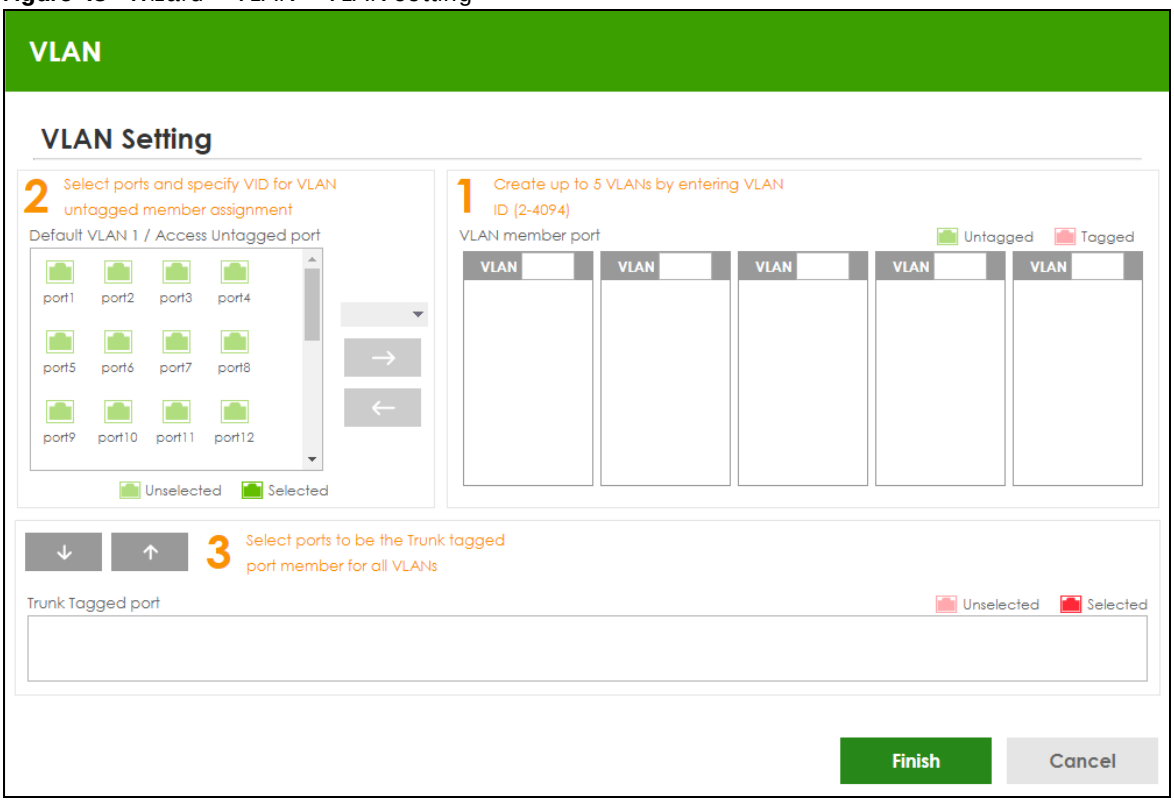
LABEL	DESCRIPTION
Summary	
Loop Guard	If the loop guard feature is enabled on a port, the Switch will prevent loops on this port.
Broadcast Storm Control	If the broadcast storm control feature is enabled on a port, the number of broadcast packets the Switch receives per second will be limited on this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

4.4.3 VLAN

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

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

Figure 43 Wizard > VLAN > VLAN Setting



Each field is described in the following table.

Table 18 Wizard > VLAN > VLAN Setting

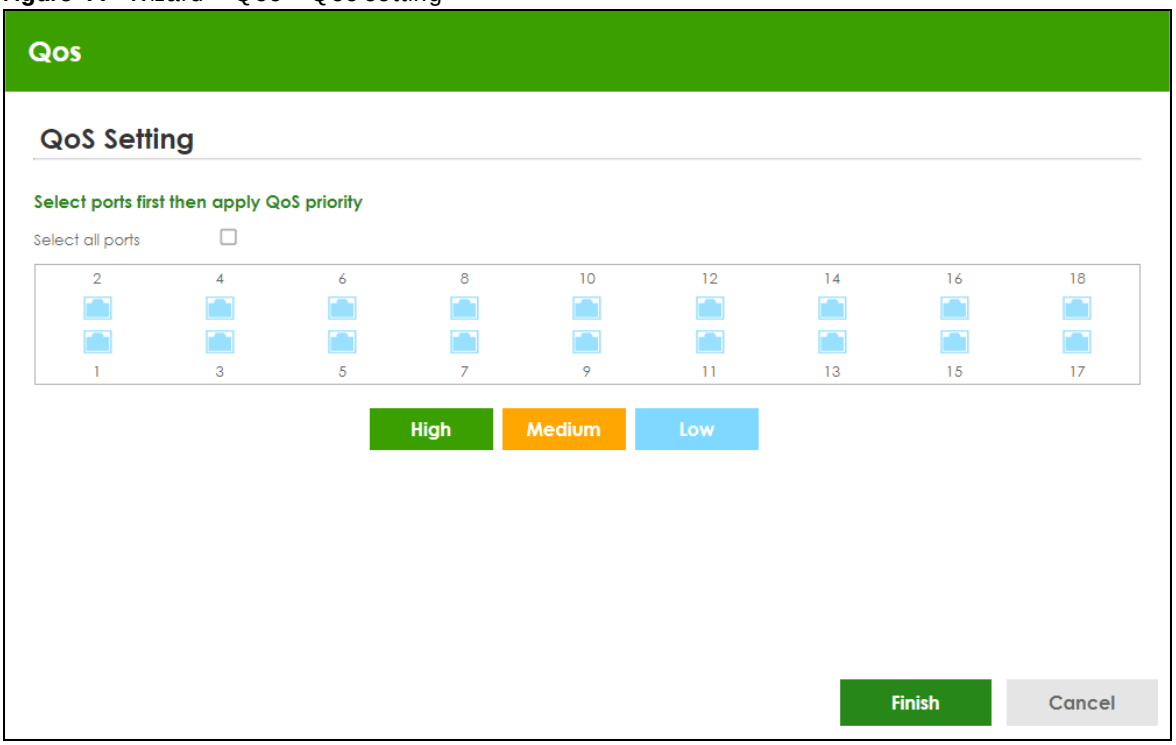
LABEL	DESCRIPTION
VLAN Setting	
Default VLAN 1 / Access Untagged port	After you create a VLAN and select the VLAN ID from the drop-down list box, select ports and use the right arrow to add them as the untagged ports to a VLAN group.
VLAN member port	
VLAN	Type a number between 2 and 4094 to create a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

4.4.4 QoS

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

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

Figure 44 Wizard > QoS > QoS Setting



Each field is described in the following table.

Table 19 Wizard > QoS > QoS Setting

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

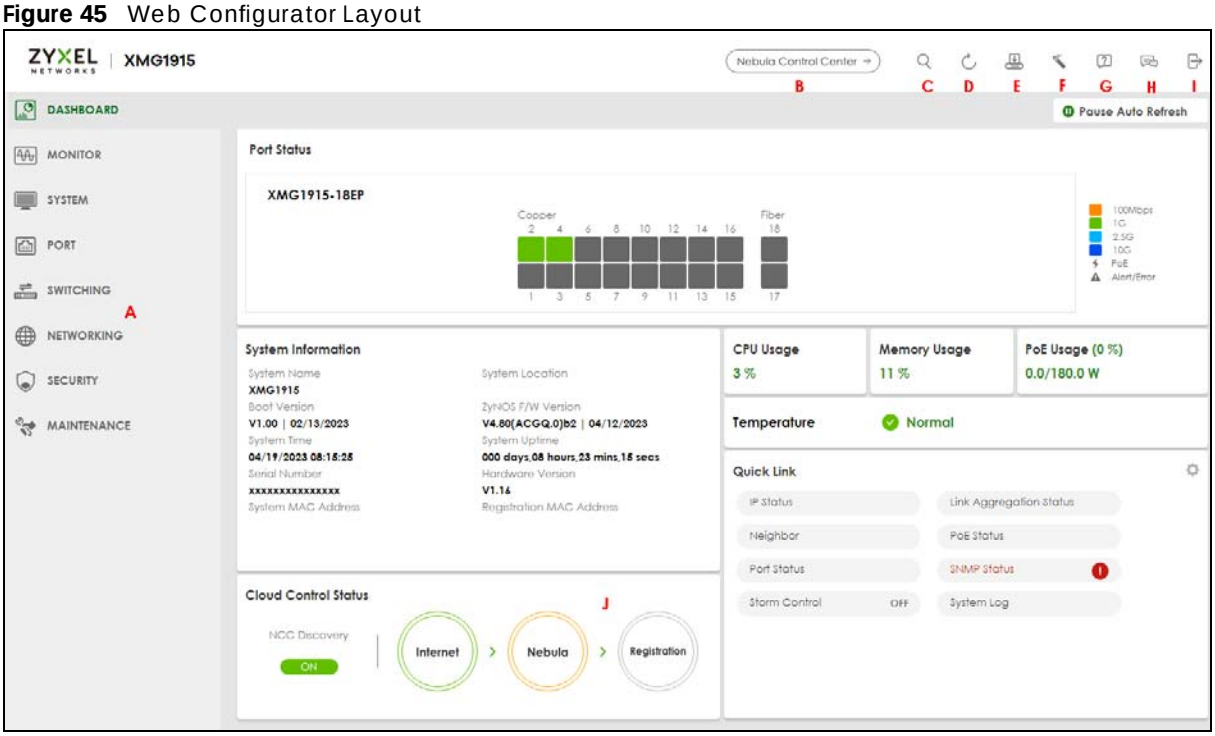
4.5 Web Configurator Layout

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

This guide uses the XMG1915-18EP screens as examples. The screens may vary slightly for different models.

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

Figure 45 Web Configurator Layout



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

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

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

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

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

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

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

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

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

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

J – This displays the Nebula Cloud Control Status. The ON/OFF switch displays if **NCC Discovery** is enabled. If a status circle turns Orange, it means the Switch is unable to connect to NCC. Hover the mouse over the status circle to check the diagnostic message. You can also click the ON/OFF switch to go to the **SYSTEM** > **Cloud Management** screen and check the diagnostic messages. See Section Table 39 on page 125 for more information.

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

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

Table 20 Navigation Panel Links

LINK	DESCRIPTION
DASHBOARD	This link takes you to the main dashboard screen that displays general system and device information.
MONITOR	
ARP Table	This link takes you to a screen that displays the current ARP table of the Switch. You can view the IP and MAC address mapping, VLAN ID, ARP aging time, and ARP entry type of a device attached to a port.
IP Table	This link takes you to a screen where you can view the IP address and VLAN ID of a device attached to a port.
IPv6 Neighbor Table	This link takes you to a screen where you can view the Switch's IPv6 neighbor table.
MAC Table	This link takes you to a screen where you can view the MAC address and VLAN ID of a device attach to a port. You can also view what kind of MAC address it is.
Neighbor	This link takes you to a screen where you can view neighbor devices (including non-Zyxel devices) connected to the Switch.
Path MTU Table	This link takes you to a screen where you can view the IPv6 path MTU information on the Switch.
Port Status	This link takes you to a screen where you can view the port statistics.
Routing Table	Click the link to unfold the following sub-link menu.
IPv4 Routing Table	This link takes you to a screen where you can view the IPv4 routing table for routing information including IP interface and hop count to certain network destinations.
IPv6 Routing Table	This link takes you to a screen where you can view the IPv6 routing table for routing information including IP interface and hop count to certain network destinations.
System Information	This link takes you to a screen that displays general system information.
System Log	This link takes you to a screen where you can view the system log including fail log and system status.
SYSTEM	
Cloud Management	This link takes you to a screen where you can enable or disable the **Nebula Control Center (NCC) Discovery** feature and view the NCC connection status. If **Nebula Control Center (NCC) Discovery** is enabled, you can have the Switch search for the NCC (Nebula Control Center). The screen also displays a QR code containing the Switch's serial number and MAC address for handy registration of the Switch at NCC.
General Setup	This link takes you to a screen where you can configure general identification information about the Switch.
Hardware Monitor Setup (XMG1915-18EP)	This link takes you to a screen where you can configure hardware monitor related features such as **SFP Detect**.

Table 20 Navigation Panel Links (continued)

LINK	DESCRIPTION
Interface Setup	This link takes you to a screen where you can configure settings for individual interface type and ID.
IP Setup	This link takes you to a screen where you can configure the DHCP client, and a static IP address (IP address and subnet mask).
IPv6	Click the link to unfold the following sub-link menu.
IPv6 Status	This link takes you to a screen where you can view the IPv6 table and DNS server.
IPv6 Global Setup	This link takes you to a screen where you can configure the global IPv6 settings.
IPv6 Interface Setup	This link takes you to a screen where you can view and configure IPv6 interfaces.
IPv6 Addressing	This link takes you to a screen where you can view and configure IPv6 link-local and global addresses.
IPv6 Neighbor Discovery	This link takes you to a screen where you can view and configure neighbor discovery settings on each interface.
IPv6 Neighbor Setup	configure static IPv6 neighbor entries in the Switch's IPv6 neighbor table.
DHCPv6 Client Setup	This link takes you to a screen where you can configure the Switch's DHCP settings when it is acting as a DHCPv6 client.
Logins	This link takes you to a screen where you can change the system login password, as well as configure up to four login details.
SNMP	This link takes you to screens where you can specify the SNMP version and community (password) values, configure where to send SNMP traps from the Switch, enable loopguard/errdisable/poe/linkup/linkdown/lldp/transceiver-ddm/storm-control on the Switch, specify the types of SNMP traps that should be sent to each SNMP manager, and add/edit user information.
Switch Setup	This link takes you to a screen where you can set up global Switch parameters such as VLAN type.
Syslog Setup	This link takes you to a screen where you can configure the Switch's system logging settings and configure a list of external syslog servers.
Time Range	This link takes you to a screen where you can configure time range for time-oriented features like Classifier.
PORT	
Green Ethernet	This link takes you to a screen where you can configure the Switch to reduce port power consumption.
Link Aggregation	This link takes you to a screen where you can logically aggregate physical links to form one logical, higher-bandwidth link.
LLDP	Click the link to unfold the following sub-link menu.
LLDP	This link takes you to screens where you can view LLDP information and configure LLDP and TLV settings.
LLDP MED	This link takes you to screens where you can configure LLDP-MED parameters.
PoE Setup	For PoE models. This link takes you to a screen where you can set priorities, PoE power-up settings and schedule so that the Switch is able to reserve and allocate power to certain PDs.
Port Setup	This link takes you to a screen where you can configure settings for individual Switch ports.
SWITCHING	
Loop Guard	This link takes you to a screen where you can configure protection against network loops that occur on the edge of your network.
Mirroring	Click the link to unfold the following sub-link menu.

Table 20 Navigation Panel Links (continued)

LINK	DESCRIPTION
Mirroring	This link take you to a screen where you can copy traffic from one port or ports to another port in order to examine the traffic from the first port without interference.
Multicast	Click the link to unfold the following sub-link menu.
IPv4 Multicast	This link takes you to screen where you can configure various IPv4 multicast features, IGMP snooping, filtering and create multicast VLANs.
Static Multicast Forwarding By MAC	This link takes you to a screen where you can configure static multicast MAC addresses for port(s). These static multicast MAC addresses do not age out.
QoS	Click the link to unfold the following sub-link menu.
Diffserv	This link takes you to screens where you can enable DiffServ, configure marking rules and set DSCP-to-IEEE802.1p mappings.
Queuing Method	This link takes you to a screen where you can set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.
Priority Queue	This link takes you to a screen where you can set priority tags for different traffic types and specify the priority levels.
Bandwidth Control	This link takes you to a screen where you can cap the maximum bandwidth allowed on a port.
Spanning Tree Protocol	Click the link to unfold the following sub-link menu.
Spanning Tree Protocol Status	This link takes you to a screen where you can view the STP status in the different STP modes (RSTP or MSTP) you can configure on the Switch.
Spanning Tree Setup	This link takes you to a screen where you can activate one of the STP modes (RSTP or MSTP) on the Switch.
RSTP	This link takes you to a screen where you can configure the RSTP (Rapid Spanning Tree Protocol) settings on the Switch.
MSTP	This link takes you to a screen where you can configure the MSTP (Multiple Spanning Tree Protocol) settings on the Switch.
Static MAC Filtering	This link takes you to a screen to set up static MAC filtering rules.
Static MAC Forwarding	This link takes you to a screen where you can configure static MAC addresses for a port. These static MAC addresses do not age out.
VLAN	Click the link to unfold the following sub-link menu.
VLAN Status	This link takes you to a screen where you can view and search all VLAN groups.
VLAN Setup	This link takes you to screens where you can: • configure port-based or 802.1Q VLAN. • view detailed port settings and status of the VLAN group. • configure and view 802.1Q VLAN parameters for the Switch. • configure the static VLAN settings on a port.
Voice VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group voice traffic with defined priority and enable the Switch port to carry the voice traffic separately from data traffic to ensure the sound quality does NOT deteriorate.
MAC Based VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. This eliminates the need to reconfigure the Switch when you change ports. The Switch will forward the packets based on the source MAC address you set up previously.

Table 20 Navigation Panel Links (continued)

LINK	DESCRIPTION
Vendor ID Based VLAN Setup	This link takes you to screens where you can set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. You can specify a mask for the MAC address to create a MAC address filter and enter a weight to set the VLAN rule's priority.
NETWORKING	
ARP Setup	Click the link to unfold the following sub-link menu.
ARP Learning	This link takes you to a screen where you can configure ARP learning mode on a per-port basis.
Static ARP	This link takes you to a screen where you can create static ARP entries which do not age out.
DHCP	Click the link to unfold the following sub-link menu.
DHCPv4 Relay	This link takes you to screens where you can view DHCPv4 relay status, mode, and configure DHCPv4 relay settings.
DHCPv6 Relay	This link takes you to a screen where you can enable and configure DHCPv6 relay.
Static Routing	Click the link to unfold the following sub-link menu.
IPv4 Static Route	This link takes you to a screen where you can configure IPv4 static routes. A static route defines how the Switch should forward traffic by destination IP address and subnet mask.
IPv6 Static Route	This link takes you to a screen where you can configure IPv6 static routes. A static route defines how the Switch should forward traffic by destination IP address and prefix length.
SECURITY	
AAA	Click the link to unfold the following sub-link menu.
RADIUS Server Setup	This link takes you to a screen where you can configure your RADIUS (Remote Authentication Dial-In User Service) server settings for authentication.
AAA Setup	This link takes you to a screen where you can configure authentication, authorization and accounting services through external RADIUS servers.
Access Control	Click the link to unfold the following sub-link menu.
Service Access Control	This link takes you to a screen where you can decide what services you may use to access the Switch.
Remote Management	This link takes you to a screen where you can specify a group of one or more "trusted computers" from which an administrator may use a service to manage the Switch.
Account Security	This link takes you to a screen where you can configure account security settings on the Switch.
Storm Control	This link takes you to a screen to set up broadcast filters.
Errdisable	This link takes you to screens where you can view errdisable status and configure errdisable settings in CPU protection, errdisable detect, and errdisable recovery.
DHCP Snooping	This link takes you to screens where you can view DHCP snooping database details and configure DHCP snooping settings on ports or VLANs. You can use DHCP snooping to filter unauthorized DHCP packets on the network and to build the binding table dynamically.
Port Security	This link takes you to a screen where you can activate MAC address learning and set the maximum number of MAC addresses to learn on a port.
MAINTENANCE	
Certificates	The link takes you to a screen where you can import the Switch's CA-signed certificates.
Cluster Management	This link takes you to a screen where you can configure clustering management and view its status.
Configuration	Click the link to unfold the following sub-link menu.

Table 20 Navigation Panel Links (continued)

LINK	DESCRIPTION
Restore Configuration	This link takes you to a screen where you can upload a stored device configuration file.
Backup Configuration	This link takes you to a screen where you can save your Switch's configurations (settings) for later use.
Erase Running-Configuration	This link takes you to a screen where you can reset the configuration to the Zyxel default configuration settings.
Save Configuration	This link takes you to a screen where you can save the current configuration (settings) to a specific configuration file on the Switch.
Configure Clone	This link takes you to a screen where you can copy the basic and advanced settings from a source port to a destination port or ports.
Diagnostic	This link takes you to a screen where you can ping IP addresses, run traceroute, test ports and show the location of the Switch.
Firmware Upgrade	This link takes you to a screen to upload firmware to your Switch.
Reboot System	This link takes you to a screen to reboot the Switch without turning the power off.
Tech-Support	This link takes you to a screen where you can download related log reports for issue analysis. Log reports include CPU history and utilization, crash and memory.

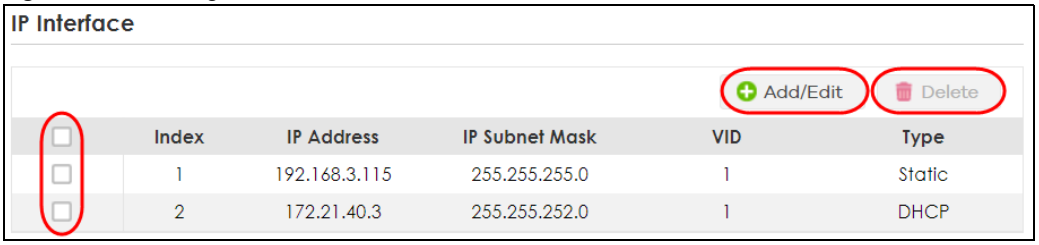
4.5.1 Tables and Lists

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

4.5.1.1 Working with Table Entries

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

Figure 46 Working with a Table



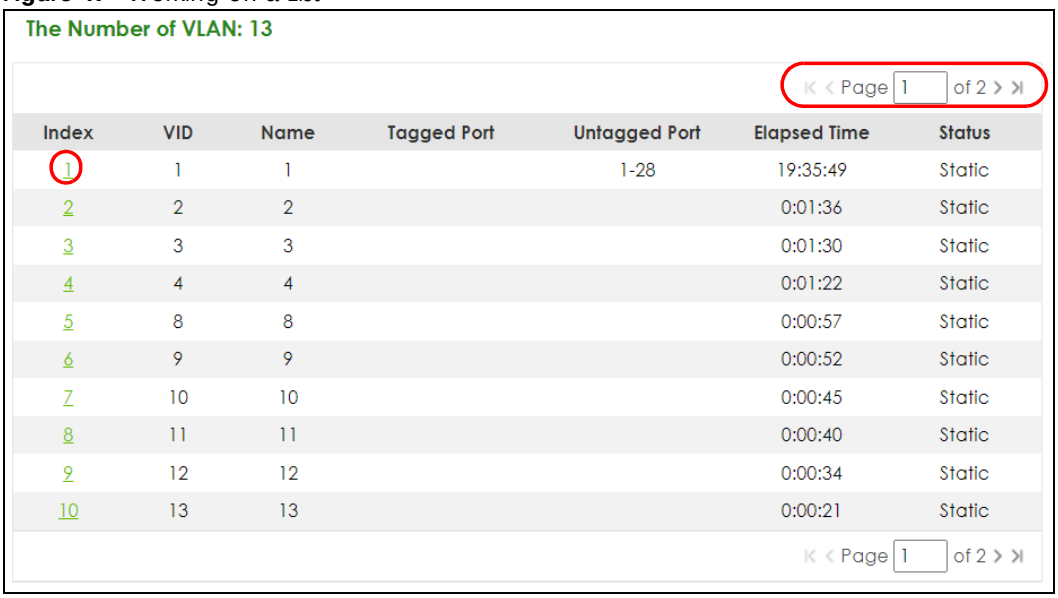
The following table describes the most common table icons.

Table 21 Common Table Icons

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

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

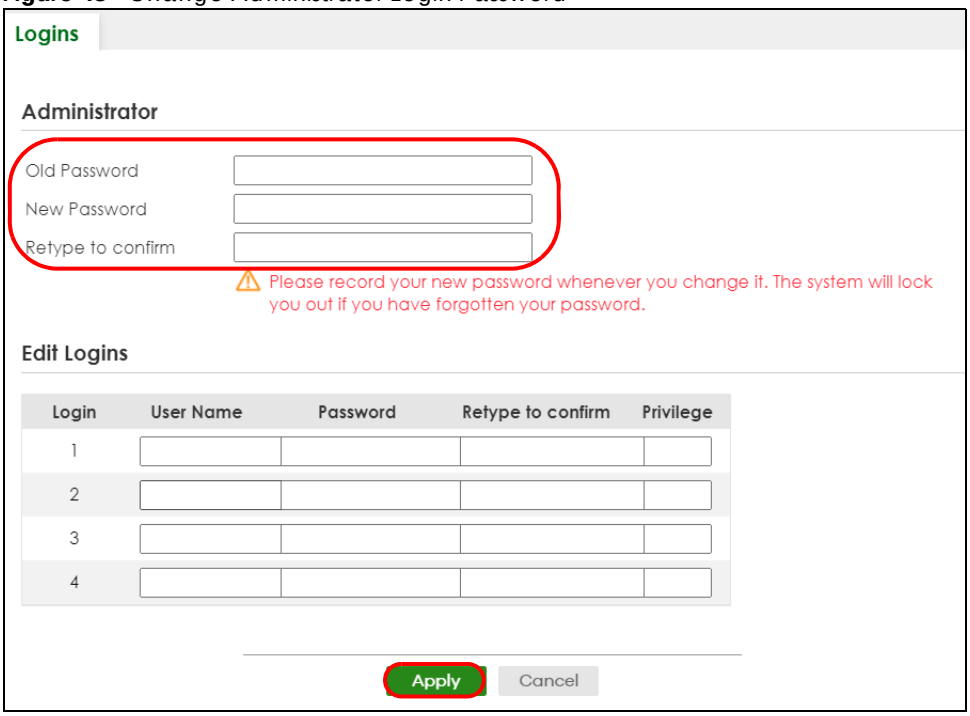
Figure 47 Working on a List



4.5.2 Change Your Password

After you log in for the first time, it is recommended you change the default administrator password. Click **SYSTEM** > **Logins** to display the next screen.

Figure 48 Change Administrator Login Password



4.6 Save Your Configuration

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

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

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

4.7 Switch Lockout

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

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

Note: Be careful not to lock yourself and others out of the Switch.

4.8 Reset the Switch

If you lock yourself (and others) from the Switch or forget the administrator password, you will need to reload the factory-default configuration file or reset the Switch back to the factory defaults.

4.8.1 Restore Button

Press the **RESTORE** button for 2 to 6 seconds to have the Switch automatically reboot.

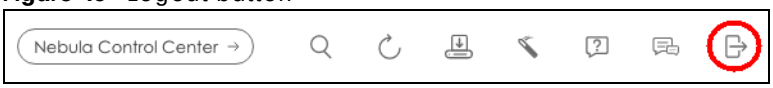
Press the **RESTORE** button for more than 6 seconds to have the Switch restore the factory default file.

See Section 3.3 on page 47 for more information about the LED behavior.

4.9 Log Out of the Web Configurator

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

Figure 49 Logout button

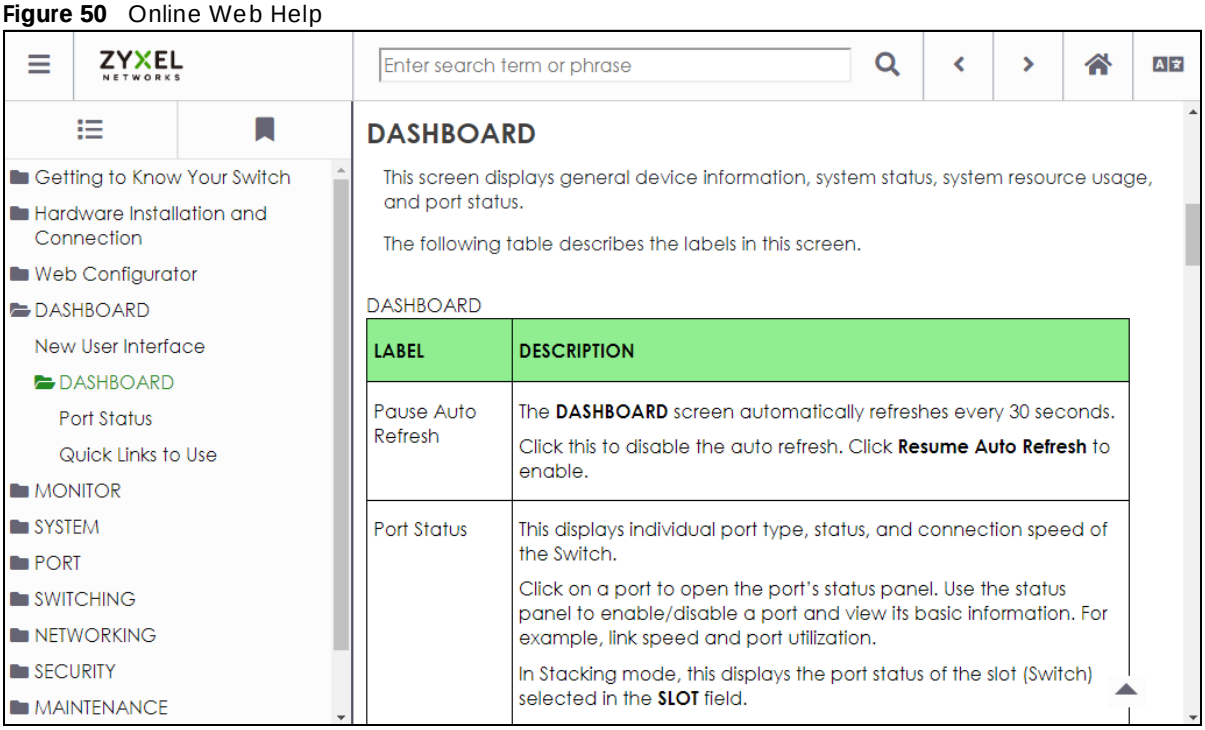


4.10 Help

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

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

Figure 50 Online Web Help



CHAPTER 5
Initial Setup Example

5.1 Overview

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

The following lists the configuration steps for the initial setup:

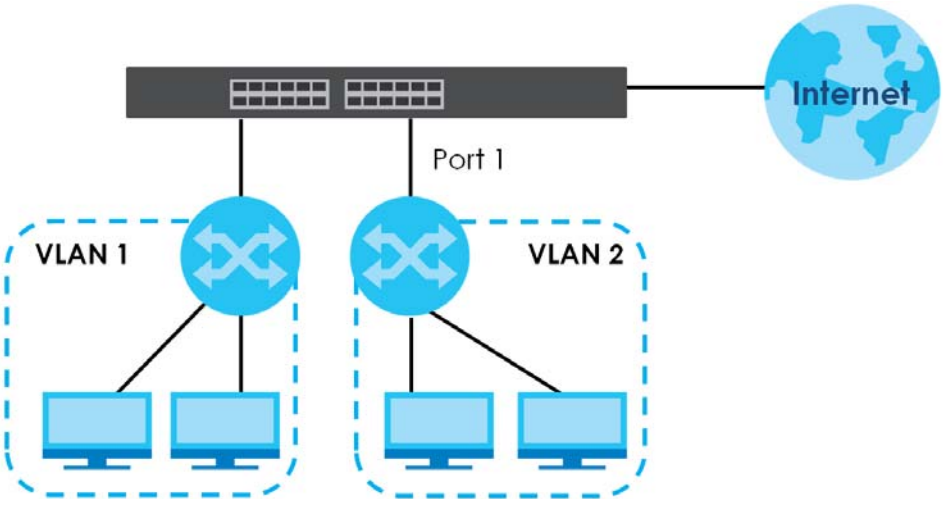
- Create a VLAN
- Set Port VID
- Configure Switch Management IP Address

5.1.1 Create a VLAN

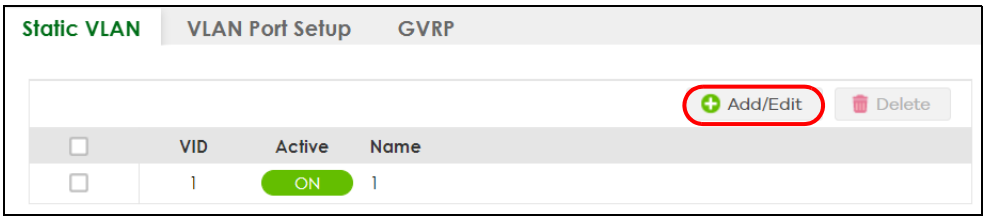
VLANs confine broadcast frames to the VLAN group in which the ports belongs. You can do this with port-based VLAN or tagged static VLAN with fixed port members.

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

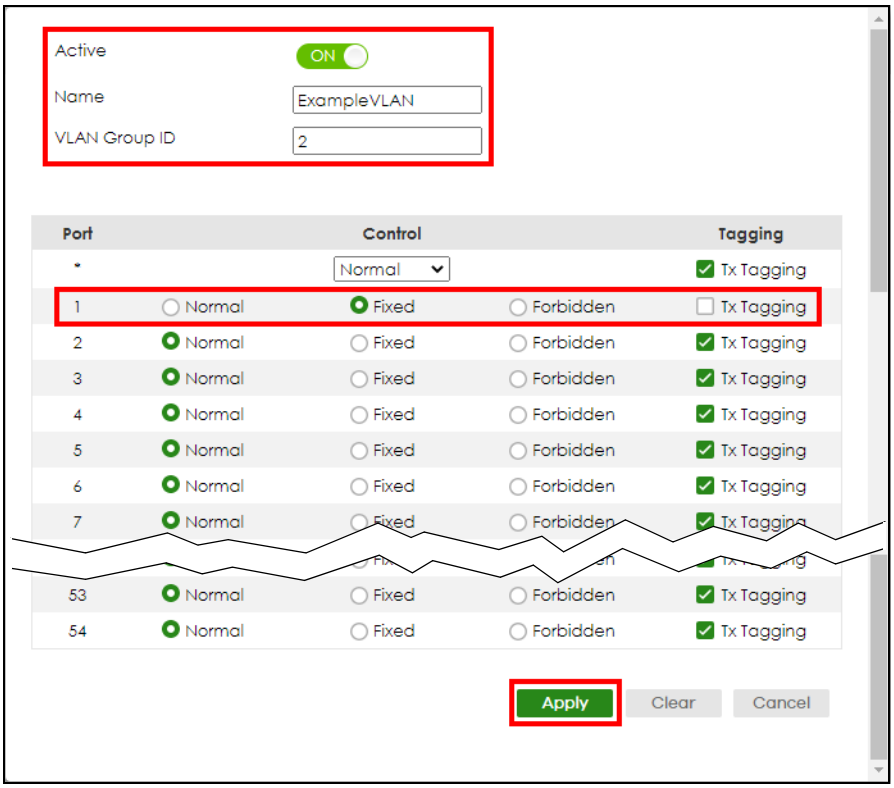
Figure 51 Initial Setup Network Example: VLAN



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



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



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

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

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

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

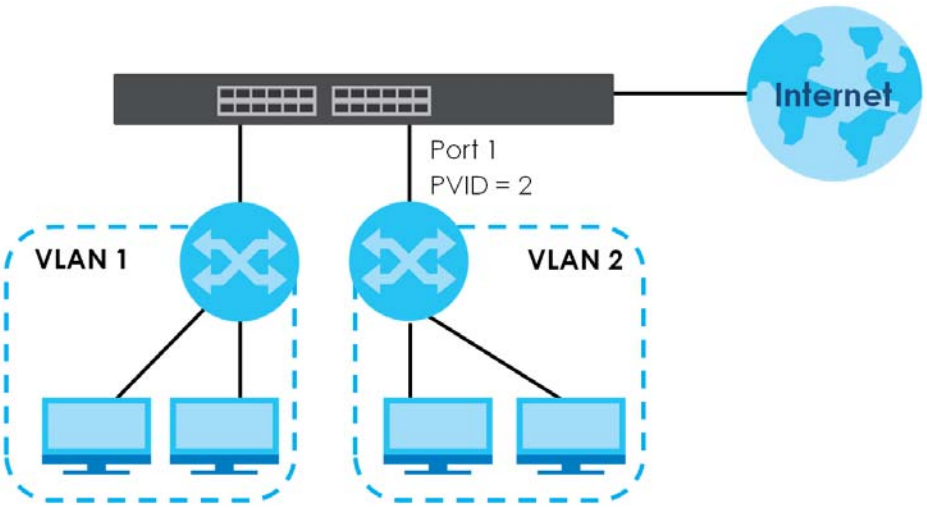
5.1.2 Set Port VID

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

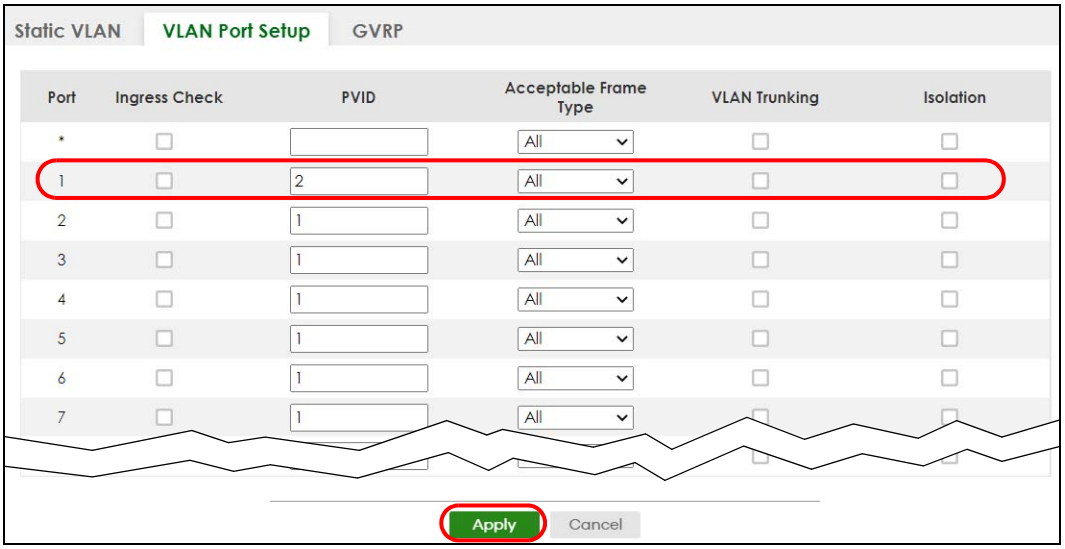
In the example network, configure 2 as the port VID on port 1 so that any untagged frames received on

that port get sent to VLAN 2.

Figure 52 Initial Setup Network Example: Port VID



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

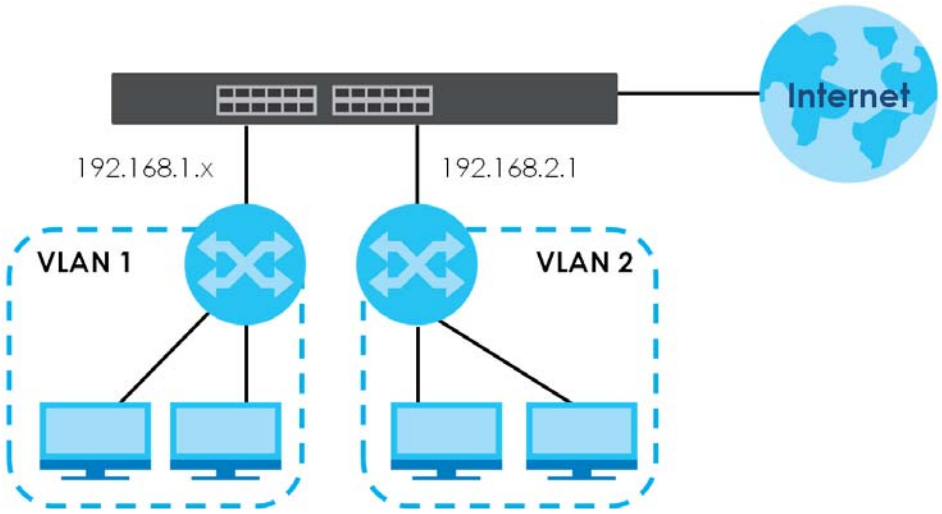


2 Enter 2 in the **PVID** field for port 1 and click **Apply** to save your changes back to the run-time memory. Settings in the run-time memory are lost when the Switch's power is turned off.

5.1.3 Configure Switch Management IP Address

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

Figure 53 Initial Setup Example: Management IP Address

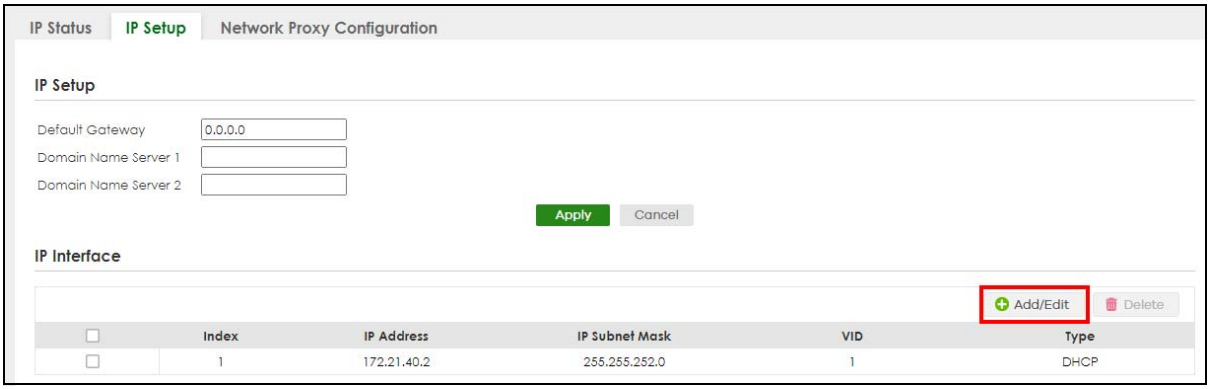


1 Connect your computer to any Ethernet port on the Switch. Make sure your computer is in the same subnet as the Switch.

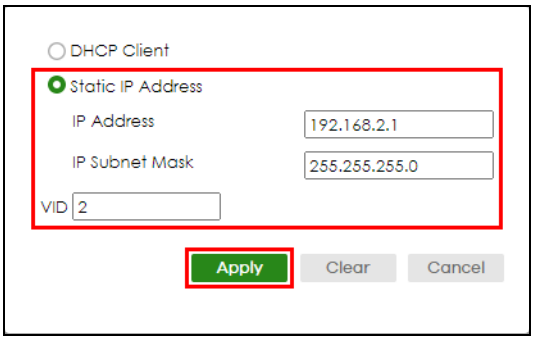
2 Open your web browser and enter “setup.zyxel” or “192.168.1.1” (the default IP address) in the address bar to access the Web Configurator. See Section 4.2 on page 50 for more information.

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

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



The following screen appears.



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

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

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

CHAPTER 6 Tutorials

6.1 Overview

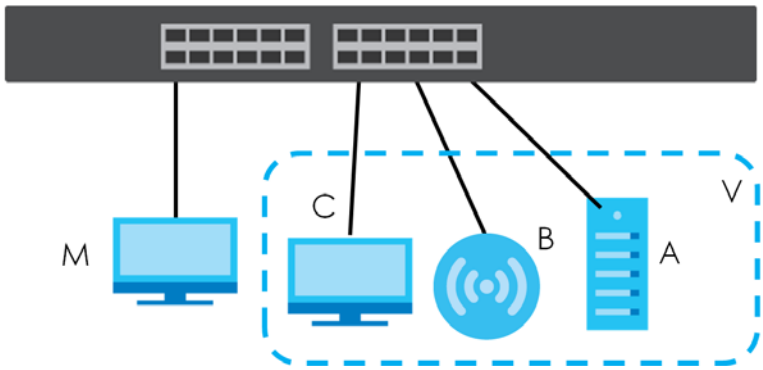
This chapter provides some examples of using the Web Configurator to set up and use the Switch. The tutorials include:

- How to Use DHCPv4 Snooping on the Switch
- How to Use DHCPv4 Relay on the Switch

6.2 How to Use DHCPv4 Snooping on the Switch

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

Figure 54 Tutorial: DHCP Snooping Tutorial Overview



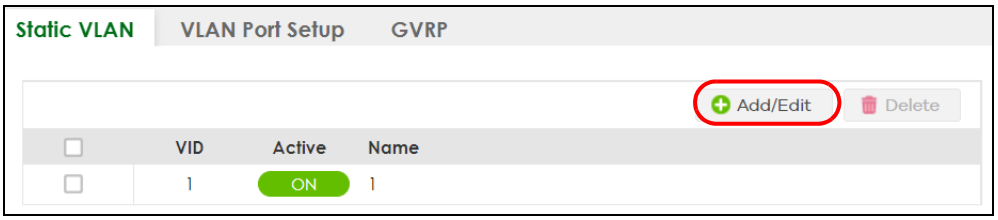
The settings in this tutorial are as the following.

Table 22 Tutorial: Settings in this Tutorial

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

1 Access the Switch through http://192.168.1.1 by default. Log into the Switch by entering the user name (default: **admin**) and password (default: **1234**).

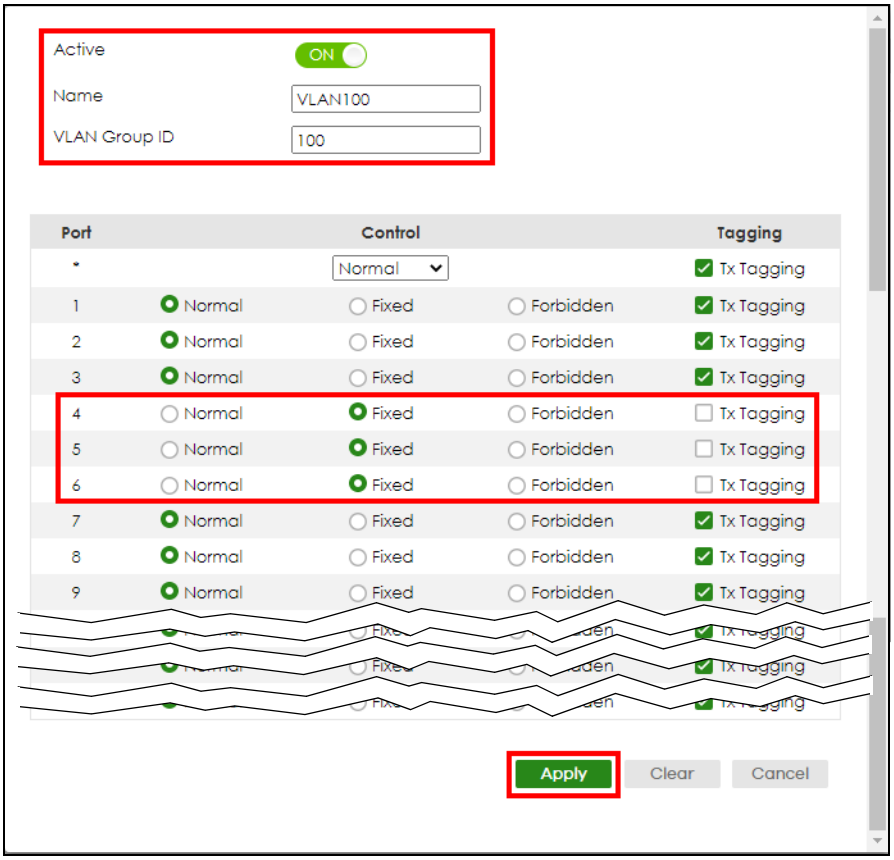
2 Go to **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN**. Click **Add/Edit**.



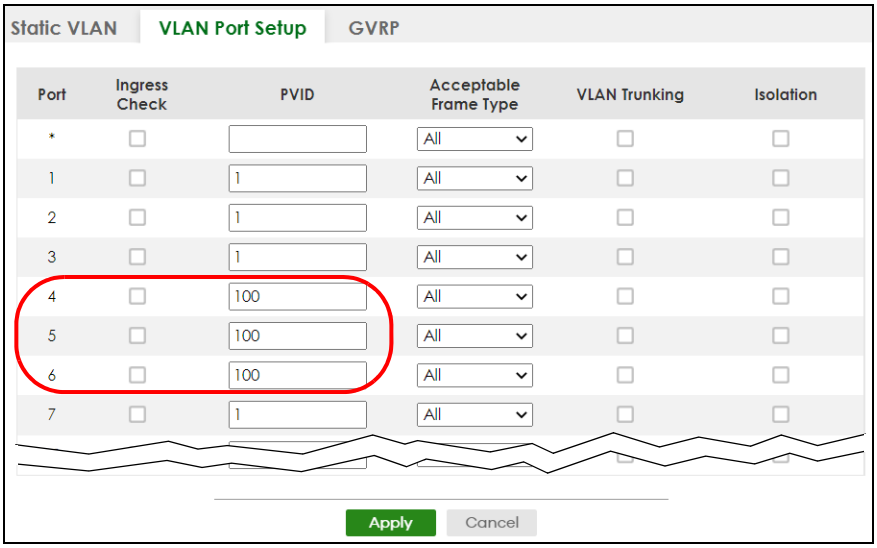
3 The following screen appears. Enable the switch button to set this VLAN to **ACTIVE**. Create a VLAN with ID of 100. Add ports 4, 5 and 6 in the VLAN by selecting **Fixed** in the **Control** field as shown.

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

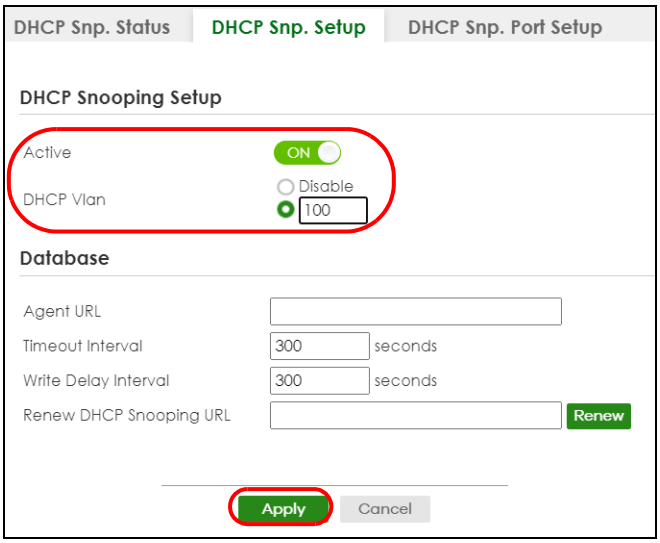
Click **Apply**.



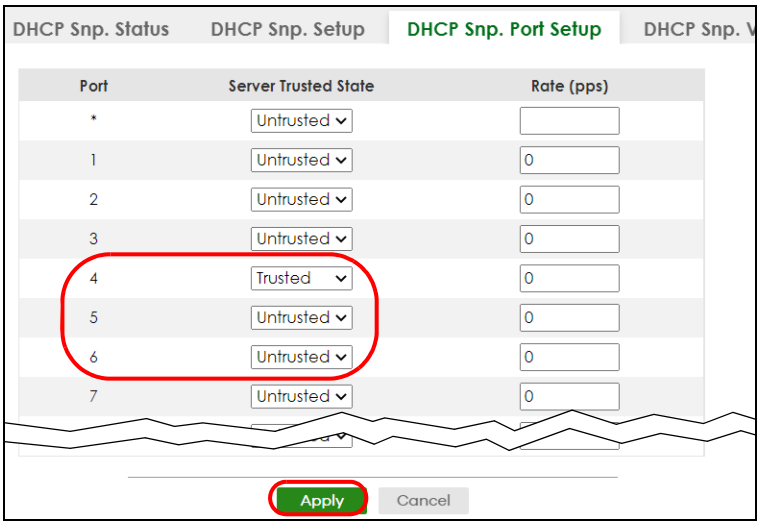
4 Go to **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup**, and set the PVID of the ports 4, 5 and 6 to 100. This tags untagged incoming frames on ports 4, 5 and 6 with the tag 100. Click **Apply**.



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



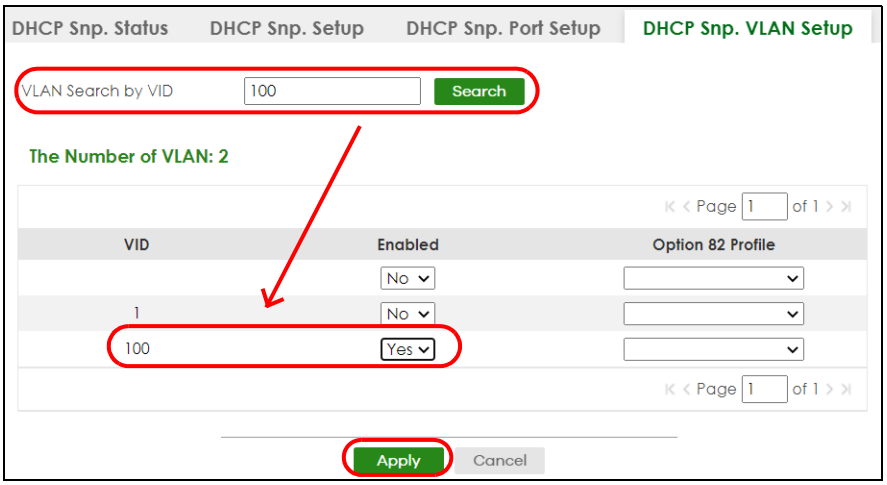
6 Go to **SECURITY** > **DHCP Snooping** > **DHCP Snp. Port Setup**. Select **Trusted** in the **Server Trusted state** field for port 4 because the DHCP server is connected to port 4. Keep ports 5 and 6 **Untrusted** because they are connected to DHCP clients. Click **Apply**.



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

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

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



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

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

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

IP Source Guard | Static Binding

Index	IP Address	VLAN	MAC Address	Port	Lease	Type
1	192.168.2.178	100	88:88:88:88:88:8b	5	0d23h59m55s	DHCP-Snooping

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

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

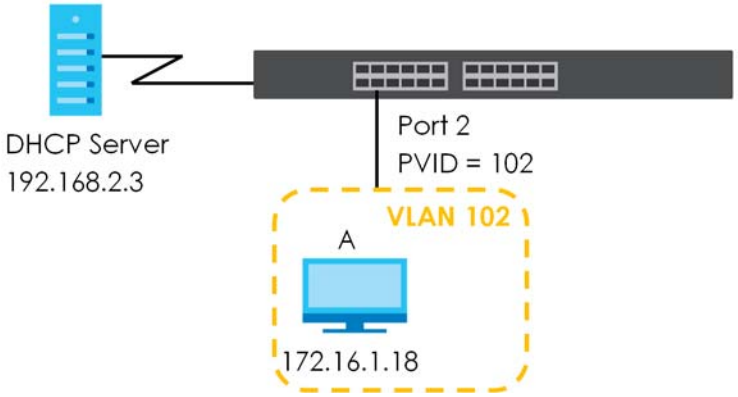
6.3 How to Use DHCPv4 Relay on the Switch

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

6.3.1 DHCP Relay Tutorial Introduction

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

Figure 55 Tutorial: DHCP Relay Scenario

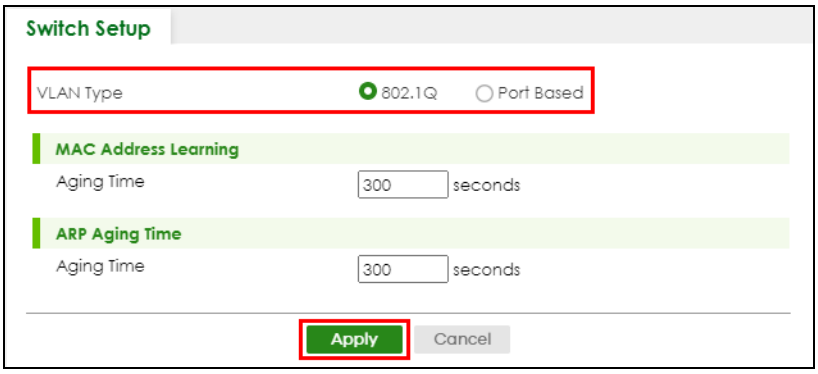


6.3.2 Create a VLAN

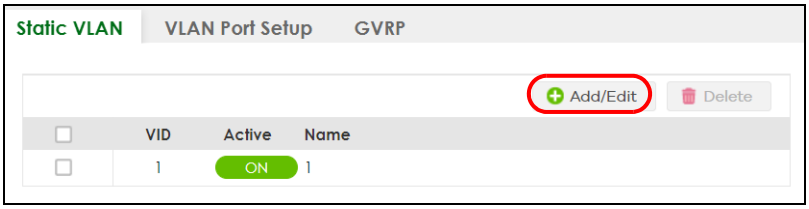
Follow the steps below to configure port 2 as a member of VLAN 102.

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

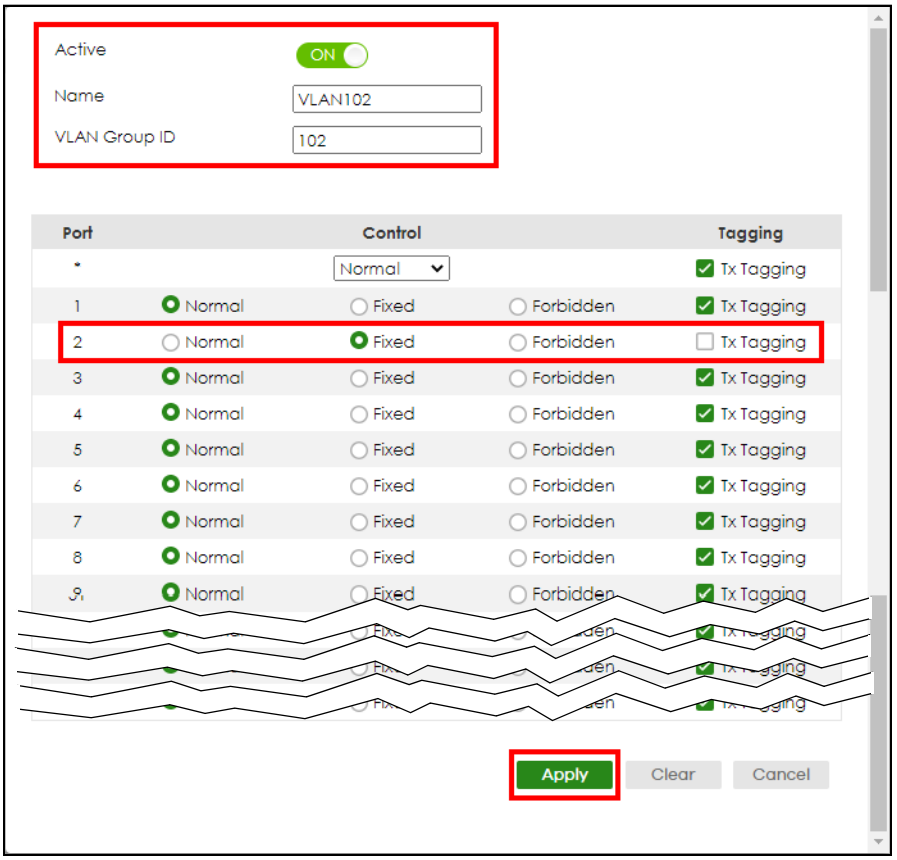
2 Go to **SYSTEM** > **Switch Setup** and set the **VLAN Type** to **802.1Q**. Click **Apply** to save the settings to the run-time memory.



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



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



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

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

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

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

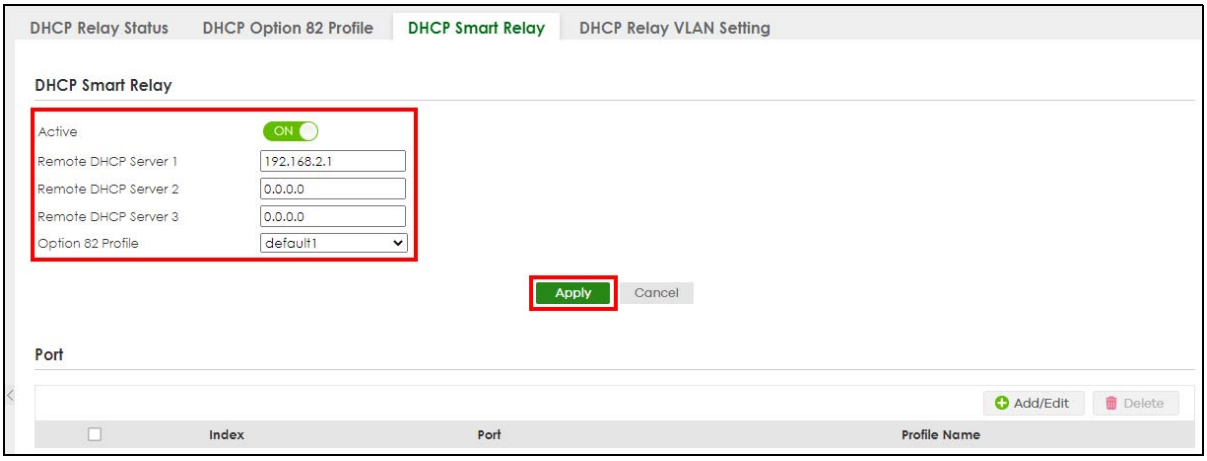
9 Click **Apply** to save your changes back to the run-time memory.

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

6.3.3 Configure DHCPv4 Relay

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

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



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

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

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

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

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

6.3.4 Troubleshooting

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

1 Client **A** is connected to the Switch's port 2 in VLAN 102.

2 You configured the correct VLAN ID, port number and system name for DHCP relay on both the DHCP server and the Switch.

3 You clicked the **Save** link on the Switch to have your settings take effect.

CHAPTER 7
DASHBOARD

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

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

7.1 New User Interface

With ZyNOS 4.80 and later, the Web Configurator's user interface is restructured. In the new **DASHBOARD** screen, you can easily monitor the system status with the following tools (see DASHBOARD for more information):

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

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

Find the latest release note in: ***Download Library*** on *www.zyxel.com*.

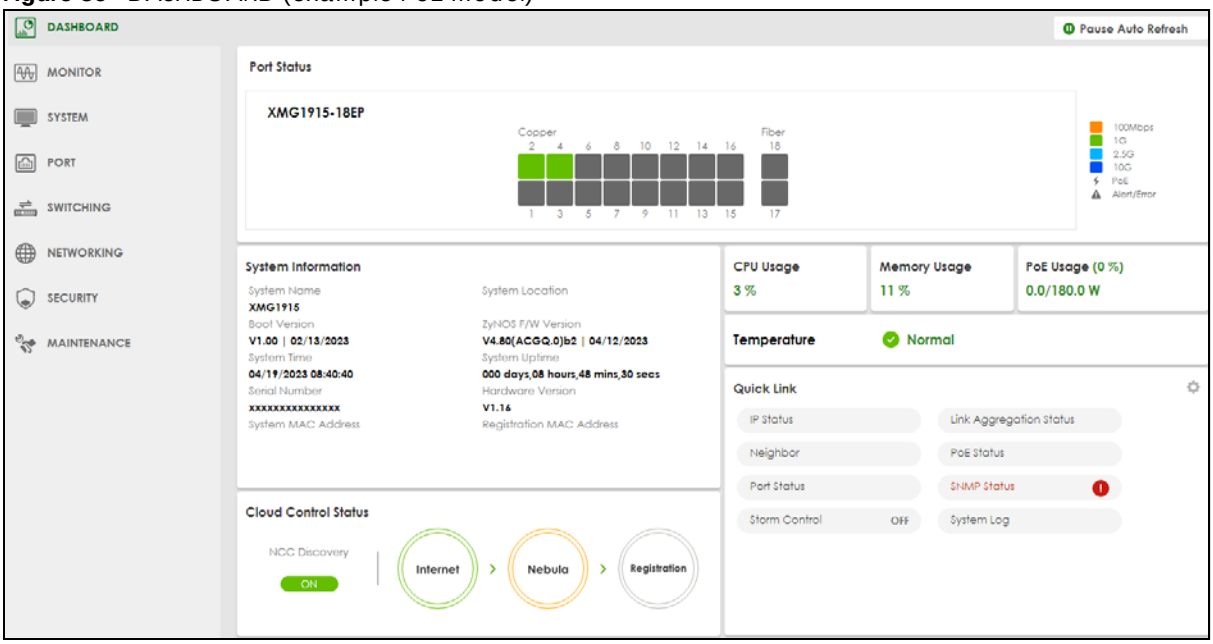
7.2 DASHBOARD

This screen displays general device information, system status, system resource usage, and port status.

This guide uses XMG1915-18EP screens as an example. The screens may vary slightly for different models.

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

Figure 56 DASHBOARD (example PoE model)



The following table describes the labels in this screen.

Table 23 DASHBOARD

LABEL	DESCRIPTION
Pause Auto Refresh	The **DASHBOARD** screen automatically refreshes every 30 seconds. Click this to disable the auto refresh. Click **Resume Auto Refresh** to enable.
Port Status	This displays individual port type, status, and connection speed of the Switch. Click on a port to open the port's status panel. Use the status panel to enable/disable a port, power cycle a PoE port, and view its basic information. For example, link speed and port utilization. Note: The port status may vary for non-PoE and PoE models.
System Information	
System Name	This field displays the name used to identify the Switch on any network.
System Location	This field displays the geographic location name you set for the Switch.
Boot Version	This field displays the version number and date of the boot module that is currently on the Switch.
ZyNOS F/W Version	This field displays the version number and date of the firmware the Switch is currently running.
System Time	This field displays the current date and time in the UAG. The format is mm/dd/yyyy hh:mm:ss.
System Uptime	This field displays how long the Switch has been running since it last restarted or was turned on.
Serial Number	This field displays the serial number of this Switch. The serial number is used for device tracking and control.
Hardware Version	This field displays the hardware version of the Switch.
System MAC Address	This field displays the MAC address of the Switch.

Table 23 DASHBOARD (continued)

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

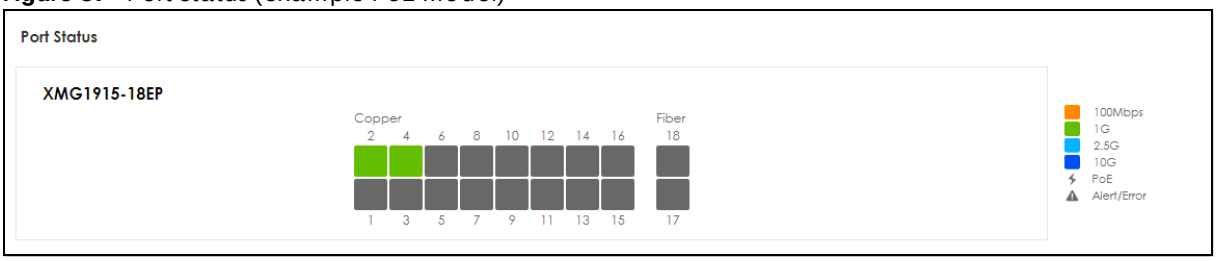
Table 23 DASHBOARD (continued)

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

7.2.1 Port Status

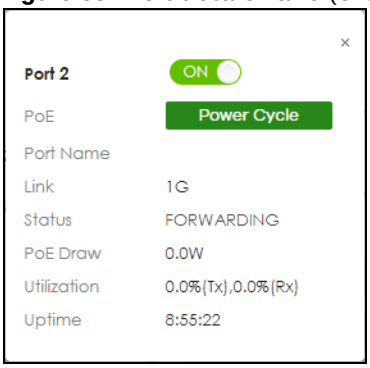
The **Port Status** section provides visualized port status for monitoring. Each port displays a status color determined by the their link speed.

Figure 57 Port Status (example PoE model)



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

Figure 58 Port details Pane (example PoE model)

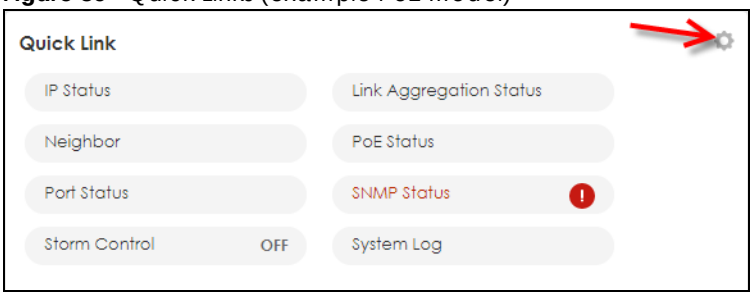


The port details pane includes the **Power Cycle** button for PoE models (turn the power off and then back on again), displays information such as link speed, status, PoE draw (for PoE models), port utilization, up time and has an ON/OFF switch button. Click the switch button to enable/disable the port.

7.2.2 Quick Links to Use

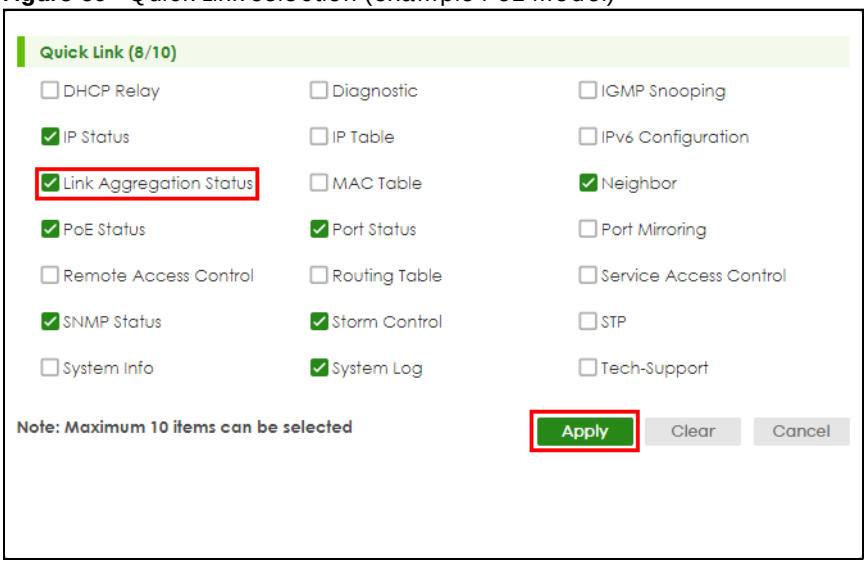
The quick links in the **Quick Link** section provide shortcuts to specific configuration screens. You can use the quick links to directly access the screens that you would frequently use. You can also decide which quick links to be put on the **DASHBOARD** screen using the **Edit** button.

Figure 59 Quick Links (example PoE model)



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

Figure 60 Quick Link Selection (example PoE model)



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

CHAPTER 8 MONITOR

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

Quick links to chapters:

CHAPTER 9
ARP Table

9.1 ARP Table Overview

This chapter introduces the ARP Table.

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

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

9.1.1 What You Can Do

Use the **ARP Table** screen (Section 9.2 on page 97) to view IP-to-MAC address mappings.

9.1.2 What You Need to Know

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

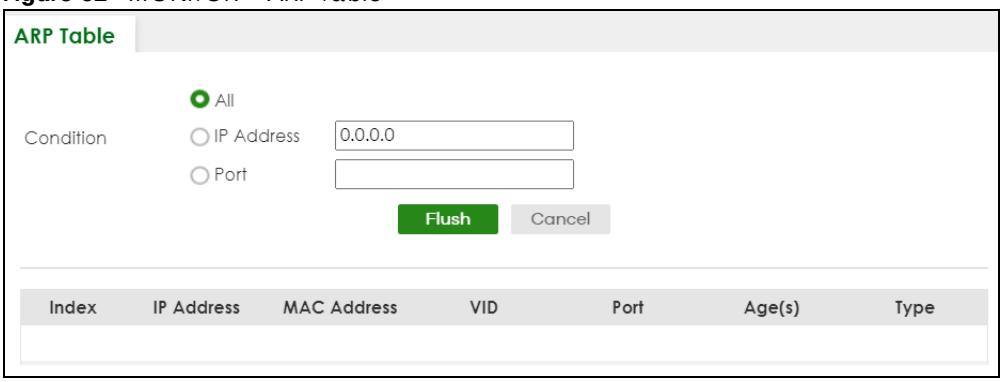
If no entry is found for the IP address, ARP broadcasts the request to all the devices on the LAN. The Switch fills in its own MAC and IP address in the sender address fields, and puts the known IP address of the target in the target IP address field. In addition, the Switch puts all ones in the target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

9.2 Viewing the ARP Table

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

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

Figure 61 MONITOR > ARP Table



The following table describes the labels in this screen.

Table 24 MONITOR > ARP Table

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

CHAPTER 10
IP Table

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

10.1 IP Table Overview

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

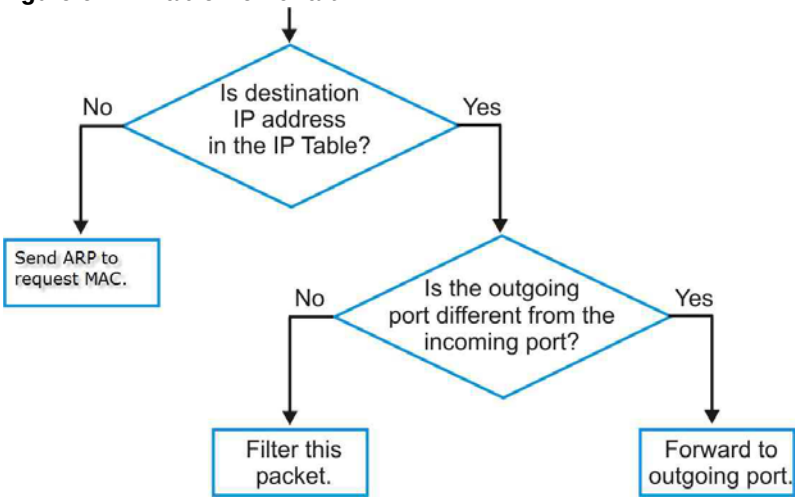
The Switch uses the **IP Table** to determine how to forward packets. See the following figure.

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

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

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

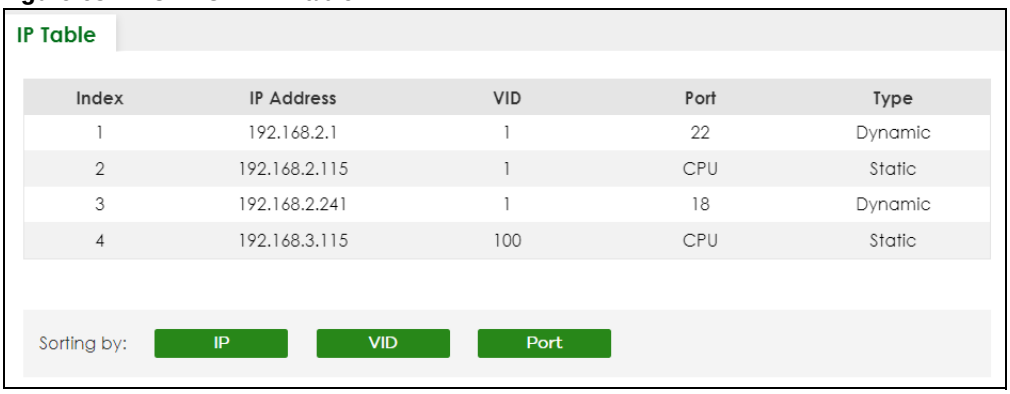
Figure 62 IP Table Flowchart



10.2 Viewing the IP Table

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

Figure 63 MONITOR > IP Table



The following table describes the labels in this screen.

Table 25 MONITOR > IP Table

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

CHAPTER 11
IPv6 Neighbor Table

11.1 IPv6 Neighbor Table Overview

This chapter introduces the IPv6 neighbor table.

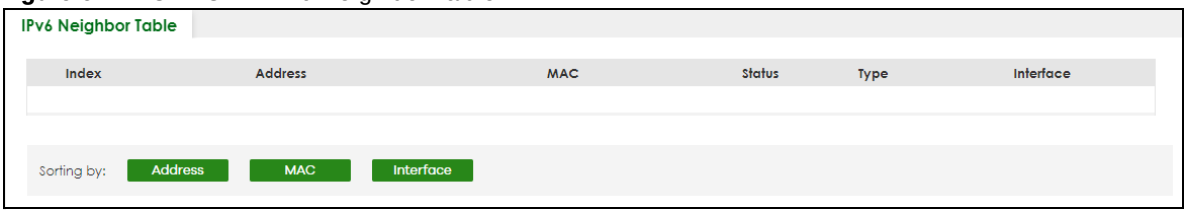
An IPv6 host is required to have a neighbor table. If there is an address to be resolved or verified, the Switch sends out a neighbor solicitation message. When the Switch receives a neighbor advertisement in response, it stores the neighbor's link-layer address in the neighbor table. You can also manually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

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

11.2 Viewing the IPv6 Neighbor Table

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

Figure 64 MONITOR > IPv6 Neighbor Table



The following table describes the labels in this screen.

Table 26 MONITOR > IPv6 Neighbor Table

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

Table 26 MONITOR > IPv6 Neighbor Table (continued)

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

CHAPTER 12 MAC Table

12.1 MAC Table Overview

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

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

12.1.1 What You Can Do

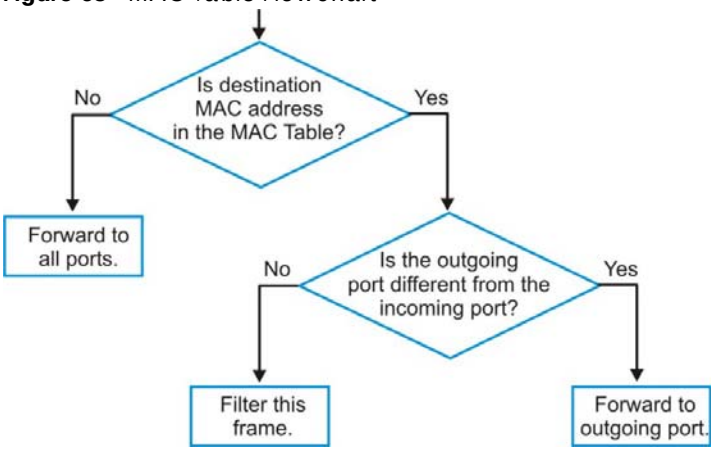
Use the **MAC Table** screen (Section 12.2 on page 104) to check whether the MAC address is dynamic or static.

12.1.2 What You Need to Know

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

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

Figure 65 MAC Table Flowchart

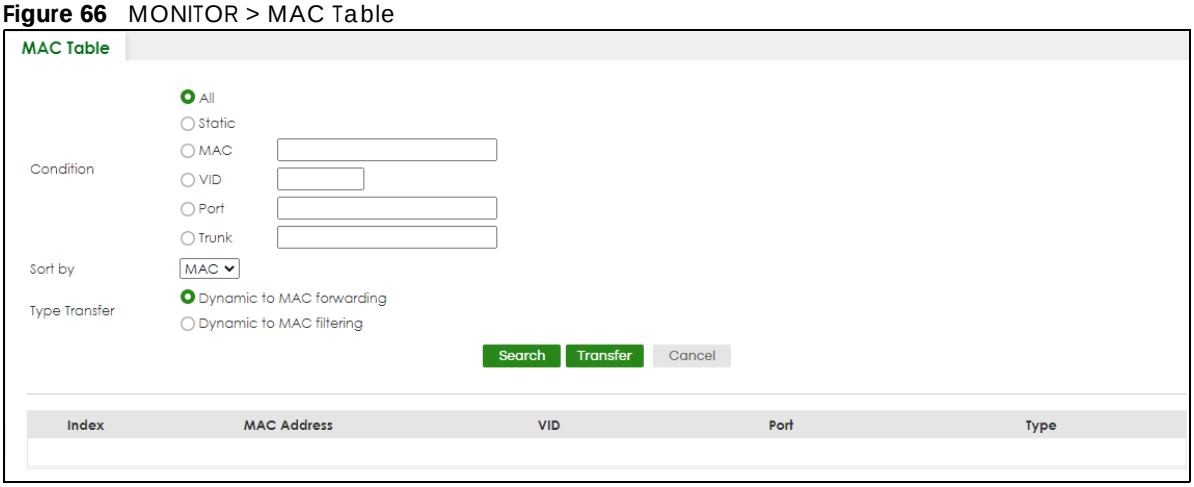


12.2 Viewing the MAC Table

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

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

Figure 66 MONITOR > MAC Table



The following table describes the labels in this screen.

Table 27 MONITOR > MAC Table

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

CHAPTER 13
Neighbor

13.1 Neighbor Overview

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

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

13.1.1 What You Can Do

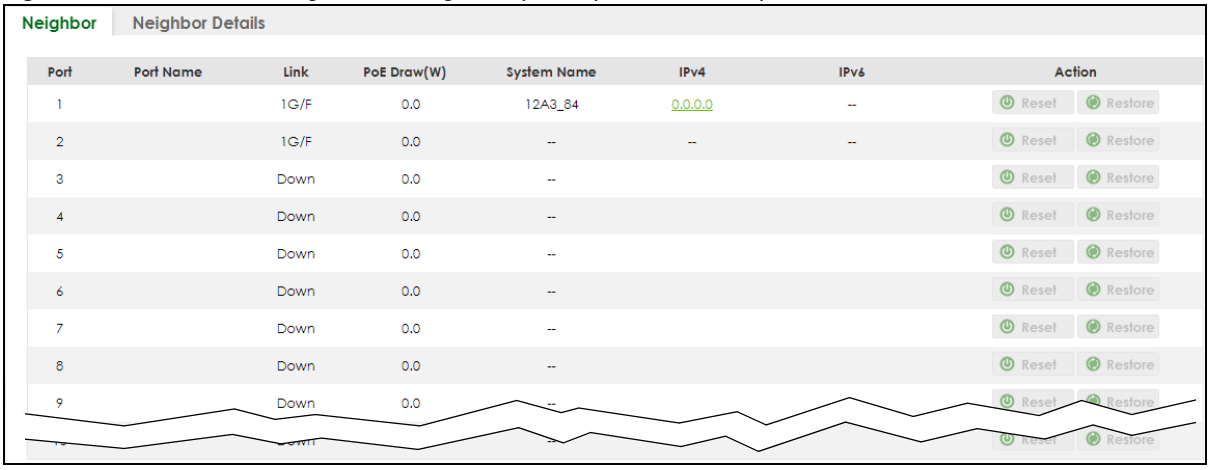
Use the **Neighbor** screen (Section 13.2 on page 106) to view a summary and manage the Switch's neighbor devices.

Use the **Neighbor Details** screen (Section 13.2.1 on page 107) to view more detailed information on the Switch's neighbor devices.

13.2 Neighbor

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

Figure 67 MONITOR > Neighbor > Neighbor (example PoE model)



The following table describes the fields in the above screen.

Table 28 MONITOR > Neighbor > Neighbor

LABEL	DESCRIPTION
Port	This shows the port of the Switch, on which the neighboring device is discovered.
Port Name	This shows the port description of the Switch.
Link	This shows the speed (either **100M** for 100 Mbps, **1G** for 1 Gbps, or **2.5G** for 2.5 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** if the port is not connected to any device.
PoE Draw (W)	For PoE models. This shows the consumption that the neighboring device connected to this port draws from the Switch. This allows you to plan and use within the power budget of the Switch.
System Name	This shows the system name of the neighbor device.
IPv4	This shows the IPv4 address of the neighbor device. The IPv4 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
IPv6	This shows the IPv6 address of the neighbor device. The IPv6 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
Action	For PoE models. Click the **Reset** button to turn OFF the power of the neighbor device and turn it back ON again. A count down button (from 5 to 0) starts. Note: The Switch must support power sourcing (PSE) or the network device is a powered device (PD). Click the **Restore** button to restore the neighboring device to its factory default settings. A warning message "**Are you sure you want to load factory default?**" appears prompting you to confirm the action. After confirming the action a count down button (from 5 to 0) starts. Note: • The Switch must support power sourcing (PSE) or the network device is a powered device (PD). • If multiple neighbor devices use the same port, the **Reset** button is not available. • You can only reset Zyxel powered devices that support the ZON utility.

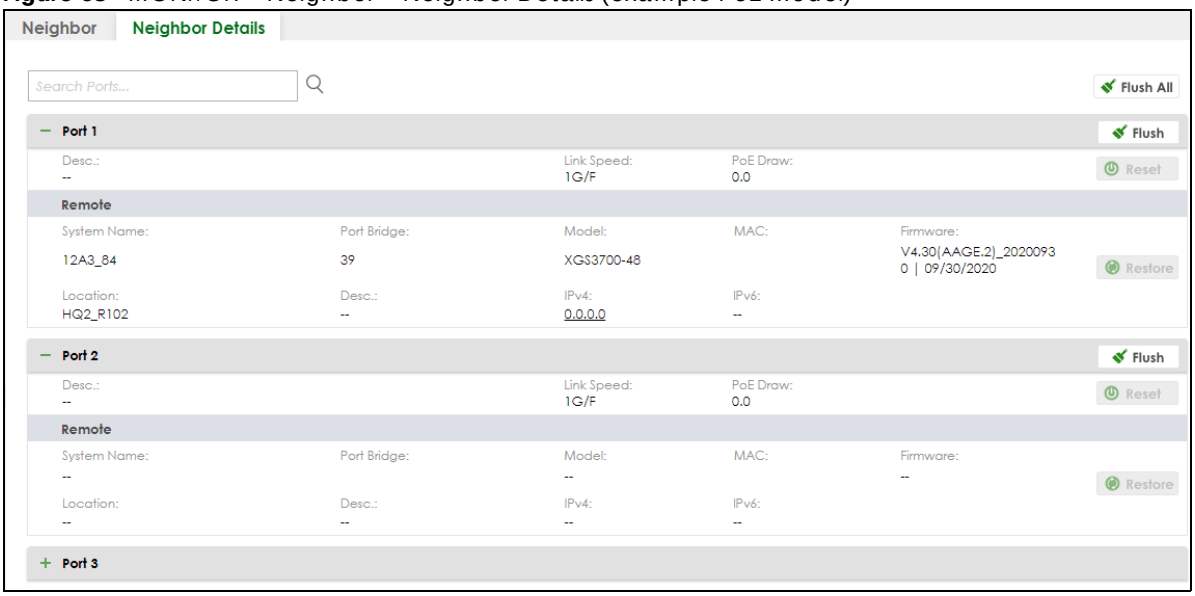
13.2.1 Neighbor Details

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

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

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

Figure 68 MONITOR > Neighbor > Neighbor Details (example PoE model)



The following table describes the fields in the above screen.

Table 29 MONITOR > Neighbor > Neighbor Details

LABEL	DESCRIPTION
Search Ports...	Enter the port number to search and display the ports you specified. The result will display in the below list. You can enter multiple ports separated by comma (“,”) or hyphen (“-”) for a range. For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Port	This shows the port of the Switch, on which the neighboring device is discovered.
Desc.	This shows the port description of the Switch.
Link Speed	This shows the speed (either **100M** for 100 Mbps, **1G** for 1 Gbps, or **2.5G** for 2.5 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** if the port is not connected to any device.
PoE Draw (W)	For PoE models. This shows the consumption that the neighboring device connected to this port draws from the Switch. This allows you to plan and use within the power budget of the Switch.
Reset	Click this button to turn OFF the power of the neighbor device and turn it back ON again. A count down button (from 5 to 0) starts. Note: The Switch must support power sourcing (PSE) or the network device is a powered device (PD).
Remote	
System Name	This shows the system name of the neighbor device.
Port Bridge	This shows the neighboring device’s MAC address or the port number connected to the Switch.
Model	This shows the model name of the neighbor device. This field will show “**–**” for devices that do not support the ZON utility.
MAC	This shows the MAC address of the neighbor device.
Firmware	This shows the firmware version of the neighbor device. This field will show “**–**” for devices that do not support the ZON utility.

Table 29 MONITOR > Neighbor > Neighbor Details (continued)

LABEL	DESCRIPTION
Location	This shows the geographic location of the neighbor device. This field will show "**–**" for devices that do not support the ZON utility.
Desc.	This shows the description of the neighbor device's port which is connected to the Switch.
IPv4	This shows the IPv4 address of the neighbor device. The IPv4 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
IPv6	This shows the IPv6 address of the neighbor device. The IPv6 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
Restore	Click this button to restore the neighbor device to its factory default settings. A warning message "**Are you sure you want to load factory default?**" appears prompting you to confirm the action. After confirming the action a count down button (from 5 to 0) starts. Note: • The Switch must support power sourcing (PSE) or the network device is a powered device (PD). • If multiple neighbor devices use the same port, the **Reset** button is not available. • You can only reset Zyxel powered devices that support the ZON utility.
Flush	Click the **Flush** button on the port tab to remove information about neighbors learned on a specific ports.
Flush All	Click the **Flush All** button to remove information about neighbors learned on all ports.

CHAPTER 14
Path MTU Table

14.1 Path MTU Overview

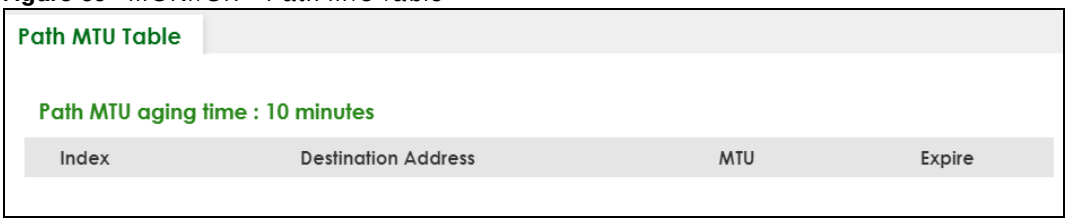
This chapter introduces the IPv6 Path MTU table.

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

14.2 Viewing the Path MTU Table

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

Figure 69 MONITOR > Path MTU Table



The following table describes the labels in this screen.

Table 30 MONITOR > Path MTU Table

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

CHAPTER 15
Port Status

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

15.0.1 What You Can Do

Use the **Port Status** screen (Section 15.1 on page 111) to view the port status of the Switch.

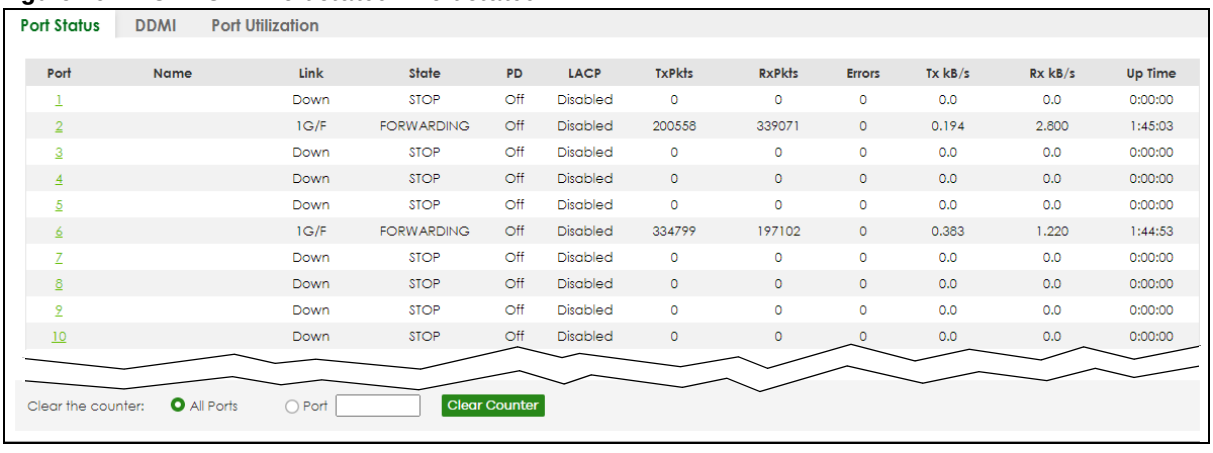
Use the **DDMI** screen (Section 15.2 on page 115) to view the DDMI (Digital Diagnostics Monitoring Interface) status of the SFP transceivers on the Switch.

Use the **Port Utilization** screen (Section 15.3 on page 117) to view the current data rate and utilization percentage of each port on the Switch.

15.1 Port Status

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

Figure 70 MONITOR > Port Status > Port Status



The following table describes the labels in this screen.

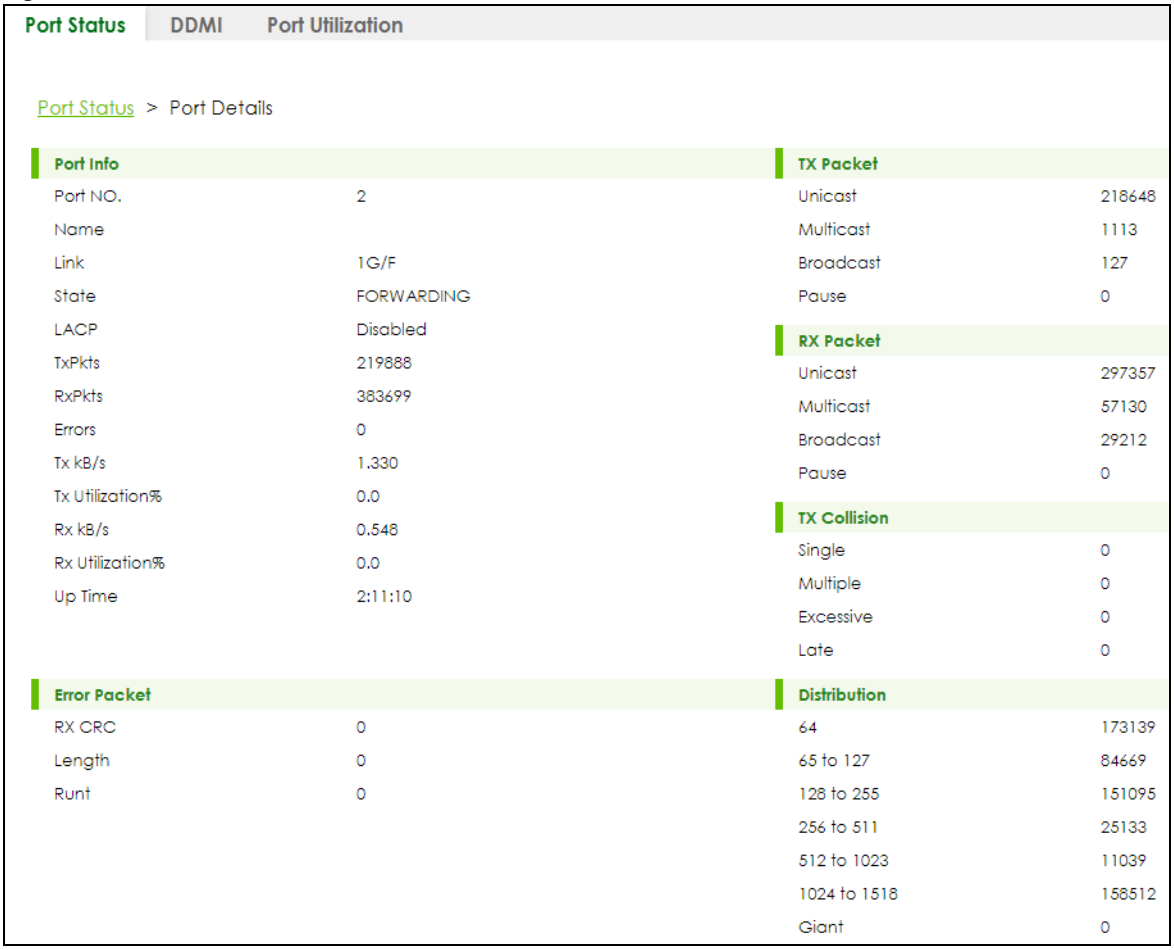
Table 31 MONITOR > Port Status > Port Status

LABEL	DESCRIPTION
Port	This identifies the Ethernet port. Click a port number to display the **Port Details** screen.
Name	This is the name you assigned to this port in the **PORT** > **Port Setup** screen.
Link	This field displays the speed (such as **100M** for 100 Mbps, **1G** for 1000 Mbps or 1 Gbps, or **2.5G** for 2.5 Gbps) and the duplex (**F** for full duplex). This field displays **Down** if the port is not connected to any device.
State	If STP (Spanning Tree Protocol) is enabled, this field displays the STP state of the port. If STP is disabled, this field displays **FORWARDING** if the link is up, otherwise, it displays **STOP**. When LACP (Link Aggregation Control Protocol) and STP are in blocking state, it displays **BLOCKING**.
PD	For PoE models only. This field displays whether or not a powered device (PD) is allowed to receive power from the Switch on this port.
LACP	This fields displays whether LACP (Link Aggregation Control Protocol) has been enabled on the port.
TxPkts	This field shows the number of transmitted frames on this port.
RxPkts	This field shows the number of received frames on this port.
Errors	This field shows the number of received errors on this port.
Tx kB/s	This field shows the number of kilobytes per second transmitted on this port.
Rx kB/s	This field shows the number of kilobytes per second received on this port.
Up Time	This field shows the total amount of time in hours, minutes and seconds the port has been up.
Clear the counter	Select **Port**, enter a port number and then click **Clear Counter** to erase the recorded statistical information for that port, or select **ALL Ports** to clear statistics for all ports.

15.1.1 Port Details

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

Figure 71 MONITOR > Port Status > Port Status > Port Details



The following table describes the labels in this screen.

Table 32 MONITOR > Port Status > Port Status > Port Details

LABEL	DESCRIPTION
Port Info	
Port NO.	This field displays the port number you are viewing.
Name	This field displays the name of the port.
Link	This field displays the speed (such as **100M** for 100Mbps, **1G** for 1000 Mbps or 1 Gbps, or **2.5G** for 2.5 Gbps) and the duplex (**F** for full duplex). This field displays **Down** if the port is not connected to any device.
State	If STP (Spanning Tree Protocol) is enabled, this field displays the STP state of the port. If STP is disabled, this field displays **FORWARDING** if the link is up, otherwise, it displays **STOP**. When LACP (Link Aggregation Control Protocol), STP, and dot1x are in blocking state, it displays **BLOCKING**.
LACP	This field shows if LACP is enabled on this port or not.
TxPkts	This field shows the number of transmitted frames on this port.
RxPkts	This field shows the number of received frames on this port.
Errors	This field shows the number of received errors on this port.
Tx kB/s	This field shows the number of kilobytes per second transmitted on this port.

Table 32 MONITOR > Port Status > Port Status > Port Details (continued)

LABEL	DESCRIPTION
Tx Utilization%	This field shows the percentage of actual transmitted frames on this port as a percentage of the **Link** speed.
Rx kB/s	This field shows the number of kilobytes per second received on this port.
Rx Utilization%	This field shows the percentage of actual received frames on this port as a percentage of the **Link** speed.
Up Time	This field shows the total amount of time the connection has been up.
TX Packet The following fields display detailed information about packets transmitted.	
Unicast	This field shows the number of good unicast packets transmitted.
Multicast	This field shows the number of good multicast packets transmitted.
Broadcast	This field shows the number of good broadcast packets transmitted.
Pause	This field shows the number of 802.3x pause packets transmitted.
RX Packet The following fields display detailed information about packets received.	
Unicast	This field shows the number of good unicast packets received.
Multicast	This field shows the number of good multicast packets received.
Broadcast	This field shows the number of good broadcast packets received.
Pause	This field shows the number of 802.3x pause packets received.
TX Collision The following fields display information on collisions while transmitting.	
Single	This is a count of successfully transmitted packets for which transmission is inhibited by exactly one collision.
Multiple	This is a count of successfully transmitted packets for which transmission was inhibited by more than one collision.
Excessive	This is a count of packets for which transmission failed due to excessive collisions. Excessive collision is defined as the number of maximum collisions before the retransmission count is reset.
Late	This is the number of times a late collision is detected, that is, after 512 bits of the packets have already been transmitted.
Error Packet The following fields display detailed information about packets received that were in error.	
RX CRC	This field shows the number of packets received with CRC (Cyclic Redundant Check) errors.
Length	This field shows the number of packets received with a length that was out of range.
Runt	This field shows the number of packets received that were too short (shorter than 64 octets), including the ones with CRC errors.
Distribution	
64	This field shows the number of packets (including bad packets) received that were 64 octets in length.
65 to 127	This field shows the number of packets (including bad packets) received that were between 65 and 127 octets in length.
128 to 255	This field shows the number of packets (including bad packets) received that were between 128 and 255 octets in length.
256 to 511	This field shows the number of packets (including bad packets) received that were between 256 and 511 octets in length.

Table 32 MONITOR > Port Status > Port Status > Port Details (continued)

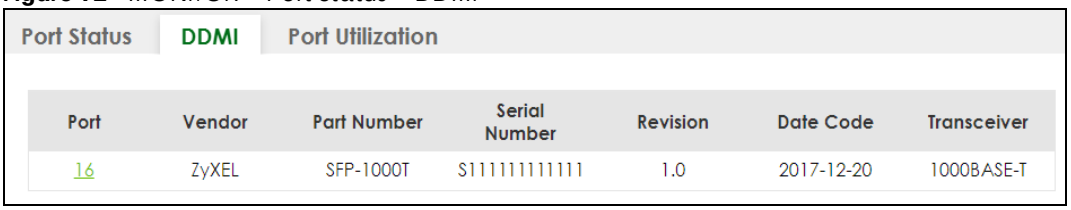
LABEL	DESCRIPTION
512 to 1023	This field shows the number of packets (including bad packets) received that were between 512 and 1023 octets in length.
1024 to 1518	This field shows the number of packets (including bad packets) received that were between 1024 and 1518 octets in length.
Giant	This field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

15.2 DDMI

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

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

Figure 72 MONITOR > Port Status > DDMI



The following table describes the labels in this screen.

Table 33 MONITOR > Port Status > DDMI

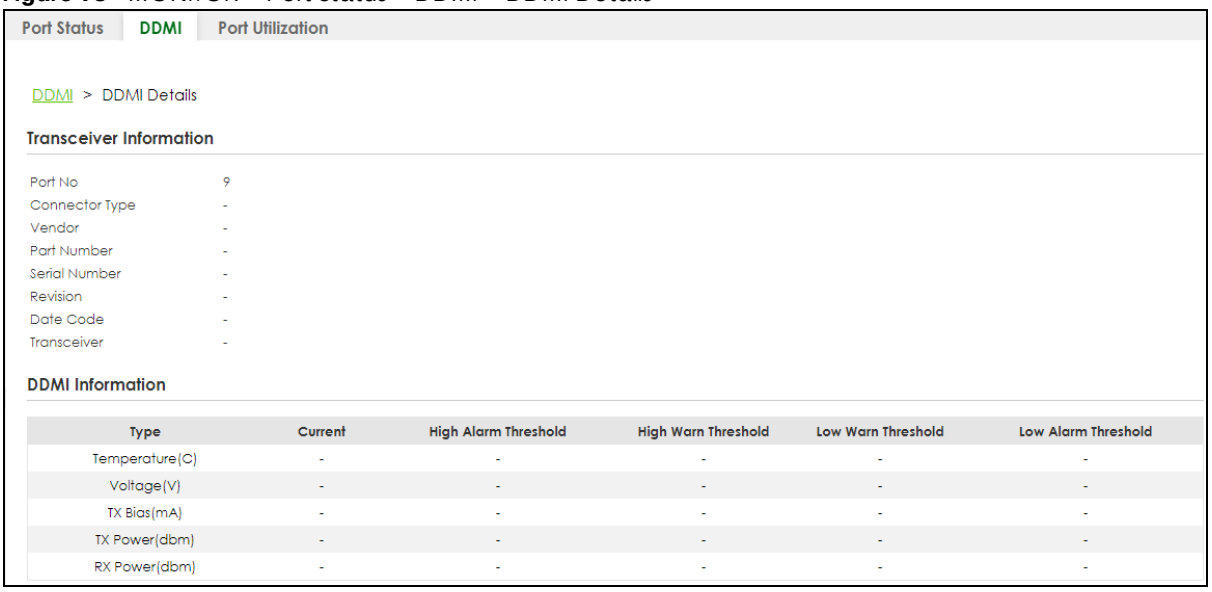
LABEL	DESCRIPTION
Port	This identifies the SFP port. Click a port number to display the **DDMI Details** screen.
Vendor	This displays the vendor name of the optical transceiver.
Part Number	This displays the part number of the optical transceiver.
Serial Number	This displays the serial number of the optical transceiver.
Revision	This displays the revision number of the optical transceiver.
Date Code	This displays the date when the optical transceiver was manufactured.
Transceiver	This displays the type of optical transceiver installed in the SFP slot.

15.2.1 DDMI Details

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

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

Figure 73 MONITOR > Port Status > DDMI > DDMI Details



The following table describes the labels in this screen.

Table 34 MONITOR > Port Status > DDMI > DDMI Details

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

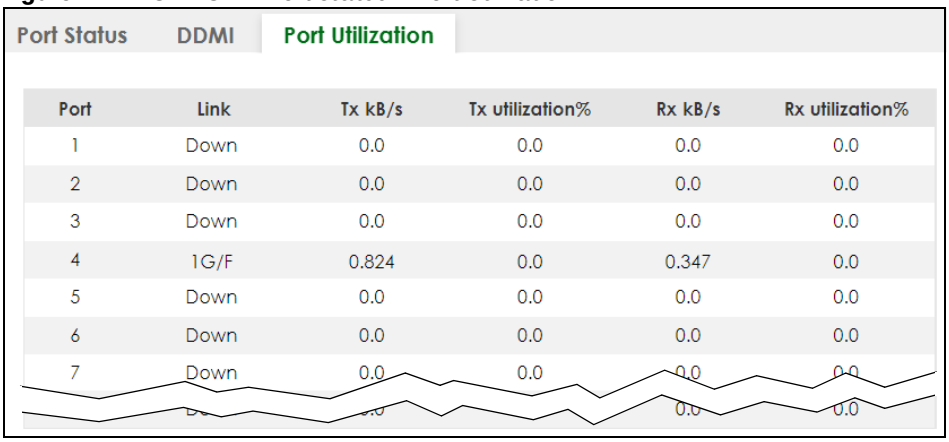
Table 34 MONITOR > Port Status > DDMI > DDMI Details (continued)

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

15.3 Port Utilization

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

Figure 74 MONITOR > Port Status > Port Utilization



The following table describes the labels in this screen.

Table 35 MONITOR > Port Status > Port Utilization

LABEL	DESCRIPTION
Port	This identifies the Ethernet port.
Link	This field displays the speed (such as **100M** for 100 Mbps, **1000M** for 1000 Mbps, or **2.5G** for 2.5 Gbps) and the duplex (**F** for full duplex). This field displays **Down** if the port is not connected to any device.
Tx kB/s	This field shows the transmission speed of data sent on this port in kilobytes per second.
Tx Utilization%	This field shows the percentage of actual transmitted frames on this port as a percentage of the **Link** speed.
Rx kB/s	This field shows the transmission speed of data received on this port in kilobytes per second.
Rx Utilization%	This field shows the percentage of actual received frames on this port as a percentage of the **Link** speed.

CHAPTER 16
Routing Table

16.1 Routing Table Overview

This chapter introduces the IPv4/IPv6 routing tables.

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

16.1.1 What You Can Do

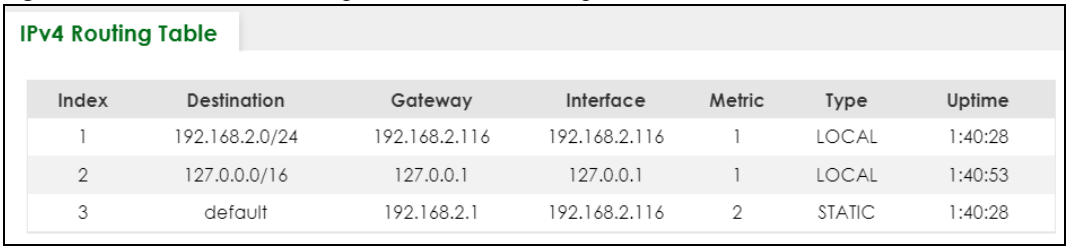
Use the **IPv4 Routing Table** screen (Section 16.2 on page 118) to view the Switch's IPv4 routing table information.

Use the **IPv6 Routing Table** screen (Section 16.3 on page 119) to view the Switch's IPv6 routing table information.

16.2 IPv4 Routing Table

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

Figure 75 MONITOR > Routing Table > IPv4 Routing Table


IPv4 Routing Table

Index	Destination	Gateway	Interface	Metric	Type	Uptime
1	192.168.2.0/24	192.168.2.116	192.168.2.116	1	LOCAL	1:40:28
2	127.0.0.0/16	127.0.0.1	127.0.0.1	1	LOCAL	1:40:53
3	default	192.168.2.1	192.168.2.116	2	STATIC	1:40:28

The following table describes the labels in this screen.

Table 36 MONITOR > Routing Table > IPv4 Routing Table

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

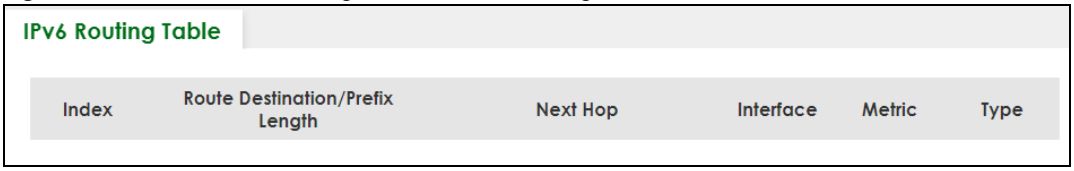
Table 36 MONITOR > Routing Table > IPv4 Routing Table (continued)

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

16.3 IPv6 Routing Table

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

Figure 76 MONITOR > Routing Table > IPv6 Routing Table



The following table describes the labels in this screen.

Table 37 MONITOR > Routing Table > IPv6 Routing Table

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

CHAPTER 17
System Information

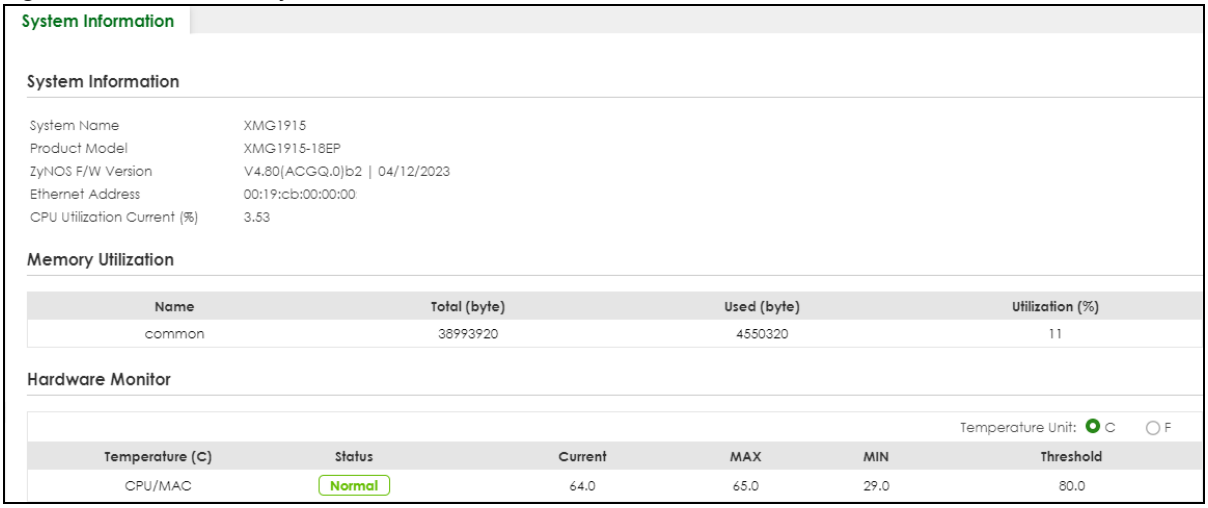
17.0.1 What You Can Do

Use the **System Information** screen (Section 17.1 on page 120) to view general system information and hardware status of the Switch.

17.1 System Information

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

Figure 77 MONITOR > System Information



The following table describes the labels in this screen.

Table 38 MONITOR > System Information

LABEL	DESCRIPTION
System Information	
System Name	This displays the descriptive name of the Switch for identification purposes.
Product Model	This displays the product model of the Switch. Use this information when searching for firmware upgrade or looking for other support information in the website.
ZyNOS F/W Version	This displays the version number of the Switch 's current firmware including the date created.
Ethernet Address	This refers to the Ethernet MAC (Media Access Control) address of the Switch.

Table 38 MONITOR > System Information (continued)

LABEL	DESCRIPTION
CPU Utilization Current (%)	This displays the current percentage of CPU utilization.
Memory Utilization Memory utilization shows how much DRAM memory is available and in use. It also displays the current percentage of memory utilization.	
Name	This displays the name of the memory pool.
Total (byte)	This displays the total number of bytes in this memory pool.
Used (byte)	This displays the number of bytes being used in this memory pool.
Utilization (%)	This displays the percentage (%) of memory being used in this memory pool.
Hardware Monitor	
Temperature Unit	The Switch has temperature sensors that are capable of detecting and reporting if the temperature rises above the threshold. You may choose the temperature unit (Centigrade or Fahrenheit) in this field.
Temperature (C/F)	**CPU** / **MAC** refers to the location of the temperature sensor on the Switch printed circuit board.
Status	This field displays **Normal** for temperatures below the threshold and **Error** for those above.
Current	This shows the current temperature at this sensor.
MAX	This field displays the maximum temperature measured at this sensor.
MIN	This field displays the minimum temperature measured at this sensor.
Threshold	This field displays the upper temperature limit at this sensor.

CHAPTER 18
System Log

18.1 System Log Overview

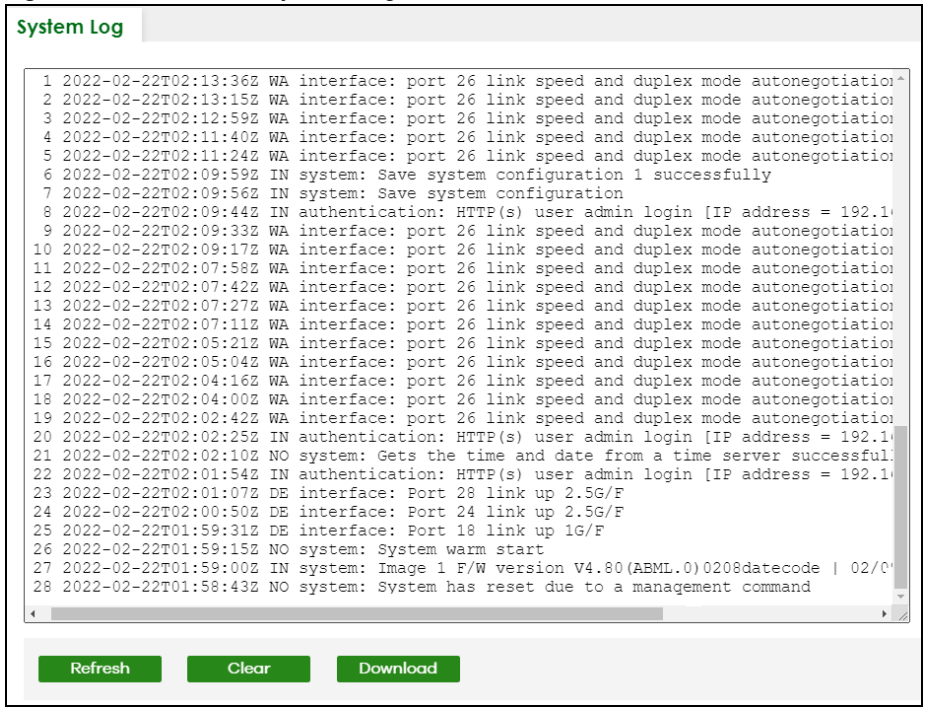
A log message stores the system history information for viewing.

18.2 System Log

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

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

Figure 78 MONITOR > System Log



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

CHAPTER 19
SYSTEM

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

Quick links to chapters:

CHAPTER 20
Cloud Management

20.1 Cloud Management Overview

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

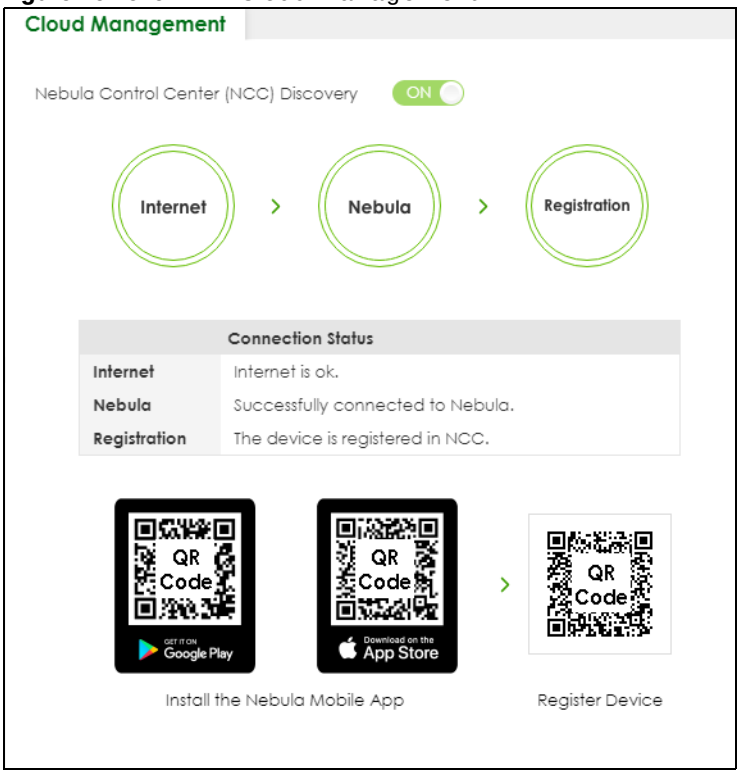
The Switch is managed and provisioned automatically by the NCC (Nebula Control Center) when:

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

20.2 Nebula Center Control Discovery

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

Figure 79 SYSTEM > Cloud Management



The following table describes the labels in this screen.

Table 39 SYSTEM > Cloud Management

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

Cloud Management Mode

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

1 Download the Nebula Mobile App

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

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

2 Scan the Device QR code

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

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

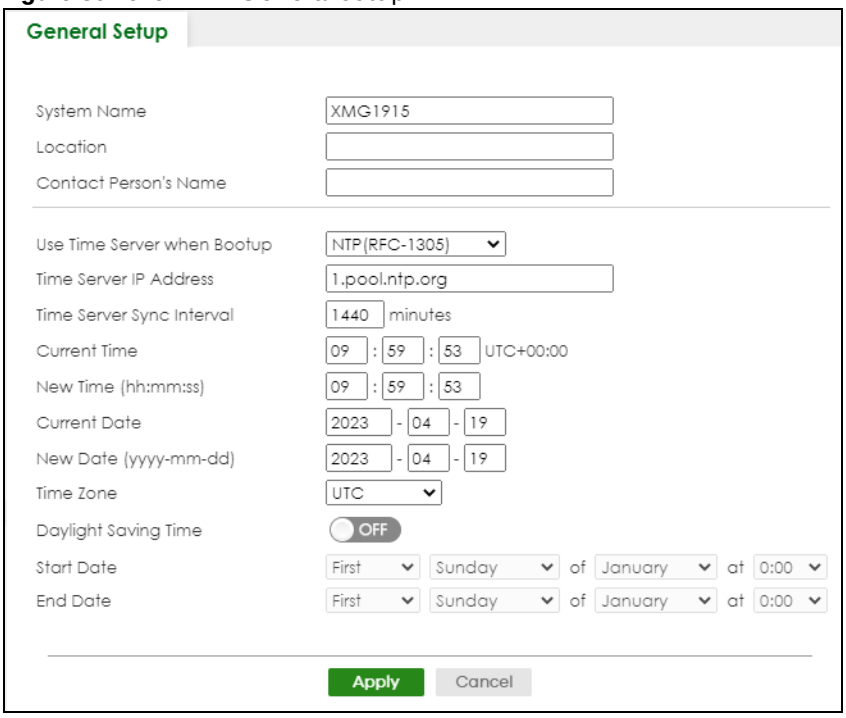
If **Nebula Control Center (NCC) Discovery** is disabled, the Switch will NOT discover the NCC and remain in Standalone mode.

CHAPTER 21
General Setup

21.1 General Setup

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

Figure 80 SYSTEM > General Setup



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

The following table describes the labels in this screen.

Table 40 SYSTEM > General Setup

LABEL	DESCRIPTION
System Name	Choose a descriptive name for identification purposes. This name consists of up to 64 printable ASCII characters; spaces are allowed.
Location	Enter the geographic location of your Switch. You can use up to 128 printable ASCII characters; spaces are allowed.
Contact Person's Name	Enter the name of the person in charge of this Switch. You can use up to 32 printable ASCII characters; spaces are allowed.

Table 40 SYSTEM > General Setup (continued)

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

Table 40 SYSTEM > General Setup (continued)

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

21.2 Hardware Monitor Setup

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

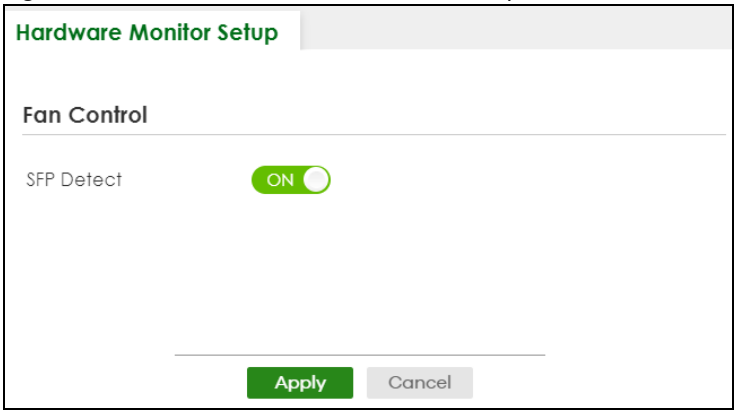
When the SFP transceiver temperature exceeds the temperature threshold (see your transceiver documentation), the Switch automatically turns on the fans with maximum fan speed to cool down the system.

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

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

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

Figure 81 SYSTEM > Hardware Monitor Setup



The following table describes the labels in this screen.

Table 41 SYSTEM > Hardware Monitor Setup

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

CHAPTER 22
Interface Setup

22.1 Interface Setup Overview

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

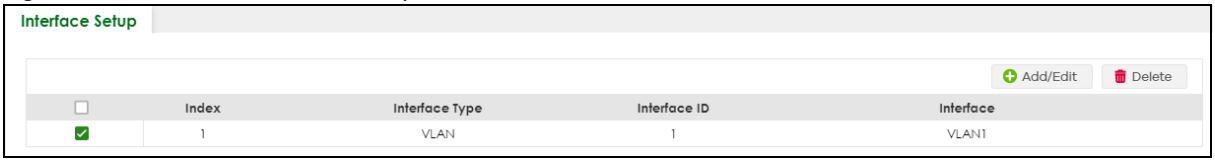
22.2 Interface Setup

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

The interfaces you create here will only take effect after you configure them in the **SYSTEM** > **IPv6** screens.

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

Figure 82 SYSTEM > Interface Setup



The following table describes the labels in this screen.

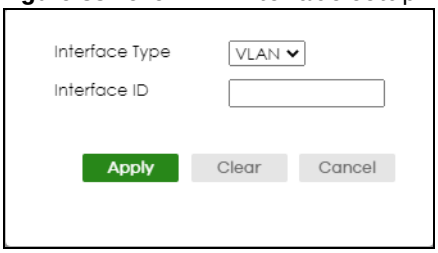
Table 42 SYSTEM > Interface Setup

LABEL	DESCRIPTION
Index	This field displays the index number of an entry.
Interface Type	This field displays the type of interface.
Interface ID	This field displays the identification number of the interface.
Interface	This field displays the interface's descriptive name which is generated automatically by the Switch. The name is from a combination of the interface type and ID number.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new interface or edit a selected one.
Delete	Click **Delete** to remove the selected interfaces.

22.2.1 Add/Edit Interfaces

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

Figure 83 SYSTEM > Interface Setup > Add/Edit



The following table describes the labels in this screen.

Table 43 SYSTEM > Interface Setup > Add/Edit

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

CHAPTER 23
IP Setup

23.1 IP Setup Overview

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

23.1.1 What You Can Do

- Use the **IP Status** screen (Section 23.2 on page 131) to view the current IP interfaces and DNS server settings on the Switch.
- Use the **IP Setup** screen (Section 23.3 on page 134) to configure the default gateway device, the default domain name server and add IP domains.
- Use the **Network Proxy Configuration** screen (Section 23.4 on page 136) to configure network proxy configurations.

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

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

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

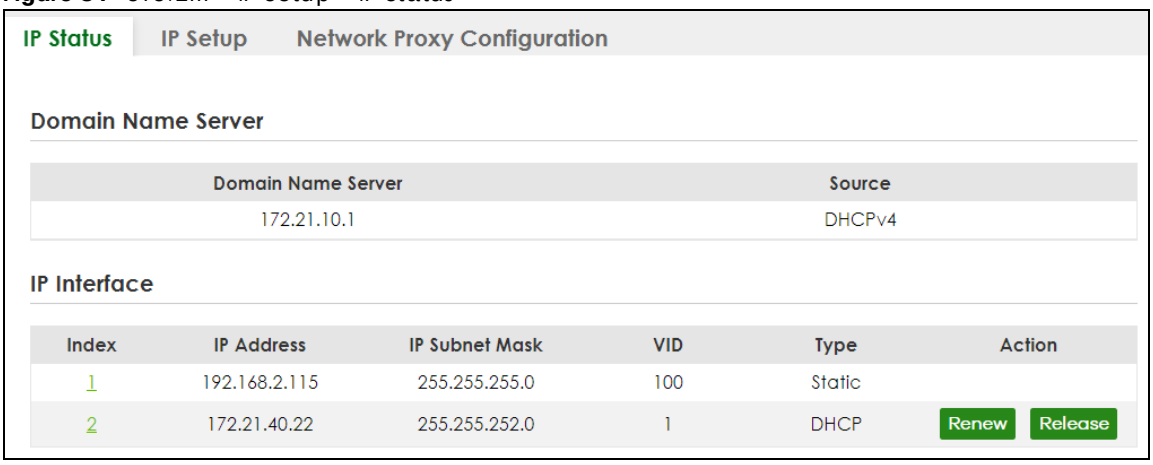
You can configure up to 8 IP domains which are used to access and manage the Switch from the ports belonging to the pre-defined VLANs.

Note: You must configure a VLAN first. Each VLAN can have multiple management IP addresses, and you can log into the Switch through different management IP addresses simultaneously.

23.2 IP Status

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

Figure 84 SYSTEM > IP Setup > IP Status



The following table describes the labels in this screen.

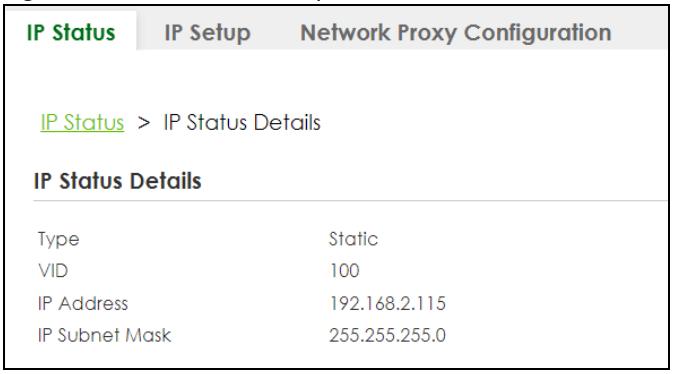
Table 44 SYSTEM > IP Setup > IP Status

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

23.2.1 IP Status Details

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

Figure 85 SYSTEM > IP Setup > IP Status > IP Status Details: Static

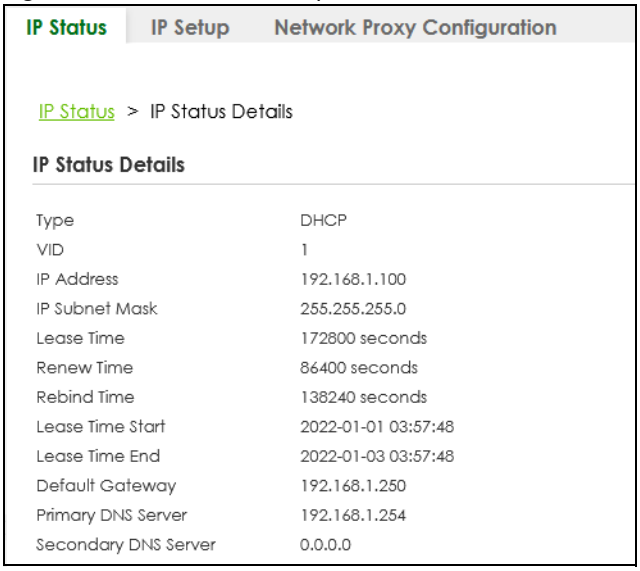


The following table describes the labels in this screen.

Table 45 SYSTEM > IP Setup > IP Status > IP Status Details: Static

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

Figure 86 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP



The following table describes the labels in this screen.

Table 46 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP

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

Table 46 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP (continued)

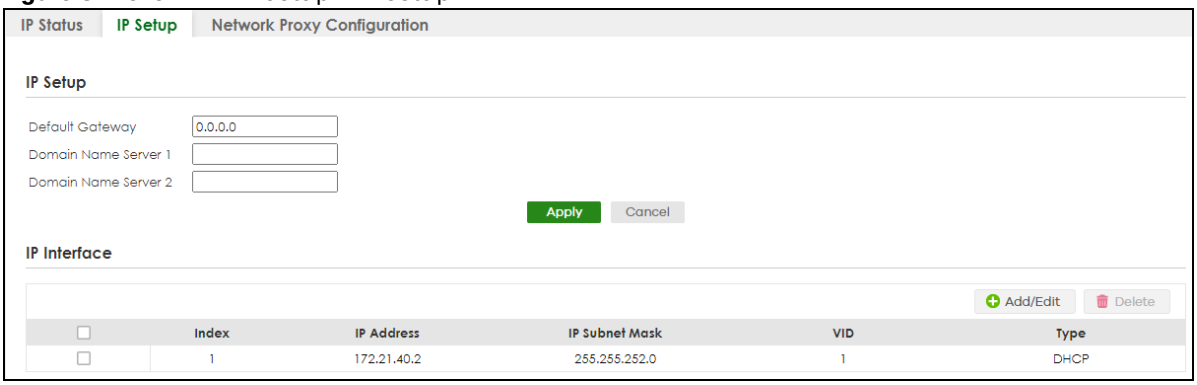
LABEL	DESCRIPTION
Renew Time	This displays the length of time from the lease start that the Switch will request to renew its current dynamic IP address from the DHCP server.
Rebind Time	This displays the length of time from the lease start that the Switch will request to get any dynamic IP address from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

23.3 IP Setup

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

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

Figure 87 SYSTEM > IP Setup > IP Setup



The following table describes the labels in this screen.

Table 47 SYSTEM > IP Setup > IP Setup

LABEL	DESCRIPTION
IP Setup	
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
Domain Name Server 1/2	Enter a domain name server IPv4 address in order to be able to use a domain name instead of an IP address.

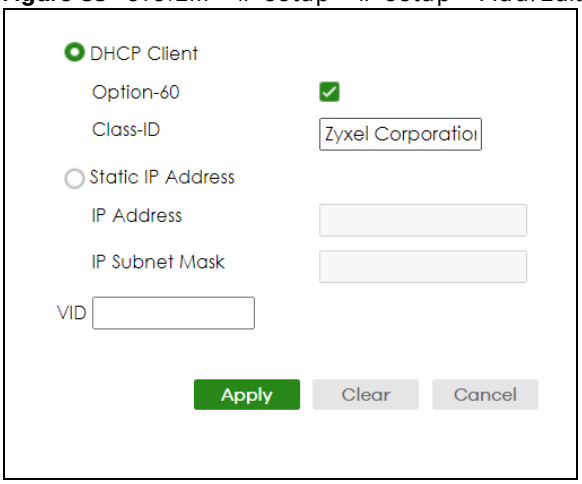
Table 47 SYSTEM > IP Setup > IP Setup (continued)

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

23.3.1 Add/Edit IP Interfaces

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

Figure 88 SYSTEM > IP Setup > IP Setup > Add/Edit



The following table describes the labels in this screen.

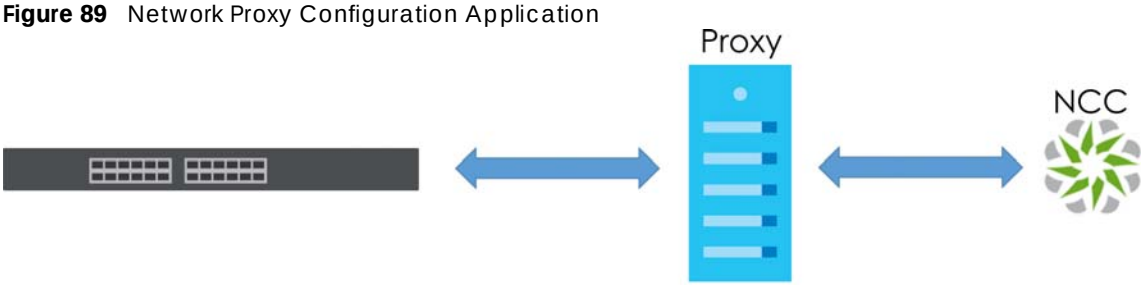
Table 48 SYSTEM > IP Setup > IP Setup > Add/Edit

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

23.4 Network Proxy Configuration

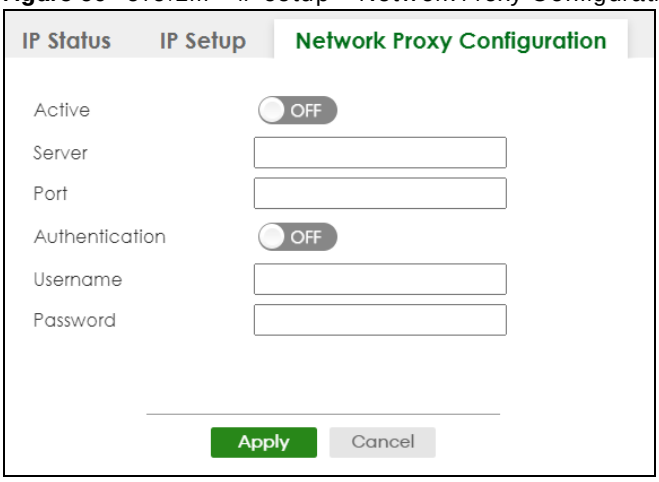
The proxy server of an organization may prohibit communication between the Switch and NCC (Nebula Control Center) (See Section 20.1 on page 124). Use this screen to enable communication between the Switch and NCC through the proxy server.

Figure 89 Network Proxy Configuration Application



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

Figure 90 SYSTEM > IP Setup > Network Proxy Configuration



The following table describes the labels in this screen.

Table 49 SYSTEM > IP Setup > Network Proxy Configuration

LABEL	DESCRIPTION
Active	Enable the switch button to enable communication between the Switch and NCC through a proxy server.
Server	Enter the IP address (dotted decimal notation) or host name of the proxy server. When entering the host name, up to 128 alphanumeric characters are allowed for the **Server** except [?], [|], ['], or ["].
Port	Enter the port number of the proxy server (1 – 65535).
Authentication	Enable the switch button to enable proxy server authentication using a **Username** and **Password**.
Username	Enter a login user name from the proxy server administrator. Up to 32 alphanumeric characters are allowed for the **Username** except [?], [|], ['], or ["].
Password	Enter a login password from the proxy server administrator. Up to 32 alphanumeric characters are allowed for the **Password** except [?], [|], ['], or ["].
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.

CHAPTER 24
IPv6

24.1 IPv6 Overview

This chapter introduces the **IPv6** screens.

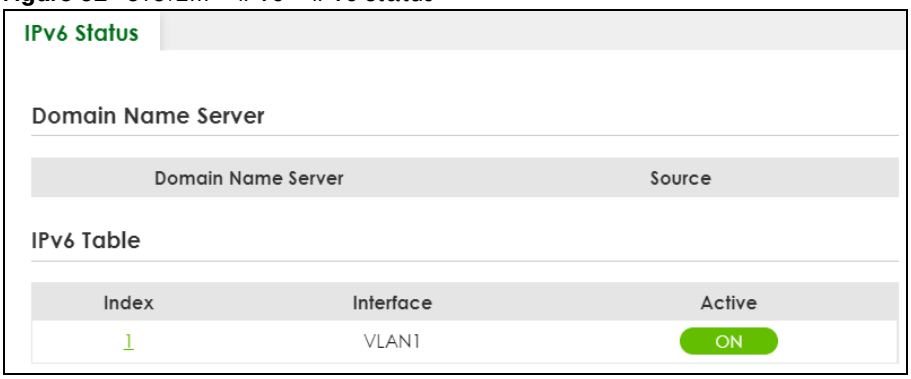
24.1.1 What You Can Do

- Use the **IPv6 Status** screen (Section 24.2 on page 138) to view the IPv6 table and DNS server information.
- Use the **IPv6 Global Setup** screen (Section 24.3 on page 141) to configure the global IPv6 settings.
- Use the **IPv6 Interface Setup** screen (Section 24.4 on page 142) to view and configure IPv6 interfaces.
- Use the **IPv6 Link-Local Address Setup** screen (Section 24.5 on page 143) to view and configure IPv6 link-local addresses.
- Use the **IPv6 Global Address Setup** screen (Section 24.6 on page 145) to view and configure IPv6 global addresses.
- Use the **IPv6 Neighbor Discovery Setup** screen (Section 24.7 on page 146) to view and configure neighbor discovery settings on each interface.
- Use the **IPv6 Router Discovery Setup** screen (Section 24.8 on page 148) to view and configure router discovery settings on each interface.
- Use the **IPv6 Prefix Setup** screen (Section 24.9 on page 149) to configure the Switch's IPv6 prefix list for each interface.
- Use the **IPv6 Neighbor Setup** screen (Section 24.10 on page 151) to configure static IPv6 neighbor entries in the Switch's IPv6 neighbor table.
- Use the**DHCPv6 Client Setup** screen (Section 24.11 on page 152) to configure the Switch's DHCP settings when it is acting as a DHCPv6 client.

24.2 IPv6 Status

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

Figure 91 SYSTEM > IPv6 > IPv6 Status



The following table describes the labels in this screen.

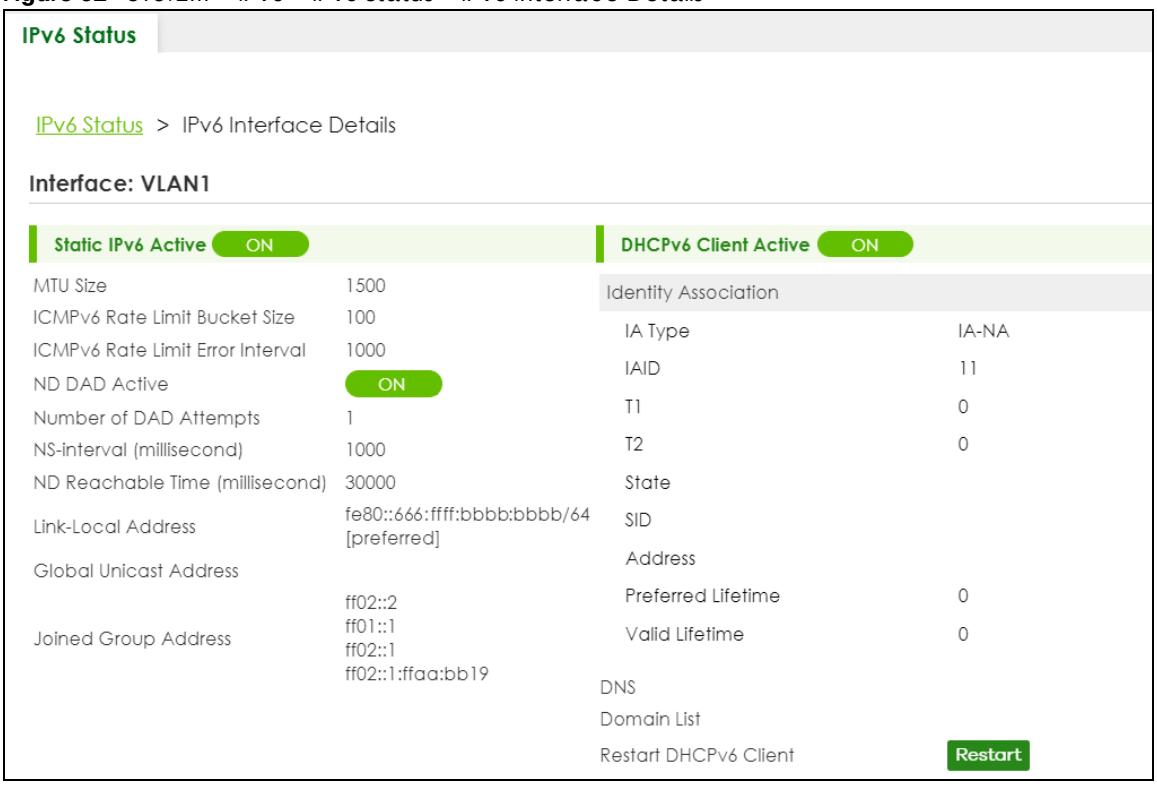
Table 50 SYSTEM > IPv6 > IPv6 Status

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

24.2.1 IPv6 Interface Status Details

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

Figure 92 SYSTEM > IPv6 > IPv6 Status > IPv6 Interface Details



The following table describes the labels in this screen.

Table 51 SYSTEM > IPv6 > IPv6 Status > IPv6 Interface Details

LABEL	DESCRIPTION
Static IPv6 Active This field displays whether the IPv6 interface is activated or not.	
MTU Size	This field displays the Maximum Transmission Unit (MTU) size for IPv6 packets on this interface.
ICMPv6 Rate Limit Bucket Size	This field displays the maximum number of ICMPv6 error messages which are allowed to transmit in a given time interval. If the bucket is full, subsequent error messages are suppressed.
ICMPv6 Rate Limit Error Interval	This field displays the time period (in milliseconds) during which ICMPv6 error messages of up to the bucket size can be transmitted. 0 means no limit.
ND DAD Active	This field displays whether Neighbor Discovery (ND) Duplicate Address Detection (DAD) is enabled on the interface.
Number of DAD Attempts	This field displays the number of consecutive neighbor solicitations the Switch sends for this interface.
NS-Interval (millisecond)	This field displays the time interval (in milliseconds) at which neighbor solicitations are re-sent for this interface.
ND Reachable Time (millisecond)	This field displays how long (in milliseconds) a neighbor is considered reachable for this interface.
Link-Local Address	This field displays the Switch's link-local IP address and prefix generated by the interface. It also shows whether the IP address is preferred, which means it is a valid address and can be used as a sender or receiver address.

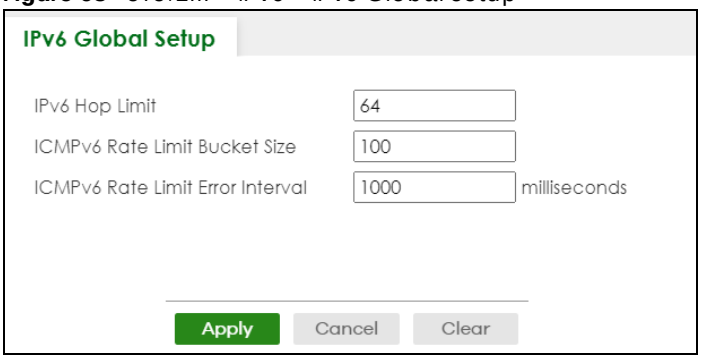
Table 51 SYSTEM > IPv6 > IPv6 Status > IPv6 Interface Details (continued)

LABEL	DESCRIPTION
Global Unicast Address	This field displays the Switch's global unicast address to identify this interface.
Joined Group Address	This field displays the IPv6 multicast addresses of groups the Switch's interface joins.
DHCPv6 Client Active This field displays whether the Switch acts as a DHCPv6 client to get an IPv6 address from a DHCPv6 server.	
Identity Association An Identity Association (IA) is a collection of addresses assigned to a DHCP client, through which the server and client can manage a set of related IP addresses. Each IA must be associated with exactly one interface.	
IA Type	The IA type is the type of address in the IA. Each IA holds one type of address. **IA_NA** means an identity association for non-temporary addresses and **IA_TA** is an identity association for temporary addresses.
IAID	Each IA consists of a unique IAID and associated IP information.
T1	This field displays the DHCPv6 T1 timer. After T1, the Switch sends the DHCPv6 server a Renew message. An IA_NA option contains the T1 and T2 fields, but an IA_TA option does not. The DHCPv6 server uses T1 and T2 to control the time at which the client contacts with the server to extend the lifetimes on any addresses in the IA_NA before the lifetimes expire.
T2	This field displays the DHCPv6 T2 timer. If the time T2 is reached and the server does not respond, the Switch sends a Rebind message to any available server.
State	This field displays the state of the TA. It shows **Active** when the Switch obtains addresses from a DHCpv6 server and the TA is created. **Renew** when the TA's address lifetime expires and the Switch sends out a Renew message. **Rebind** when the Switch does not receive a response from the original DHCPv6 server and sends out a Rebind message to another DHCPv6 server.
SID	This field displays the DHCPv6 server's unique ID.
Address	This field displays the Switch's global address which is assigned by the DHCPv6 server.
Preferred Lifetime	This field displays how long (in seconds) that the global address remains preferred.
Valid Lifetime	This field displays how long (in seconds) that the global address is valid.
DNS	This field displays the DNS server address assigned by the DHCPv6 server.
Domain List	This field displays the address record when the Switch queries the DNS server to resolve domain names.
Restart DHCPv6 Client	Click **Restart** to send a new DHCP request to the DHCPv6 server and update the IPv6 address and DNS information for this interface.

24.3 IPv6 Global Setup

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

Figure 93 SYSTEM > IPv6 > IPv6 Global Setup



The following table describes the labels in this screen.

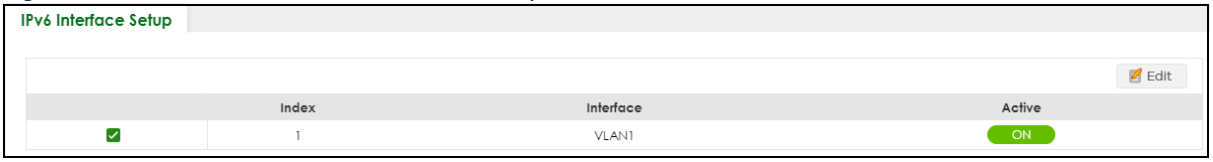
Table 52 SYSTEM > IPv6 > IPv6 Global Setup

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

24.4 IPv6 Interface Setup

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

Figure 94 SYSTEM > IPv6 > IPv6 Interface Setup



The following table describes the labels in this screen.

Table 53 SYSTEM > IPv6 > IPv6 Interface Setup

LABEL	DESCRIPTION
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Active	This field displays whether the IPv6 interface is activated or not.

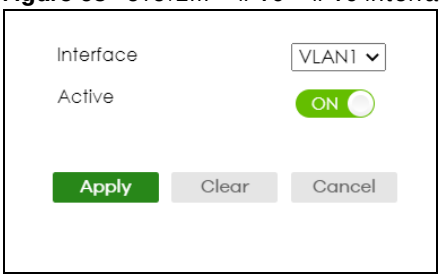
Table 53 SYSTEM > IPv6 > IPv6 Interface Setup (continued)

LABEL	DESCRIPTION
	Select an entry's check box to select a specific entry.
Edit	Click **Edit** to edit the selected interface.

24.4.1 Edit an IPv6 Interface

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

Figure 95 SYSTEM > IPv6 > IPv6 Interface Setup > Edit



The following table describes the labels in this screen.

Table 54 SYSTEM > IPv6 > IPv6 Interface Setup > Edit

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

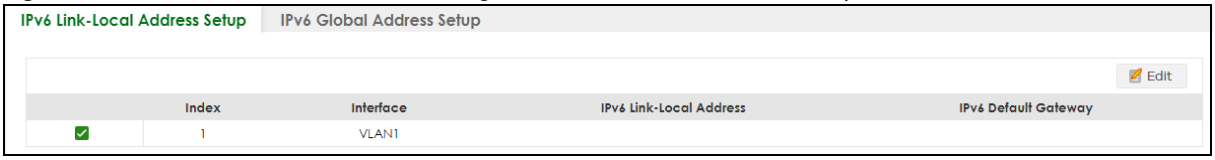
24.5 IPv6 Link-Local Address Setup

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

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

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

Figure 96 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup



The following table describes the labels in this screen.

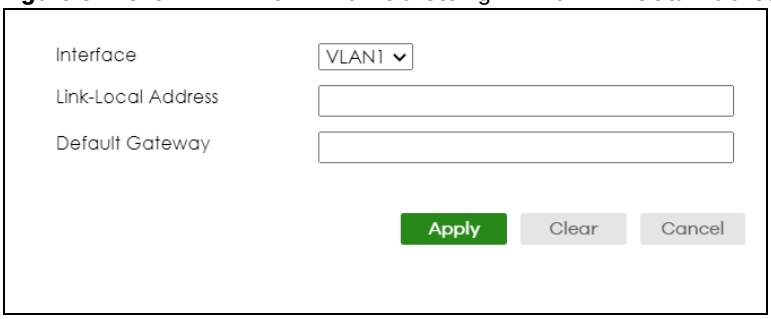
Table 55 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup

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

24.5.1 Edit an IPv6 Link-Local Address

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

Figure 97 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup > Edit



The following table describes the labels in this screen.

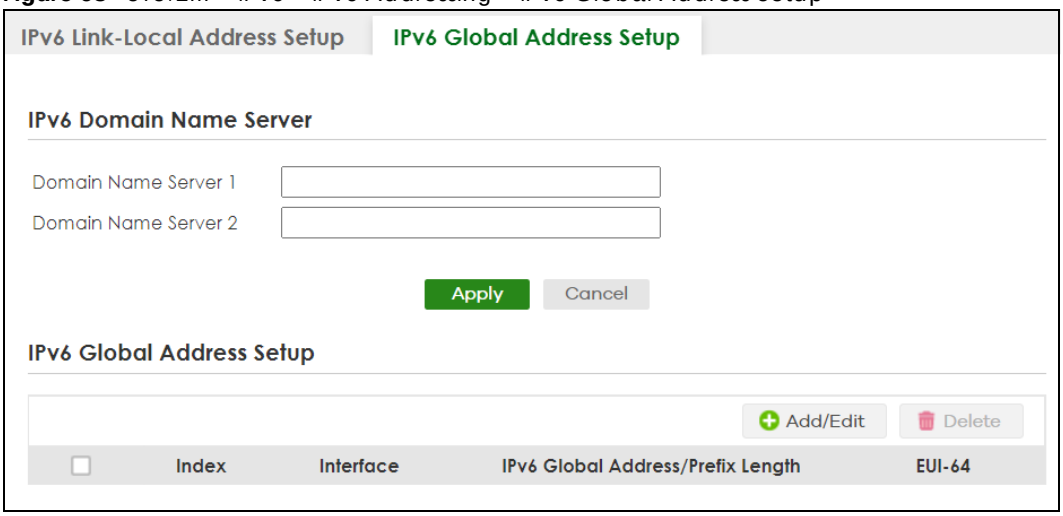
Table 56 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Link-Local Address	Manually configure a static IPv6 link-local address for the interface.
Default Gateway	Set the default gateway IPv6 address for the interface. When an interface cannot find a routing information for a frame's destination, it forwards the packet to the default gateway.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

24.6 IPv6 Global Address Setup

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

Figure 98 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup



The following table describes the labels in this screen.

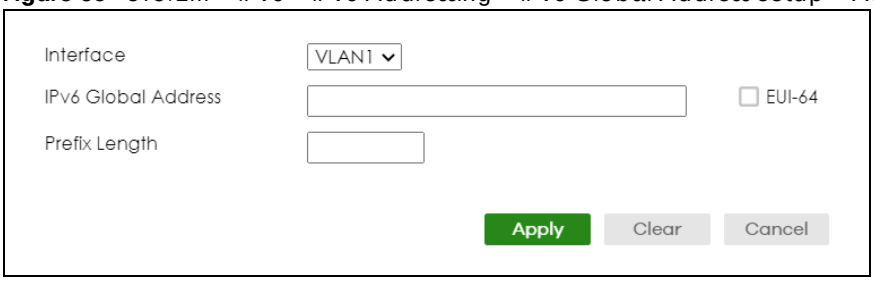
Table 57 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup

LABEL	DESCRIPTION
IPv6 Domain Name Server	
Domain Name Server 1/2	Enter a domain name server IPv6 address in order to be able to use a domain name instead of an IP address.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the **Domain Name Server** values in this screen to their last-saved values.
IPv6 Global Address Setup	
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
IPv6 Global Address/Prefix Length	This field displays the IPv6 global address and prefix length for the interface.
EUI-64	This shows whether the interface ID of the global address is generated using the EUI-64 format.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

24.6.1 Add/Edit an IPv6 Global Address

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

Figure 99 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup > Add/Edit



The following table describes the labels in this screen.

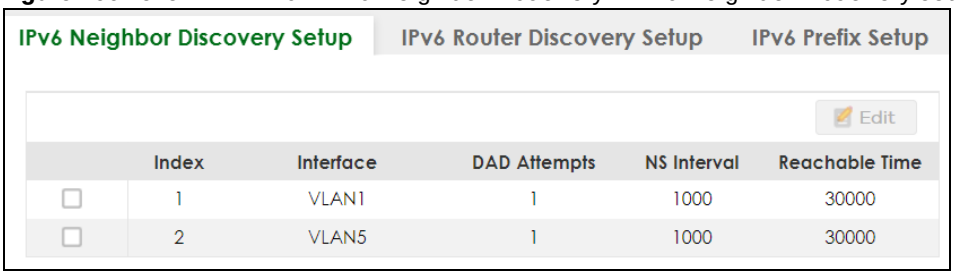
Table 58 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup > Add/Edit

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

24.7 IPv6 Neighbor Discovery Setup

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

Figure 100 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup



The following table describes the labels in this screen.

Table 59 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup

LABEL	DESCRIPTION
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
DAD Attempts	This field displays the number of consecutive neighbor solicitations the Switch sends for this interface.

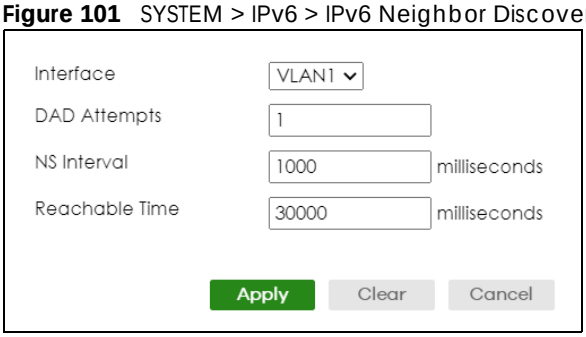
Table 59 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup (continued)

LABEL	DESCRIPTION
NS Interval	This field displays the time interval (in milliseconds) at which neighbor solicitations are re-sent for this interface.
Reachable Time	This field displays how long (in milliseconds) a neighbor is considered reachable for this interface.
	Select an entry's check box to select a specific entry.
Edit	Click **Edit** to edit the selected entry.

24.7.1 Edit an IPv6 Neighbor Discovery

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

Figure 101 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup > Edit



The following table describes the labels in this screen.

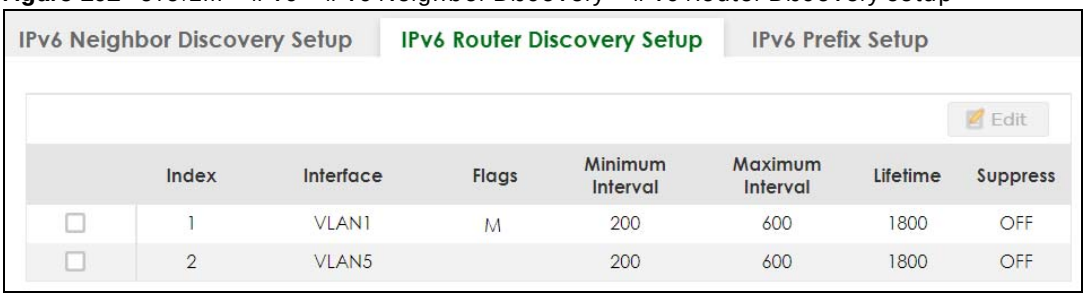
Table 60 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
DAD Attempts	The Switch uses Duplicate Address Detection (DAD) with neighbor solicitation and advertisement messages to check whether an IPv6 address is already in use before assigning it to an interface. Specify the number of consecutive neighbor solicitations (from 0 to 600) the Switch sends for this interface. Enter 0 to turn off DAD.
NS Interval	Specify the time interval (from 1000 to 3600000 milliseconds) at which neighbor solicitations are re-sent for this interface.
Reachable Time	Specify how long (from 1000 to 3600000 milliseconds) a neighbor is considered reachable for this interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

24.8 IPv6 Router Discovery Setup

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

Figure 102 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup



The following table describes the labels in this screen.

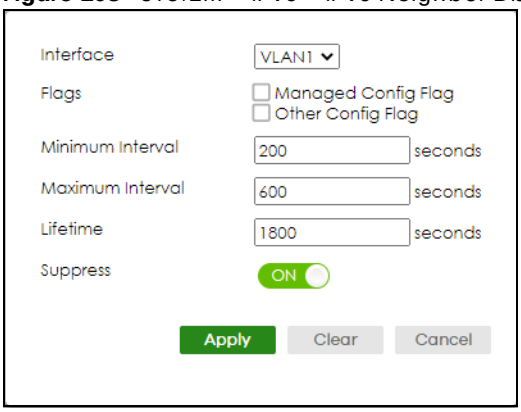
Table 61 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup

LABEL	DESCRIPTION
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Flags	This field displays whether IPv6 hosts use DHCPv6 to obtain IPv6 stateful addresses (**M**) and/or additional configuration settings (**O**).
Minimum Interval	This field displays the minimum time interval at which the Switch sends router advertisements for this interface.
Maximum Interval	This field displays the maximum time interval at which the Switch sends router advertisements for this interface.
Lifetime	This field displays how long the router in router advertisements can be used as a default router for this interface.
Suppress	This field displays whether the Switch sends router advertisements and responses to router solicitations on this interface (**ON**) or not (**OFF**).
	Select an entry's check box to select a specific entry.
Edit	Click **Edit** to edit the selected entry.

24.8.1 Edit IPv6 Router Discovery

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

Figure 103 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup > Edit



The following table describes the labels in this screen.

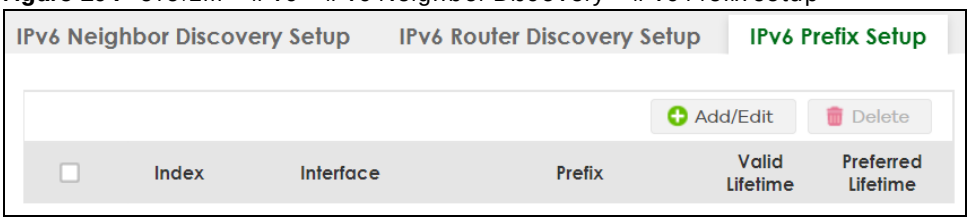
Table 62 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup > Edit

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

24.9 IPv6 Prefix Setup

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

Figure 104 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup



The following table describes the labels in this screen.

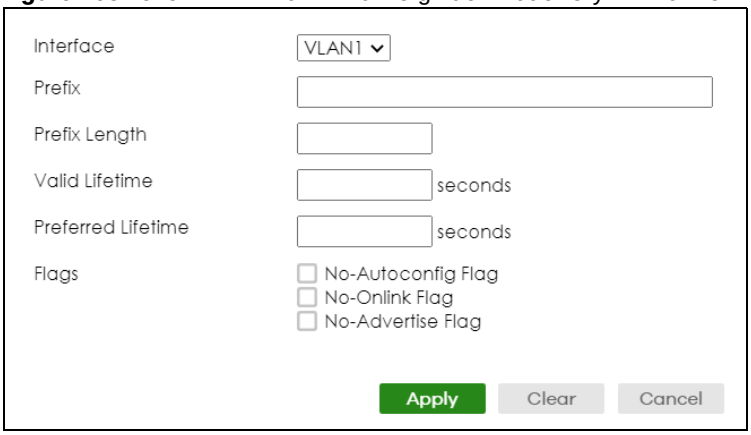
Table 63 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup

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

24.9.1 Add/Edit IPv6 Prefix

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

Figure 105 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup > Add/Edit



The following table describes the labels in this screen.

Table 64 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup > Add/Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Prefix	Set the IPv6 prefix that the Switch includes in router advertisements for this interface.

Table 64 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup > Add/Edit (continued)

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

24.10 IPv6 Neighbor Setup

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

Figure 106 SYSTEM > IPv6 > IPv6 Neighbor Setup

The following table describes the labels in this screen.

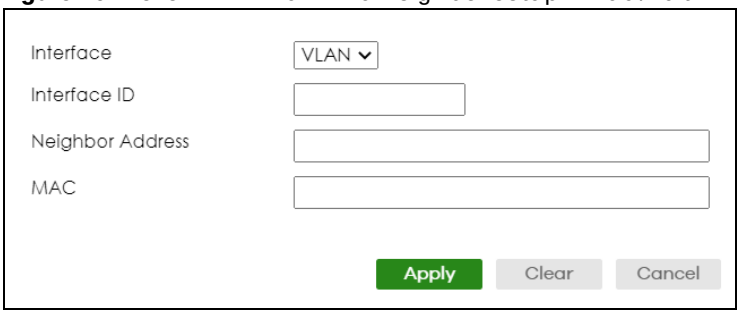
Table 65 SYSTEM > IPv6 > IPv6 Neighbor Setup

LABEL	DESCRIPTION
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Neighbor Address	This field displays the IPv6 address of the neighboring device which can be reached through the interface.
MAC	This field displays the MAC address of the neighboring device which can be reached through the interface.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

24.10.1 Add/Edit IPv6 Neighbor

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

Figure 107 SYSTEM > IPv6 > IPv6 Neighbor Setup > Add/Edit



The following table describes the labels in this screen.

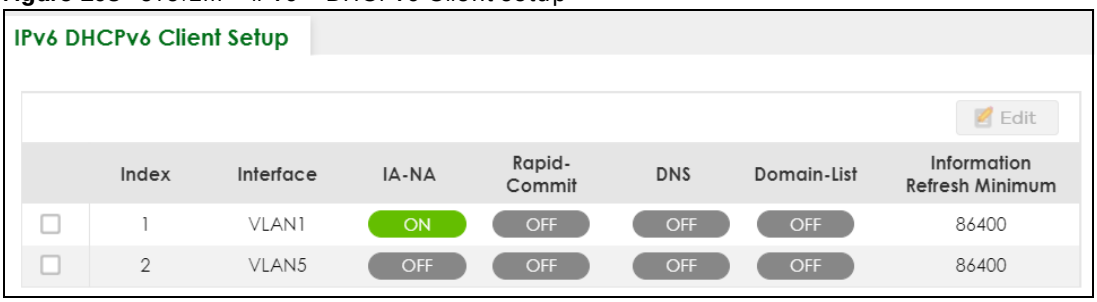
Table 66 SYSTEM > IPv6 > IPv6 Neighbor Setup > Add/Edit

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

24.11 DHCPv6 Client Setup

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

Figure 108 SYSTEM > IPv6 > DHCPv6 Client Setup



The following table describes the labels in this screen.

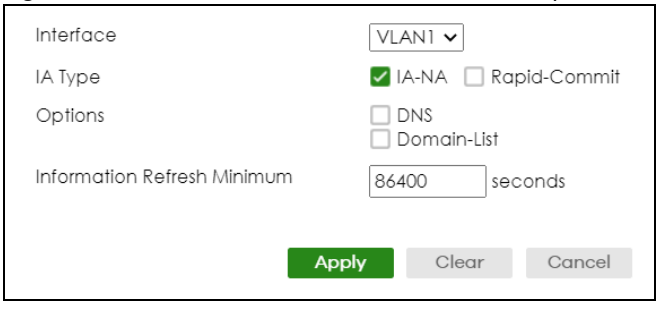
Table 67 SYSTEM > IPv6 > DHCPv6 Client Setup

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

24.11.1 Edit DHCPv6 Client

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

Figure 109 SYSTEM > IPv6 > DHCPv6 Client Setup > Edit



The following table describes the labels in this screen.

Table 68 SYSTEM > IPv6 > DHCPv6 Client Setup > Edit

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

CHAPTER 25
Logins

25.1 Set Up Login Accounts

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

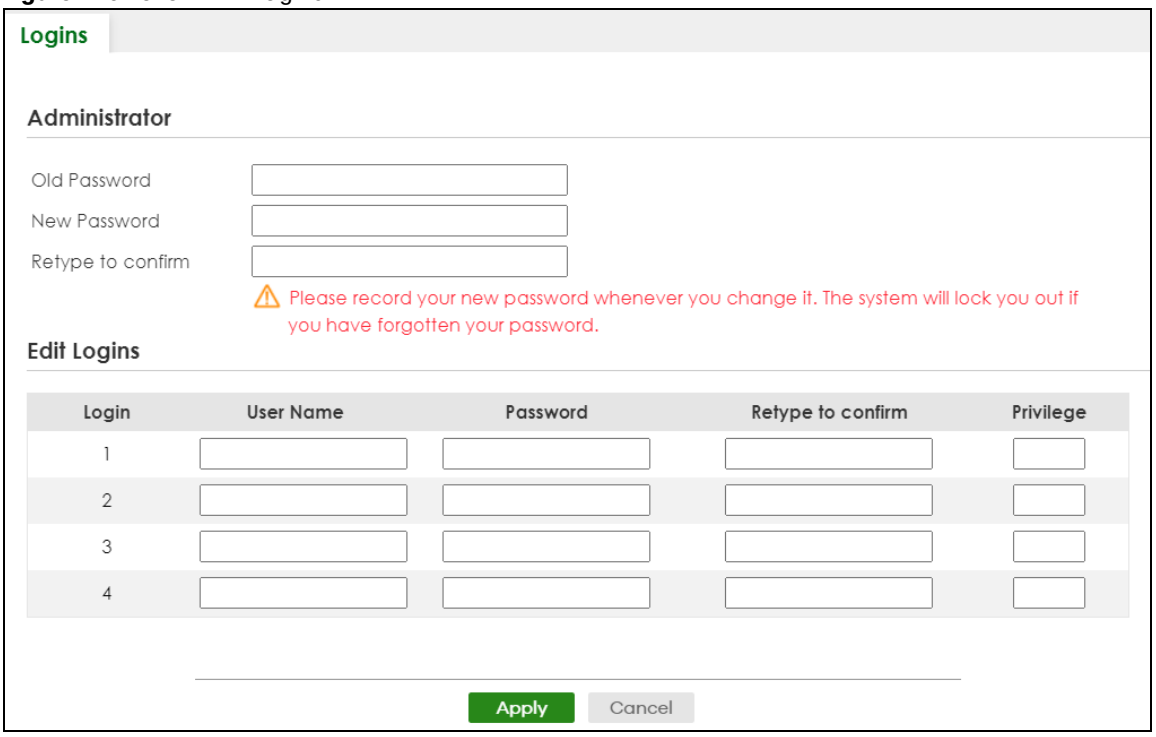
- An administrator is someone who can both view and configure Switch changes. The user name for the Administrator is always **admin**. The default administrator password is **1234**.

Note: It is highly recommended that you change the default administrator password (**1234**).

- A non-administrator (user name is something other than **admin**) is someone who can view and/or configure Switch settings. The configuration right varies depending on the user's privilege level.

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

Figure 110 SYSTEM > Logins



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

The following table describes the labels in this screen.

Table 69 SYSTEM > Logins

LABEL	DESCRIPTION
Administrator This is the default administrator account with the "admin" user name. You cannot change the default administrator user name.	
Old Password	Type the existing system password (**1234** is the default password when shipped).
New Password	Enter your new system password. You can enter up to 32 printable ASCII characters.
Retype to confirm	Retype your new system password for confirmation. You can enter up to 32 printable ASCII characters.
Edit Logins You may configure passwords for up to four users. These users can have read-only or read/write access.	
Login	This is the index of an user account.
User Name	Set a user name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]).
Password	Enter your new system password.
Retype to confirm	Retype your new system password for confirmation.
Privilege	Type the privilege level for this user. At the time of writing, users may have a privilege level of 0, 3, 13, or 14 representing different configuration rights as shown below. • 0 – Display basic system information. • 3 – Display configuration or status. • 13 – Configure features except for login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, administrator and enable passwords, and configuration information display. • 14 – Configure login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, and administrator and enable passwords, and display configuration information. Users can run command lines if the session's privilege level is greater than or equal to the command's privilege level. The session privilege initially comes from the privilege of the login account. For example, if the user has a privilege of 5, he or she can run commands that requires privilege level of 5 or less but not more.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 26
SNMP

26.1 SNMP Overview

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

26.1.1 What You Can Do

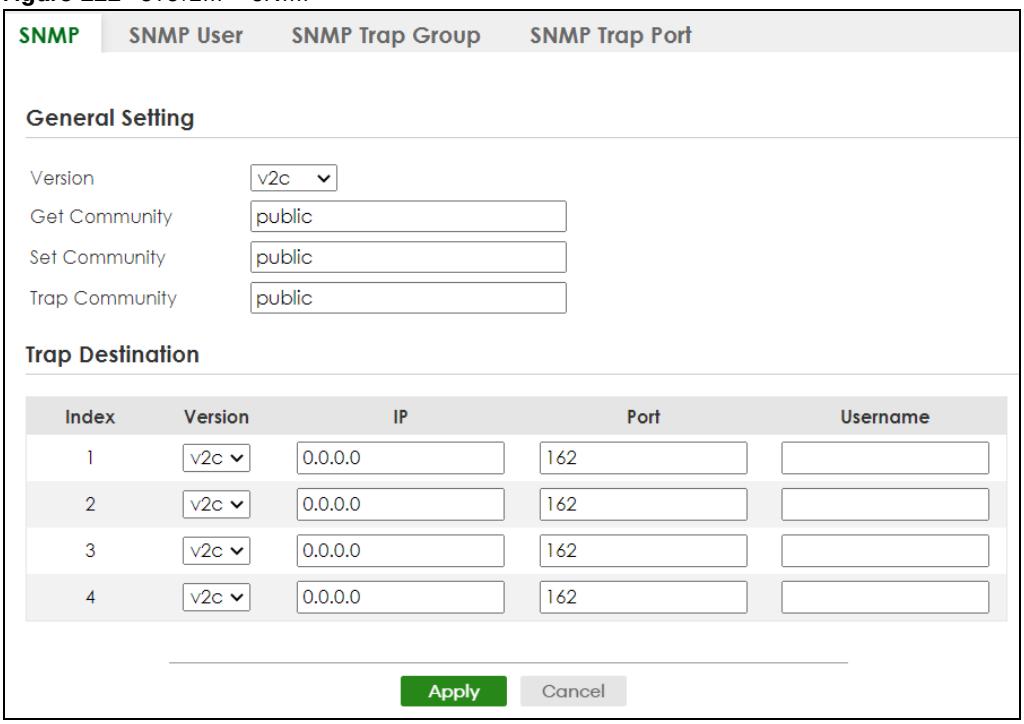
- Use the **SNMP** screen (Section 26.2 on page 157) to configure general SNMP settings.
- Use the **SNMP User** screen (Section 26.3 on page 159) to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups.
- Use the **SNMP Trap Group** screen (Section 26.4 on page 161) to specify the types of SNMP traps that should be sent to each SNMP manager.
- Use the **SNMP Trap Port** screen (Section 26.5 on page 162) to enable/disable sending SNMP traps on a port.

26.2 Configure SNMP

Use this screen to configure your SNMP settings.

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

Figure 111 SYSTEM > SNMP



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

The following table describes the labels in this screen.

Table 70 SYSTEM > SNMP

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

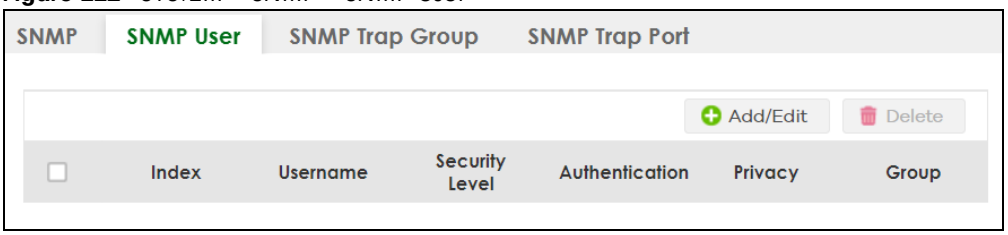
Table 70 SYSTEM > SNMP (continued)

LABEL	DESCRIPTION
Port	Enter the port number upon which the manager listens for SNMP traps.
Username	Enter the user name to be sent to the SNMP manager along with the SNMP v3 trap. This user name must match an existing account on the Switch (configured in the **SYSTEM** > **SNMP** > **SNMP User** screen).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

26.3 Configure SNMP User

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

Figure 112 SYSTEM > SNMP > SNMP User



The following table describes the labels in this screen.

Table 71 SYSTEM > SNMP > SNMP User

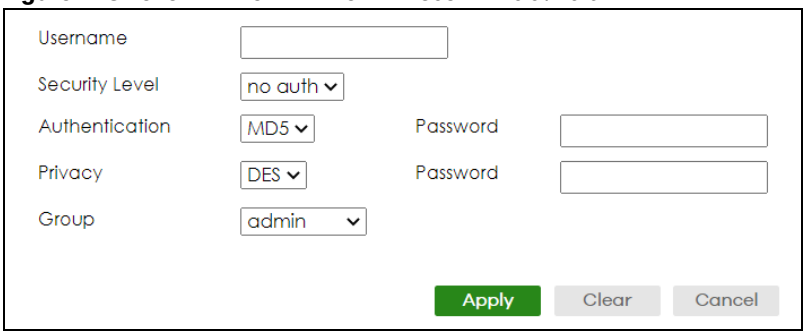
LABEL	DESCRIPTION
Index	This is a read-only number identifying a login account on the Switch.
Username	This field displays the user name of a login account on the Switch.
Security Level	This field displays whether you want to implement authentication and/or encryption for SNMP communication with this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

26.3.1 Add/Edit SNMP User

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

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

Figure 113 SYSTEM > SNMP > SNMP User > Add/Edit



The following table describes the labels in this screen.

Table 72 SYSTEM > SNMP > SNMP User > Add/Edit

LABEL	DESCRIPTION
Username	Specify the user name (up to 32 printable ASCII characters) of a login account on the Switch. The string should not contain [?], [|], ['], ["] or [,].
Security Level	Select whether you want to implement authentication and/or encryption for SNMP communication from this user. Choose: • **no auth** – to use the user name as the password string to send to the SNMP manager. This is equivalent to the Get, Set and Trap Community in SNMP v2c. This is the lowest security level. • **auth** – to implement an authentication algorithm for SNMP messages sent by this user. • **priv** – to implement authentication and encryption for SNMP messages sent by this user. This is the highest security level. Note: The settings on the SNMP manager must be set at the same security level or higher than the security level settings on the Switch.
Authentication	Select an authentication algorithm. **MD5** (Message Digest 5) and **SHA** (Secure Hash Algorithm) are hash algorithms used to authenticate SNMP data. SHA authentication is generally considered stronger than MD5, but is slower.
Password	Enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], or [,]) for SNMP user authentication.
Privacy	Specify the encryption method for SNMP communication from this user. You can choose one of the following: • **DES** – Data Encryption Standard is a widely used (but breakable) method of data encryption. It applies a 56-bit key to each 64-bit block of data. • **AES** – Advanced Encryption Standard is another method for data encryption that also uses a secret key. AES applies a 128-bit key to 128-bit blocks of data.
Password	Enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], or [,]) for encrypting SNMP packets.
Group	SNMP v3 adopts the concept of View-based Access Control Model (VACM) group. SNMP managers in one group are assigned common access rights to MIBs. Specify in which SNMP group this user is. **admin** – Members of this group can perform all types of system configuration, including the management of administrator accounts. **read-write** – Members of this group have read and write rights, meaning that the user can create and edit the MIBs on the Switch, except the user account and AAA configuration. **read-only** – Members of this group have read rights only, meaning the user can collect information from the Switch.

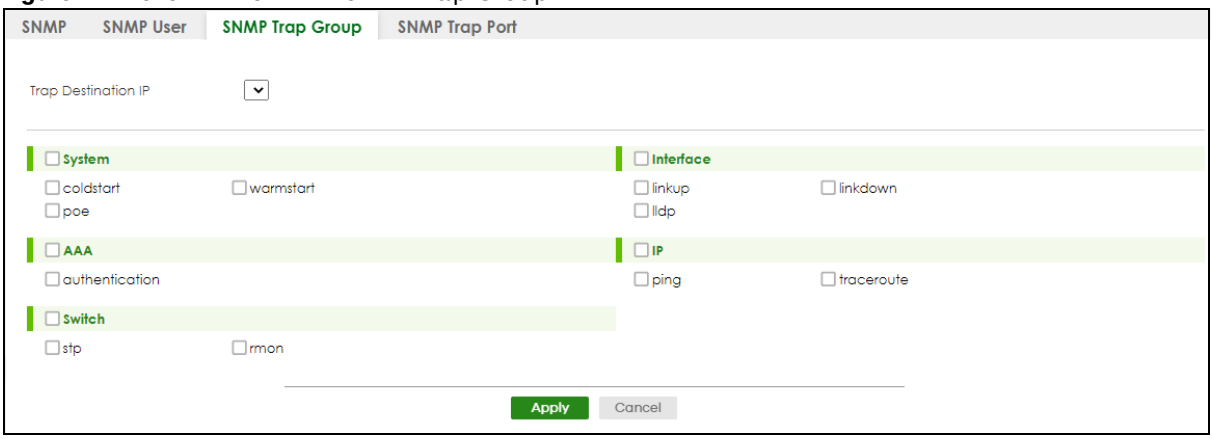
Table 72 SYSTEM > SNMP > SNMP User > Add/Edit (continued)

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

26.4 SNMP Trap Group

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

Figure 114 SYSTEM > SNMP > SNMP Trap Group



The following table describes the labels in this screen.

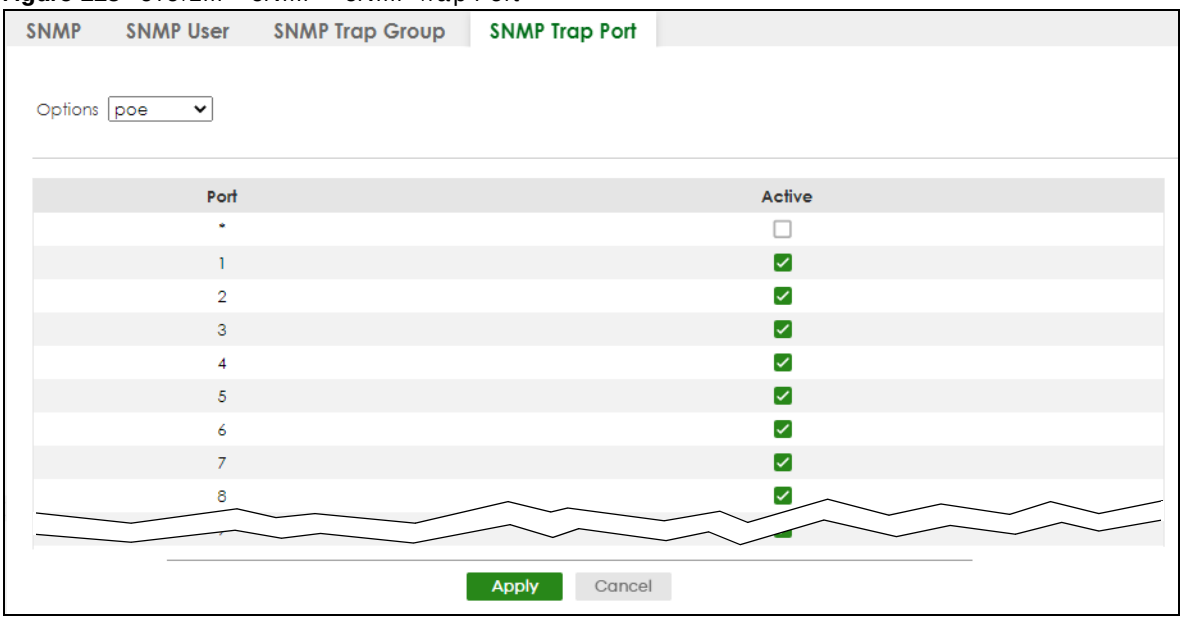
Table 73 SYSTEM > SNMP > SNMP Trap Group

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

26.5 Enable or Disable Sending of SNMP Traps on a Port

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

Figure 115 SYSTEM > SNMP > SNMP Trap Port



The following table describes the labels in this screen.

Table 74 SYSTEM > SNMP > SNMP Trap Port

LABEL	DESCRIPTION
Options	Select the trap type you want to configure here.
Port	This field displays a port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this check box to enable the trap type of SNMP traps on this port. The Switch sends the related traps received on this port to the SNMP manager. Clear this check box to disable the sending of SNMP traps on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

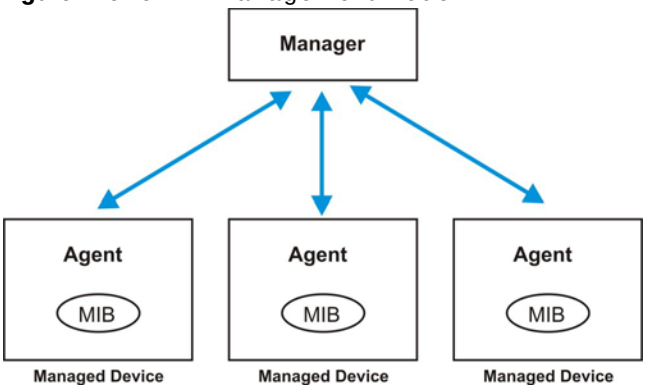
26.6 Technical Reference

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

26.6.1 About SNMP

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

Figure 116 SNMP Management Model



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

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

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

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

Table 75 SNMP Commands

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

SNMP v3 and Security

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

Security can be further enhanced by encrypting the SNMP messages sent from the managers.

Encryption protects the contents of the SNMP messages. When the contents of the SNMP messages are encrypted, only the intended recipients can read them.

Supported MIBs

A MIB is a collection of managed objects that is organized according to hierarchy. The objects define the attributes of the managed device, which includes the names, status, access rights, and data types. Each object can be addressed through an object identifier (OID).

MIBs let administrators collect statistics and monitor status and performance. The Switch uses standard public (RFC-defined) MIBs for standard functionality

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

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

SNMP Traps

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

Table 76 SNMP System Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
coldstart	coldStart	1.3.6.1.6.3.1.1.5.1	This trap is sent when the Switch is turned on.
warmstart	warmStart	1.3.6.1.6.3.1.1.5.2	This trap is sent when the Switch restarts.
poe (For PoE models only)	pethPsePortOnOffNotification	1.3.6.1.2.1.105.0.1	This trap is sent when the PoE port delivers power or delivers no power to a PD.
	pethMainPowerUsageOnNotification	1.3.6.1.2.1.105.0.2	This trap is sent when the usage power is above the usage indication threshold.
	pethMainPowerUsageOffNotification	1.3.6.1.2.1.105.0.3	This trap is sent when the usage power is below the usage indication threshold.

Table 77 SNMP Interface Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
linkup	linkUp	1.3.6.1.6.3.1.1.5.4	This trap is sent when the Ethernet link is up.
linkdown	linkDown	1.3.6.1.6.3.1.1.5.3	This trap is sent when the Ethernet link is down.
lldp	lldpRemTablesChange	1.0.8802.1.1.2.0.0.1	The trap is sent when entries in the remote database have any updates. Link Layer Discovery Protocol (LLDP), defined as IEEE 802.1ab, enables LAN devices that support LLDP to exchange their configured settings. This helps eliminate configuration mismatch issues.

Table 78 SNMP AAA Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
authentication	authenticationFailure	1.3.6.1.6.3.1.1.5.5	This trap is sent when authentication fails due to incorrect user name and/or password.

Table 79 SNMP IP Traps

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

Table 80 SNMP Switch Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
stp	STPNewRoot	1.3.6.1.2.1.17.0.1	This trap is sent when the STP root switch changes.
	STPTopologyChange	1.3.6.1.2.1.17.0.2	This trap is sent when the STP topology changes.
rmon	RmonRisingAlarm	1.3.6.1.2.1.16.0.1	This trap is sent when a variable goes over the RMON "rising" threshold.
	RmonFallingAlarm	1.3.6.1.2.1.16.0.2	This trap is sent when the variable falls below the RMON "falling" threshold.

CHAPTER 27
Switch Setup

27.1 Switch Setup Overview

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

27.1.1 Introduction to VLANs

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

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

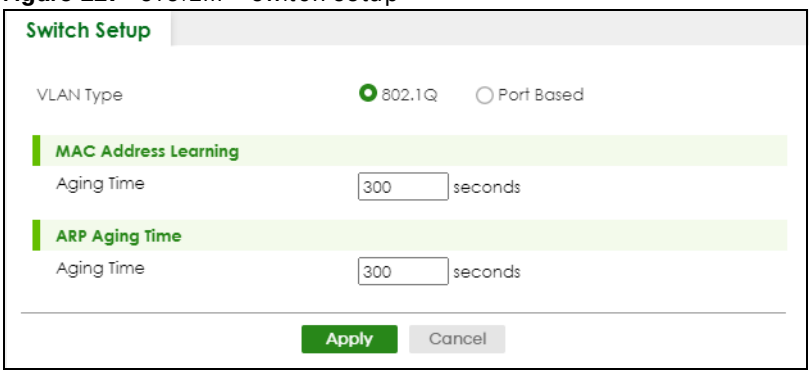
VLAN also increases network performance by limiting broadcasts to a smaller and more manageable logical broadcast domain. In traditional switched environments, all broadcast packets go to each and every individual port. With VLAN, all broadcasts are confined to a specific broadcast domain.

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

27.2 Switch Setup

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

Figure 117 SYSTEM > Switch Setup



The following table describes the labels in this screen.

Table 81 SYSTEM > Switch Setup

LABEL	DESCRIPTION
VLAN Type	Choose **802.1Q** or **Port Based**. The **SWITCHING** > **VLAN** link and its sub-links only appears when you choose **802.1Q** VLAN type in this screen.
MAC Address Learning MAC address learning reduces outgoing traffic broadcasts. For MAC address learning to occur on a port, the port must be active.	
Aging Time	Enter a time from 10 to 1000000 seconds. This is how long all dynamically learned MAC addresses remain in the MAC address table before they age out (and must be relearned).
ARP Aging Time	
Aging Time	Enter a time from 60 to 1000000 seconds. This is how long dynamically learned ARP entries remain in the ARP table before they age out (and must be relearned). The setting here applies to ARP entries which are newly added in the ARP table after you click **Apply**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 28
Syslog Setup

28.1 Syslog Overview

This chapter explains the **Syslog** screens.

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

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

Table 82 Syslog Severity Levels

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

28.1.1 What You Can Do

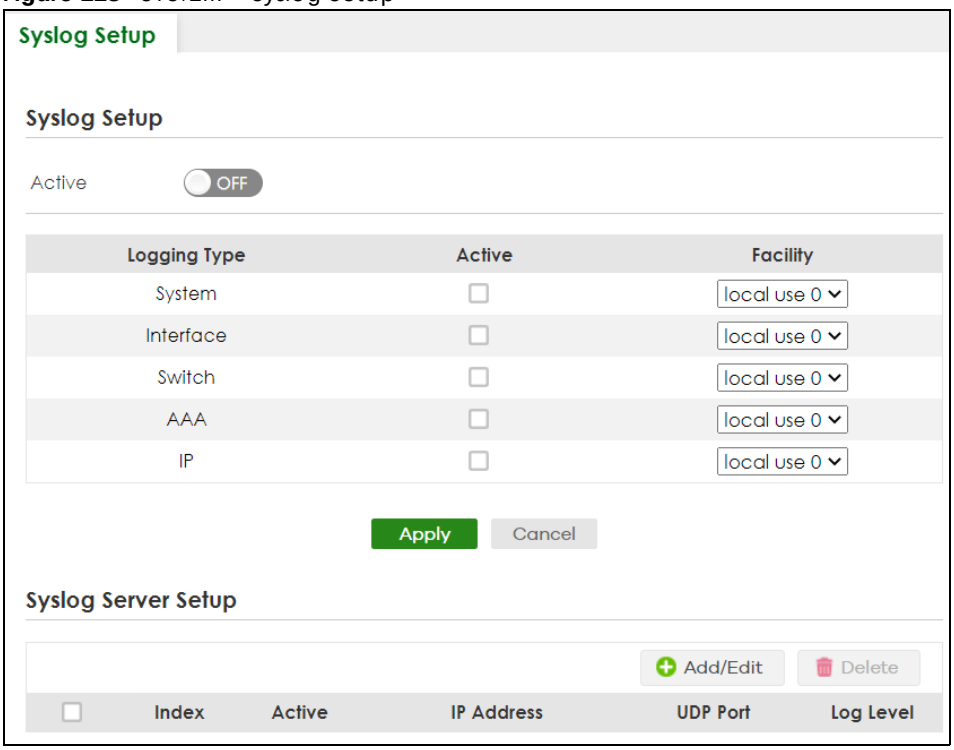
Use the **Syslog Setup** screen (Section 28.2 on page 168) to configure the device's system logging settings and configure a list of external syslog servers.

28.2 Syslog Setup

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

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

Figure 118 SYSTEM > Syslog Setup



The following table describes the labels in this screen.

Table 83 SYSTEM > Syslog Setup

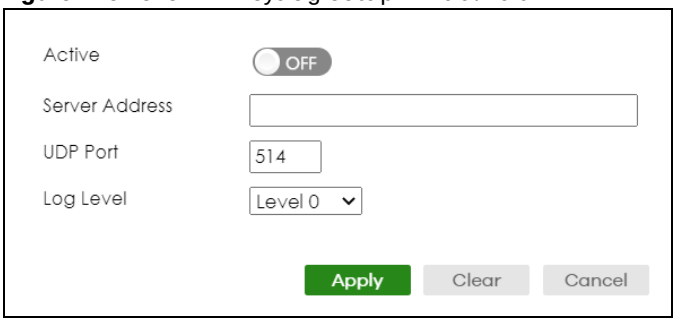
LABEL	DESCRIPTION
Syslog Setup	
Active	Enable the switch button to turn on syslog (system logging) and then configure the syslog setting.
Logging Type	This column displays the names of the categories of logs that the device can generate.
Active	Select this option to set the device to generate logs for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

28.2.1 Add/Edit a Syslog Server

Use this screen to configure an external syslog server.

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

Figure 119 SYSTEM > Syslog Setup > Add/Edit



The following table describes the labels in this screen.

Table 84 SYSTEM > Syslog Setup > Add/Edit

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

CHAPTER 29
Time Range

29.1 Time Range Overview

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

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

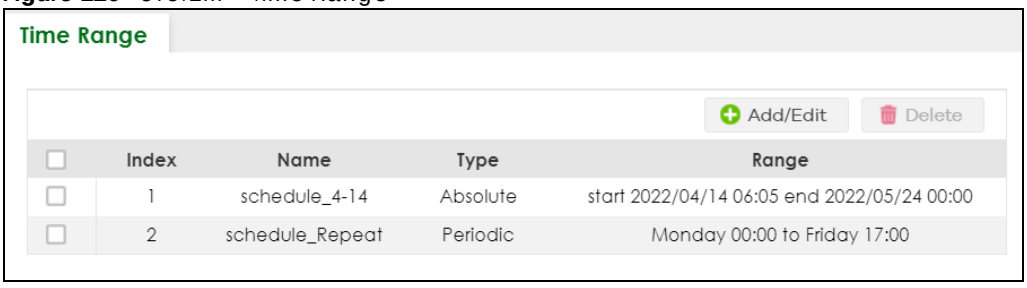
29.1.1 What You Can Do

Use the **Time Range** screen (Section 29.2 on page 171) to view or define a schedule on the Switch.

29.2 Configuring Time Range

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

Figure 120 SYSTEM > Time Range



The following table describes the labels in this screen.

Table 85 SYSTEM > Time Range

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

Table 85 SYSTEM > Time Range (continued)

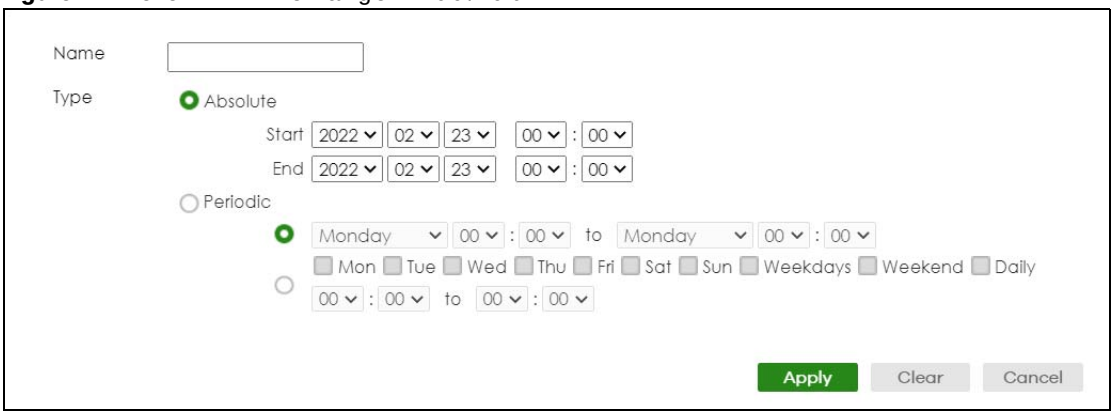
LABEL	DESCRIPTION
Type	This displays the schedule type of the time range rule. **Absolute** An one-time schedule. One-time schedules begin on a specific start date and time and end on a specific stop date and time. One-time schedules are useful for long holidays and vacation periods. **Periodic** A recurring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

29.2.1 Add/Edit Time Range

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

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 121 SYSTEM > Time Range > Add/Edit



The following table describes the labels in this screen.

Table 86 SYSTEM > Time Range > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for this rule for identifying purposes. The string should not contain [?], [|], ['], ["] or [,].
Type	Select **Absolute** to create a one-time schedule. One-time schedules begin on a specific start date and time and end on a specific stop date and time. One-time schedules are useful for long holidays and vacation periods. Alternatively, select **Periodic** to create a recurring schedule. Recurring schedules begin at a specific start time and end at a specific stop time on selected days of the week (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday). Recurring schedules are useful for defining the workday and off-work hours.

Table 86 SYSTEM > Time Range > Add/Edit (continued)

LABEL	DESCRIPTION
Absolute	This section is available only when you set **Type** to **Absolute**.
Start	Specify the year, month, day, hour and minute when the schedule begins.
End	Specify the year, month, day, hour and minute when the schedule ends.
Periodic	This section is available only when you set **Type** to **Periodic**. Select the first option if you want to define a recurring schedule for a consecutive time period. You then select the day of the week, hour and minute when the schedule begins and ends respectively. Select the second option if you want to define a recurring schedule for multiple non-consecutive time periods. You need to select each day of the week the recurring schedule is effective. You also need to specify the hour and minute when the schedule begins and ends each day. The schedule begins and ends in the same day.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 30
PORT

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

Quick links to chapters:

- Green Ethernet
- Link Aggregation
- Link Layer Discovery Protocol (LLDP)
- PoE Setup (for PoE models only)
- Port Setup

CHAPTER 31
Green Ethernet

This chapter shows you how to configure the Switch to reduce the power consumed by switch ports.

31.1 Green Ethernet Overview

Green Ethernet reduces switch port power consumption in the following ways.

IEEE 802.3az Energy Efficient Ethernet (EEE)

If EEE is enabled, both sides of a link support EEE and there is no traffic, the port enters Low Power Idle (LPI) mode. LPI mode turns off some functions of the physical layer (becomes quiet) to save power. Periodically the port transmits a REFRESH signal to allow the link partner to keep the link alive. When there is traffic to be sent, a WAKE signal is sent to the link partner to return the link to active mode.

Auto Power Down

Auto Power Down turns off almost all functions of the port's physical layer functions when the link is down, so the port only uses power to check for a link up pulse from the link partner. After the link up pulse is detected, the port wakes up from **Auto Power Down** and operates normally.

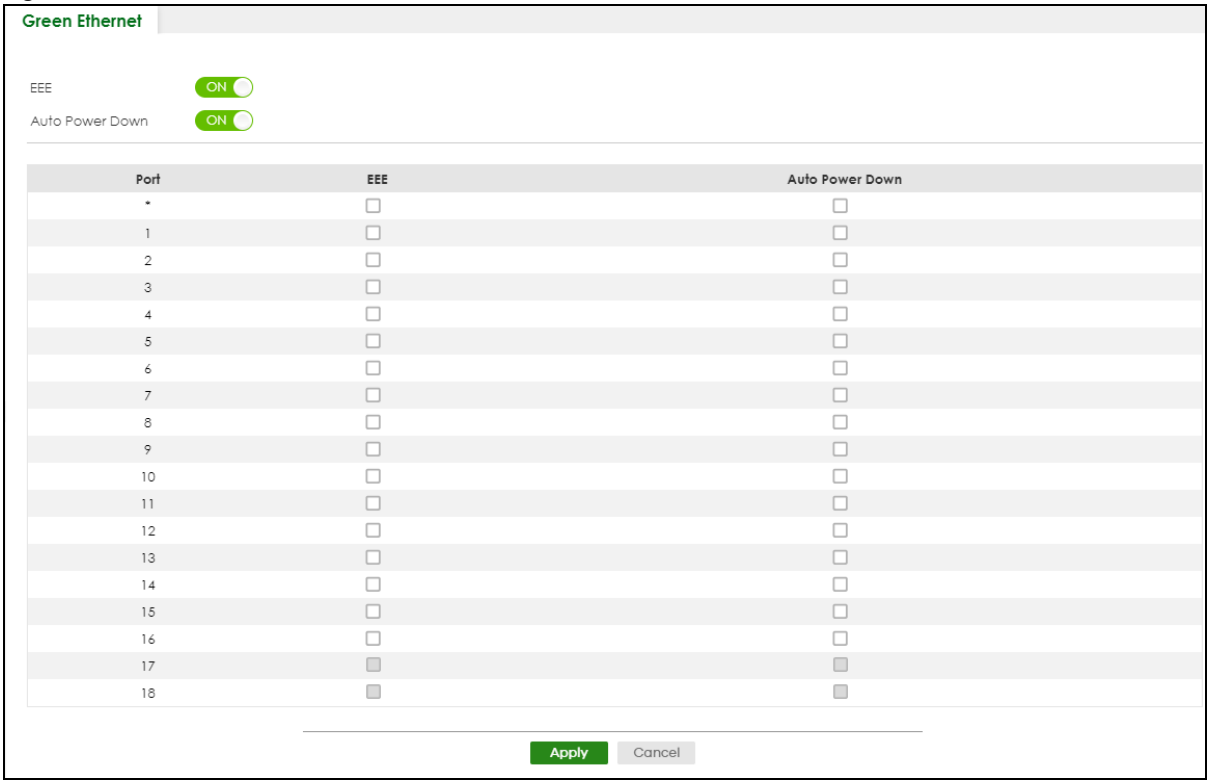
31.2 Configuring Green Ethernet

Click **PORT** > **Green Ethernet** in the navigation panel to display the screen as shown.

Note: This feature is only available on copper ports. Check boxes of SFP ports are grayed out and cannot be selected.

Note: EEE and Auto Power Down are NOT supported on an uplink port.

Figure 122 PORT > Green Ethernet



The following table describes the labels in this screen.

Table 87 PORT > Green Ethernet

LABEL	DESCRIPTION
EEE	Enable the switch button to activate Energy Efficient Ethernet globally.
Auto Power Down	Enable the switch button to activate Auto Power Down globally.
Port	This field displays the port number.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
EEE	Select this to activate Energy Efficient Ethernet on this port.
Auto Power Down	Select this to activate Auto Power Down on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 32
Link Aggregation

32.1 Link Aggregation Overview

This chapter shows you how to logically aggregate physical links to form one logical, higher-bandwidth link.

Link aggregation (trunking) is the grouping of physical ports into one logical higher-capacity link. You may want to trunk ports if for example, it is cheaper to use multiple lower-speed links than to under-utilize a high-speed, but more costly, single-port link. However, the more ports you aggregate then the fewer available ports you have. A trunk group is one logical link containing multiple ports.

The beginning port of each trunk group must be physically connected to form a trunk group.

32.1.1 What You Can Do

- Use the **Link Aggregation Status** screen (Section 32.2 on page 179) to view ports you have configured to be in the trunk group, ports that are currently transmitting data as one logical link in the trunk group and so on.
- Use the **Link Aggregation Setting** screen (Section 32.3 on page 180) to configure static link aggregation.
- Use the **Link Aggregation Control Protocol** screen (Section 32.4 on page 182) to enable Link Aggregation Control Protocol (LACP).

32.1.2 What You Need to Know

The Switch supports both static and dynamic link aggregation.

Note: In a properly planned network, it is recommended to implement static link aggregation only. This ensures increased network stability and control over the trunk groups on your Switch.

See Section 32.5.1 on page 184 for a static port trunking example.

Dynamic Link Aggregation

The Switch adheres to the IEEE 802.3ad standard for static and dynamic (LACP) port trunking.

The IEEE 802.3ad standard describes the Link Aggregation Control Protocol (LACP) for dynamically creating and managing trunk groups.

When you enable LACP link aggregation on a port, the port can automatically negotiate with the ports at the remote end of a link to establish trunk groups. LACP also allows port redundancy, that is, if an

operational port fails, then one of the “standby” ports become operational without user intervention. Please note that:

- You must connect all ports point-to-point to the same Ethernet switch and configure the ports for LACP trunking.
- LACP only works on full-duplex links.
- All ports in the same trunk group must have the same media type, speed, duplex mode and flow control settings.

Configure trunk groups or LACP before you connect the Ethernet switch to avoid causing network topology loops.

Link Aggregation ID

LACP aggregation ID consists of the following information[1]:

Table 88 Link Aggregation ID: Local Switch

SYSTEM PRIORITY	MAC ADDRESS	KEY	PORT PRIORITY	PORT NUMBER
0000	00-00-00-00-00-00	0000	00	0000

Table 89 Link Aggregation ID: Peer Switch

SYSTEM PRIORITY	MAC ADDRESS	KEY	PORT PRIORITY	PORT NUMBER
0000	00-00-00-00-00-00	0000	00	0000

Traffic Distribution Criteria

The Switch supports both unicast and non-unicast traffic (broadcast and multicast) network load sharing over link aggregation. Load sharing works by statically splitting the traffic based on source or destination IP/MAC address, and then distributing the load across multiple paths. In link aggregation, this allows the trunk group (ports) to transmit data as one logical link to a single or group of hosts on the network.

Unicast and non-unicast traffic network load sharing over link aggregation (trunking) is enabled by default.

Algorithm Types Limitation

The maximum number of link aggregation algorithm types (**Criteria**) that can link up at the same time depends on your Switch model. See Table 91 on page 179 for the list of **Criteria** that your Switch currently supports.

The following table shows the maximum number of link aggregation algorithm types that can link up at the same time.

Table 90 Link Aggregation Algorithm Types Limitation

MODEL	LINK AGGREGATION ALGORITHM TYPES (MAXIMUM)
XMG1915 Series	2

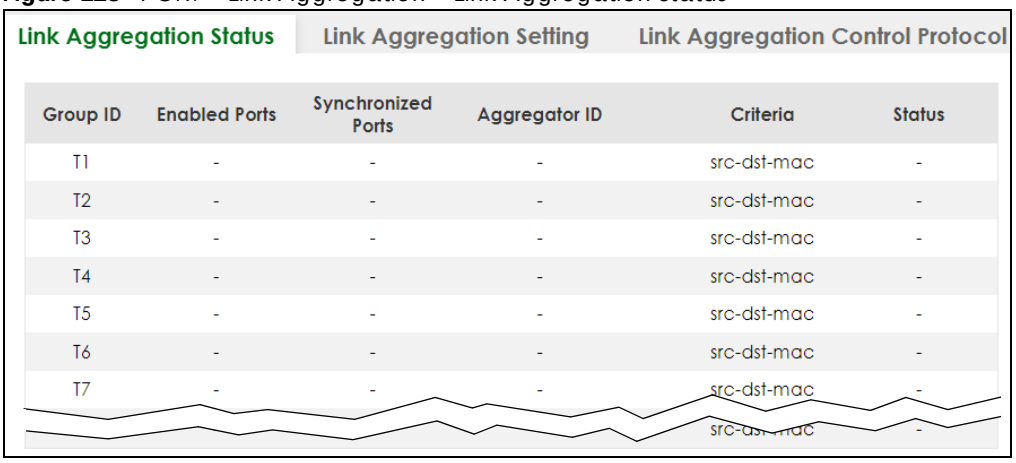
1. Port Priority and Port Number are 0 as it is the aggregator ID for the trunk group, not the individual port.

For example, if your Switch has two link aggregation algorithm types that are currently online. The third link aggregation algorithm type can only go online when one of the online link aggregation algorithm type goes offline.

32.2 Link Aggregation Status

Click **PORT** > **Link Aggregation** > **Link Aggregation Status** in the navigation panel to display the screen as shown. See Section 32.1 on page 177 for more information.

Figure 123 PORT > Link Aggregation > Link Aggregation Status



The following table describes the labels in this screen.

Table 91 PORT > Link Aggregation > Link Aggregation Status

LABEL	DESCRIPTION
Group ID	This field displays the group ID to identify a trunk group, that is, one logical link containing multiple ports.
Enabled Ports	These are the ports you have configured in the **Link Aggregation Setting** screen to be in the trunk group. The port numbers displays only when this trunk group is activated and there is a port belonging to this group.
Synchronized Ports	These are the ports that are currently transmitting data as one logical link in this trunk group.
Aggregator ID	Link Aggregator ID consists of the following: system priority, MAC address, key, port priority and port number. The ID displays only when there is a port belonging to this trunk group and LACP is also enabled for this group.

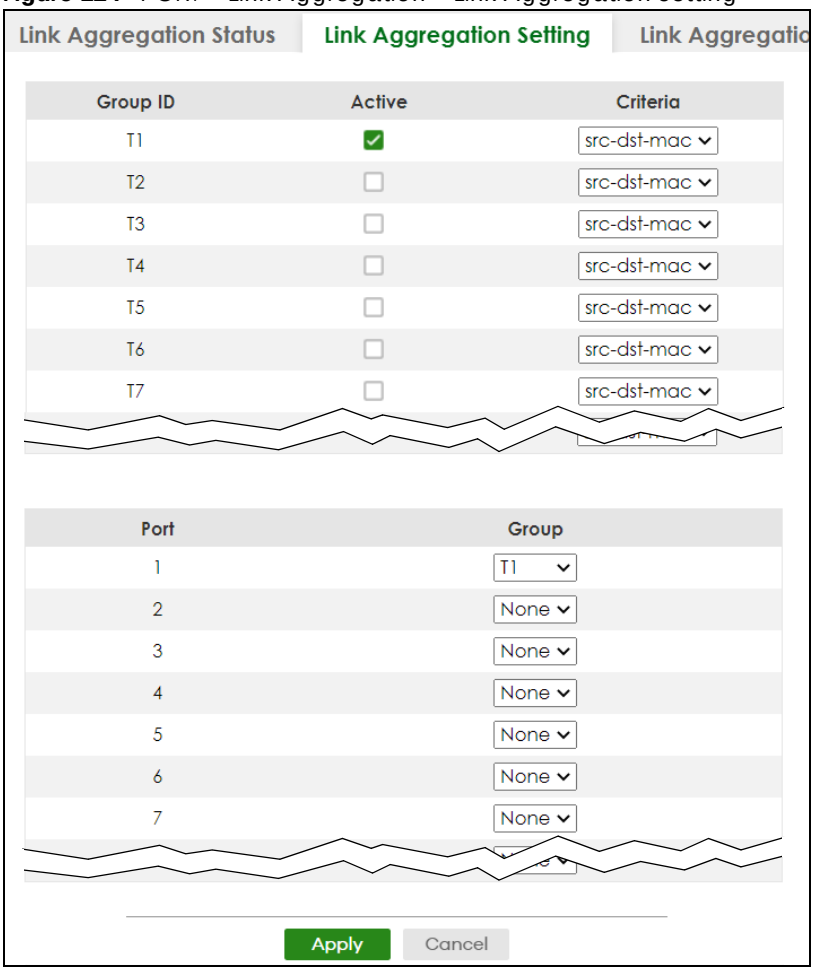
Table 91 PORT > Link Aggregation > Link Aggregation Status (continued)

LABEL	DESCRIPTION
Criteria	This shows the outgoing traffic distribution algorithm types used in this trunk group. Sending of packets are from the same source and/or to the same destination over the same link within the trunk. **src-mac** means the Switch distributes traffic based on the packet's source MAC address. **dst-mac** means the Switch distributes traffic based on the packet's destination MAC address. **src-dst-mac** means the Switch distributes traffic based on a combination of the packet's source and destination MAC addresses. **src-ip** means the Switch distributes traffic based on the packet's source IP address. **dst-ip** means the Switch distributes traffic based on the packet's destination IP address. **src-dst-ip** means the Switch distributes traffic based on a combination of the packet's source and destination IP addresses. Note: To find the number of link aggregation algorithm types that can link up at the same time, see Algorithm Types Limitation on page 178.
Status	This field displays how these ports were added to the trunk group. It displays: • **Static** – if the ports are configured as static members of a trunk group. • **LACP** – if the ports are configured to join a trunk group through LACP.

32.3 Link Aggregation Setting

Click **PORT** > **Link Aggregation** > **Link Aggregation Setting** to display the screen shown next. See Section 32.1 on page 177 for more information on link aggregation.

Figure 124 PORT > Link Aggregation > Link Aggregation Setting



The following table describes the labels in this screen.

Table 92 PORT > Link Aggregation > Link Aggregation Setting

LABEL	DESCRIPTION
This is the only screen you need to configure to enable static link aggregation.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
Active	Select this to activate a trunk group.

Table 92 PORT > Link Aggregation > Link Aggregation Setting (continued)

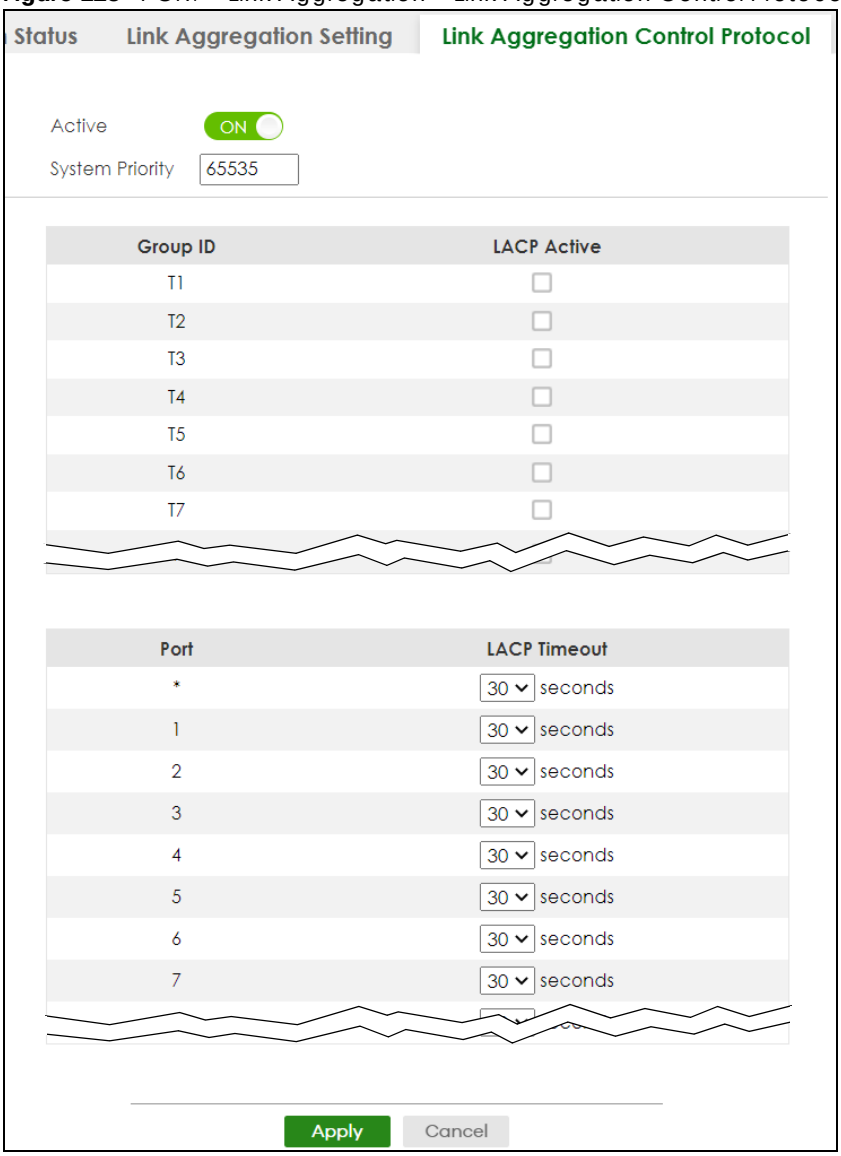
LABEL	DESCRIPTION
Criteria	Select the outgoing traffic distribution type. Packets from the same source and/or to the same destination are sent over the same link within the trunk. By default, the Switch uses the **src-dst-mac** distribution type. If the Switch is behind a router, the packet's destination or source MAC address will be changed. In this case, set the Switch to distribute traffic based on its IP address to make sure port trunking can work properly. Select **src-mac** to distribute traffic based on the packet's source MAC address. Select **dst-mac** to distribute traffic based on the packet's destination MAC address. Select **src-dst-mac** to distribute traffic based on a combination of the packet's source and destination MAC addresses. Select **src-ip** to distribute traffic based on the packet's source IP address. Select **dst-ip** to distribute traffic based on the packet's destination IP address. Select **src-dst-ip** to distribute traffic based on a combination of the packet's source and destination IP addresses.
Port	This field displays the port number.
Group	Select the trunk group to which a port belongs. Note: When you enable the port security feature on the Switch and configure port security settings for a port, you cannot include the port in an active trunk group.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

32.4 Link Aggregation Control Protocol

Click **PORT** > **Link Aggregation** > **Link Aggregation Control Protocol** to display the screen shown next. See Dynamic Link Aggregation on page 177 for more information on dynamic link aggregation.

Note: Do NOT configure this screen unless you want to enable dynamic link aggregation.

Figure 125 PORT > Link Aggregation > Link Aggregation Control Protocol



The following table describes the labels in this screen.

Table 93 PORT > Link Aggregation > Link Aggregation Control Protocol

LABEL	DESCRIPTION
Active	Enable the switch button to enable Link Aggregation Control Protocol (LACP).
System Priority	LACP system priority is a number between 1 and 65535. The switch with the lowest system priority (and lowest port number if system priority is the same) becomes the LACP “server”. The LACP “server” controls the operation of LACP setup. Enter a number to set the priority of an active port using Link Aggregation Control Protocol (LACP). The smaller the number, the higher the priority level.
Use this section to enable LACP on trunks.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
LACP Active	Select this option to enable LACP for a trunk.
Use this section to configure LACP timeout on ports.	
Port	This field displays the port number.

Table 93 PORT > Link Aggregation > Link Aggregation Control Protocol (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
LACP Timeout	Timeout is the time interval between the individual port exchanges of LACP packets in order to check that the peer port in the trunk group is still up. If a port does not respond after three tries, then it is deemed to be "down" and is removed from the trunk. Set a short timeout (1 second) for busy trunked links to ensure that disabled ports are removed from the trunk group as soon as possible. Select either 1 second or 30 seconds.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

32.5 Technical Reference

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

32.5.1 Static Trunking Example

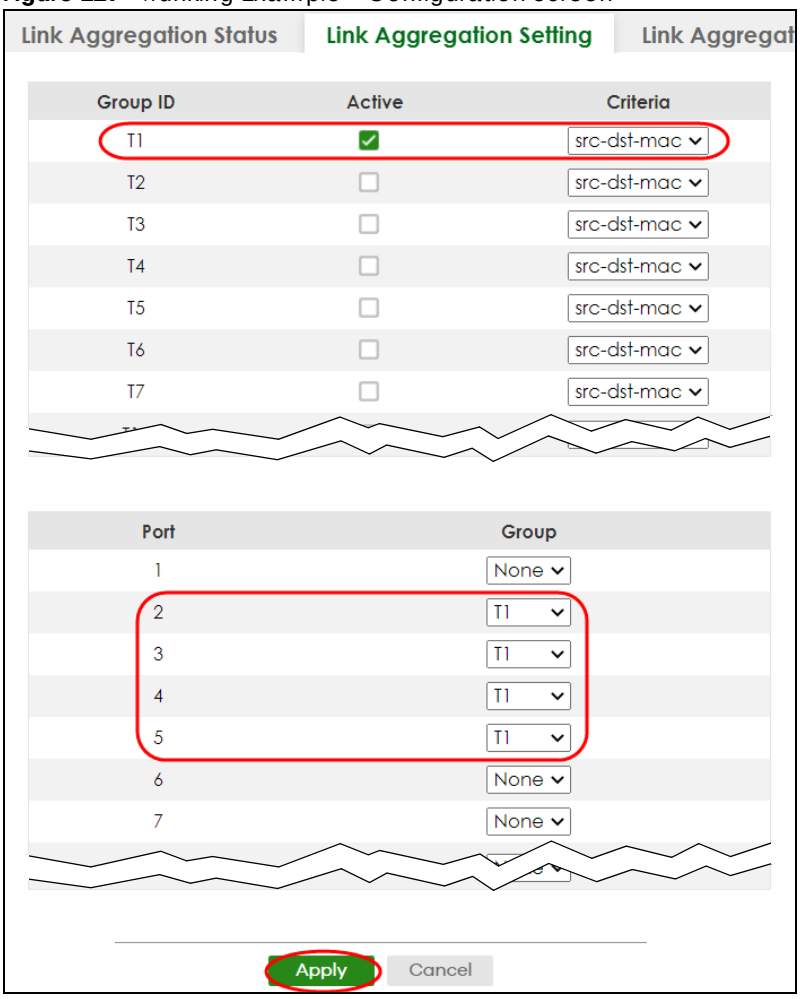
This example shows you how to create a static port trunk group for ports 2 – 5.

1 **Make your physical connections** – make sure that the ports that you want to belong to the trunk group are connected to the same destination. The following figure shows ports 2 – 5 on switch **A** connected to switch **B**.

Figure 126 Trunking Example – Physical Connections

2 **Configure static trunking** – Click **PORT** > **Link Aggregation** > **Link Aggregation Setting**. In this screen activate trunk group **T1**, select the traffic distribution algorithm used by this group and select the ports that should belong to this group as shown in the figure below. Click **Apply** when you are done.

Figure 127 Trunking Example – Configuration Screen



Your trunk group 1 (**T1**) configuration is now complete.

CHAPTER 33
Link Layer Discovery Protocol (LLDP)

33.1 LLDP Overview

The LLDP (Link Layer Discovery Protocol) is a layer 2 protocol. It allows a network device to advertise its identity and capabilities on the local network. It also allows the device to maintain and store information from adjacent devices which are directly connected to the network device. This helps an administrator discover network changes and perform necessary network reconfiguration and management. The device information is encapsulated in the LLDPDUs (LLDP data units) in the form of TLV (Type, Length, Value). Device information carried in the received LLDPDUs is stored in the standard MIB.

The Switch supports these basic management TLVs.

- End of LLDPDU (mandatory)
- Chassis ID (mandatory)
- Port ID (mandatory)
- Time to Live (mandatory)
- Port Description (optional)
- System Name (optional)
- System Description (optional)
- System Capabilities (optional)
- Management Address (optional)

The Switch also supports the IEEE 802.1 and IEEE 802.3 organizationally-specific TLVs.

IEEE 802.1 specific TLVs:

- Port VLAN ID TLV (optional)
- Port and Protocol VLAN ID TLV (optional)

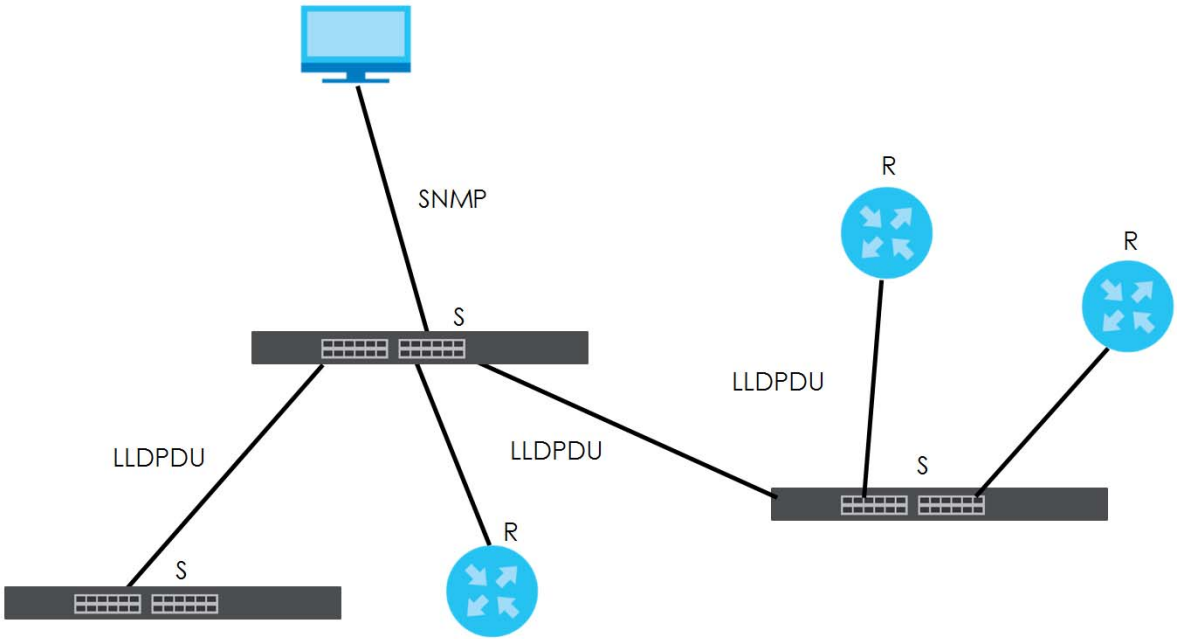
IEEE 802.3 specific TLVs:

- MAC/PHY Configuration/Status TLV (optional)
- Power via MDI TLV (optional, For PoE models only)
- Link Aggregation TLV (optional)
- Maximum Frame Size TLV (optional)

The optional TLVs are inserted between the Time To Live TLV and the End of LLDPDU TLV.

The next figure demonstrates that the network devices Switches and Routers (S and R) transmit and receive device information through LLDPDU and the network manager can query the information using Simple Network Management Protocol (SNMP).

Figure 128 LLDP Overview



33.2 LLDP-MED Overview

LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) is an extension to the standard LLDP developed by the Telecommunications Industry Association (TIA) TR-41.4 subcommittee which defines the enhanced discovery capabilities, such as VoIP applications, to enable network administrators manage their network topology application more efficiently. Unlike the traditional LLDP, which has some limitations when handling multiple application devices, the LLDP-MED offers display of accurate physical topology, interoperability of devices, and easy trouble shooting for mis-configured IP addresses. There are three classes of endpoint devices that the LLDP-MED supports:

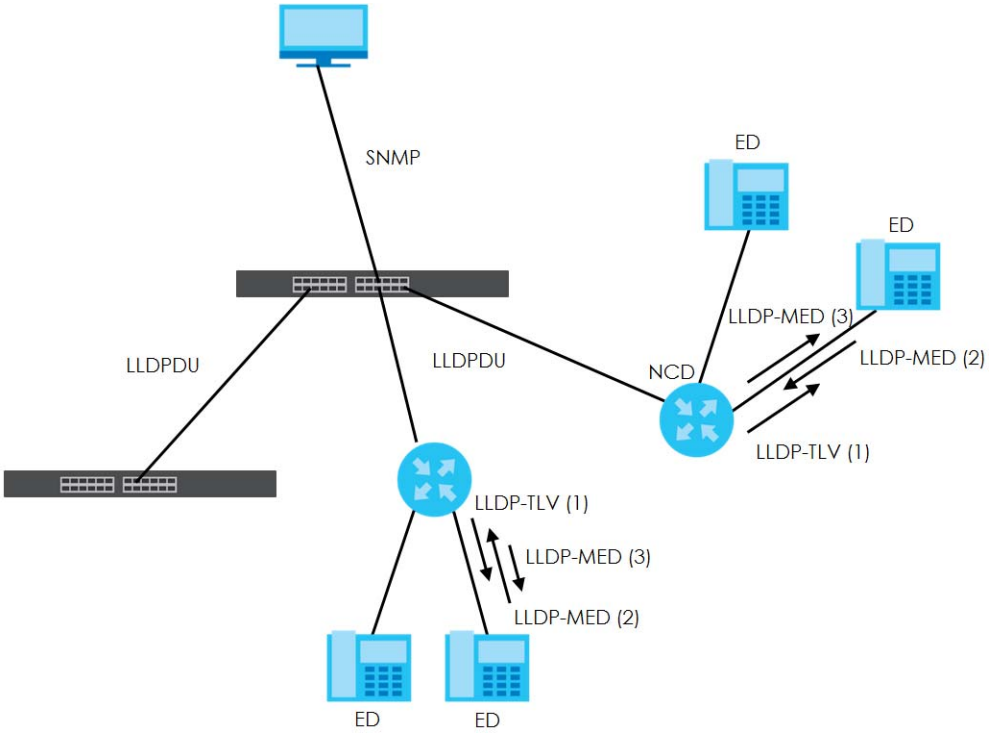
Class I: IP Communications Controllers or other communication related servers

Class II: Voice Gateways, Conference Bridges or Media Servers

Class III: IP-Phones, PC-based Softphones, End user Communication Appliances supporting IP Media

The following figure shows that with the LLDP-MED, network connectivity devices (NCD) like Switches and Routers will transmit LLDP TLV to endpoint device (ED) like IP Phone first (1), to get its device type and capabilities information, then it will receive that information in LLDP-MED TLV back from endpoint devices (2), after that the network connectivity devices will transmit LLDP-MED TLV (3) to provision the endpoint device to such that the endpoint device's network policy and location identification information is updated. Since LLDPDU updates status and configuration information periodically, network managers may check the result of provision through remote status. The remote status is updated by receiving LLDP-MED TLVs from endpoint devices.

Figure 129 LLDP-MED Overview



33.2.1 What You Can Do – LLDP

- Use the **LLDP Local Status** screen (Section 33.3 on page 188) to view the Switch's LLDP information.
- Use the **LLDP Remote Status** screen (Section 33.4 on page 192) to view LLDP information from the neighboring devices.
- Use the **LLDP Setup** screen (Section 33.5 on page 197) to configure LLDP on the Switch.
- Use the **Basic TLV Setting** screen (Section 33.6 on page 199) to configure basic TLV settings on each port.
- Use the **Org-specific TLV Setting** screen (Section 33.7 on page 200) to configure organization-specific TLV settings on each port.

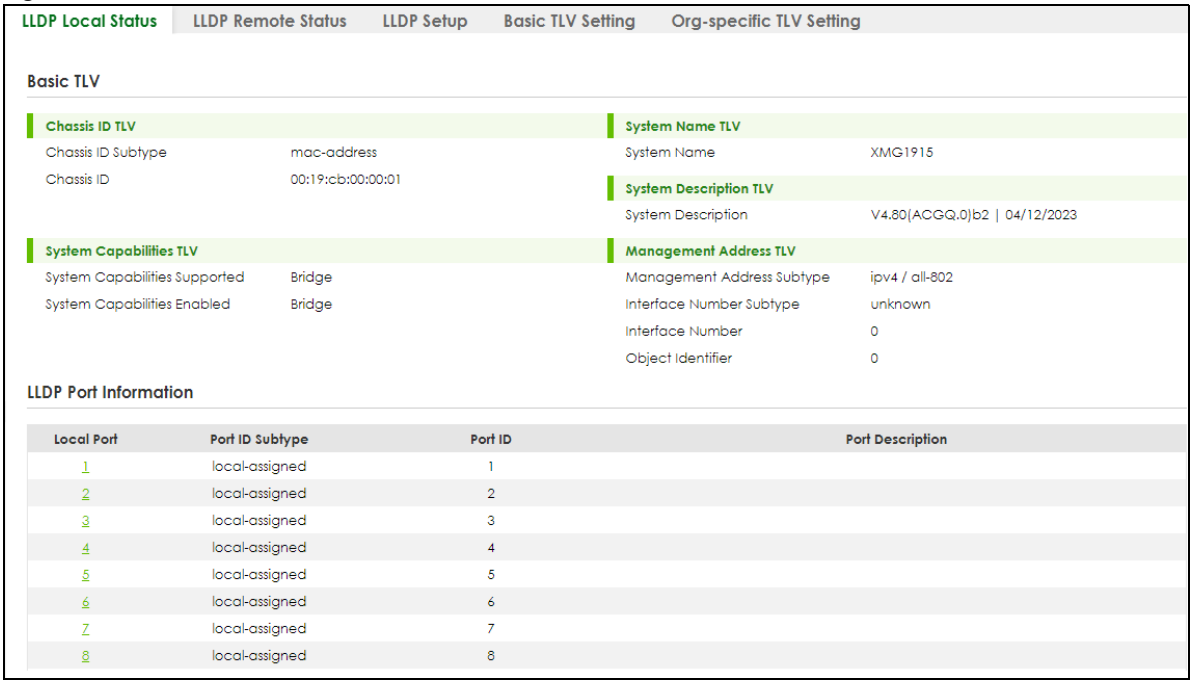
33.2.2 What You Can Do – LLDP MED

- Use the **LLDP-MED Setup** screen (Section 33.8 on page 201) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) parameters.
- Use the **LLDP-MED Network Policy** screen (Section 33.9 on page 202) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) network policy parameters.
- Use the **LLDP-MED Location** screen (Section 33.10 on page 203) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) location parameters.

33.3 LLDP Local Status

This screen displays a summary of LLDP status on this Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Local Status** to display the screen as shown next.

Figure 130 PORT > LLDP > LLDP > LLDP Local Status



The following table describes the labels in this screen.

Table 94 PORT > LLDP > LLDP > LLDP Local Status

LABEL	DESCRIPTION
Basic TLV	
Chassis ID TLV	This displays the chassis ID of the local Switch, that is the Switch you are configuring. The chassis ID is identified by the chassis ID subtype. • **Chassis ID Subtype** – This displays how the chassis of the Switch is identified. • **Chassis ID** – This displays the chassis ID of the local Switch.
System Name TLV	**System Name** – This shows the host name of the Switch.
System Description TLV	**System Description** – This shows the firmware version of the Switch.
System Capabilities TLV	This shows the System Capabilities enabled and supported on the local Switch. • **System Capabilities Supported** – Bridge • **System Capabilities Enabled** – Bridge
Management Address TLV	The Management Address TLV identifies an address associated with the local LLDP agent that may be used to reach higher layer entities to assist discovery by network management. The TLV may also include the system interface number and an object identifier (OID) that are associated with this management address. This field displays the Management Address settings on the specified ports. • **Management Address Subtype** – ipv4 or all-802 • **Interface Number Subtype** – unknown • **Interface Number** – 0 (not supported) • **Object Identifier** – 0 (not supported)
LLDP Port Information This displays the local port information.	

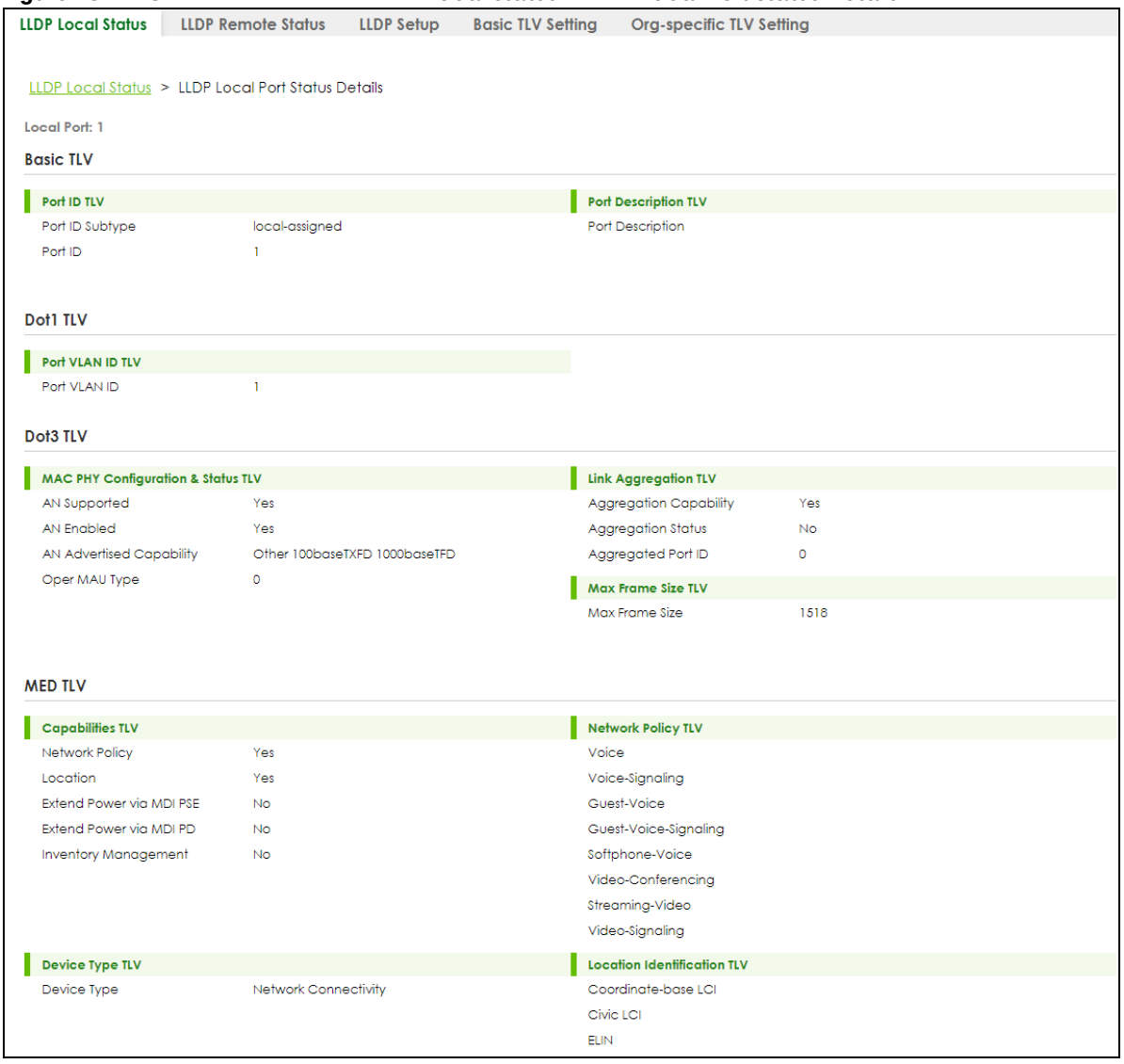
Table 94 PORT > LLDP > LLDP > LLDP Local Status (continued)

LABEL	DESCRIPTION
Local Port	This displays the number of the Switch port which receives the LLDPDU from the remote device. Click a port number to view the detailed LLDP status on this port in the **LLDP Local Port Status Details** screen.
Port ID Subtype	This indicates how the port ID field is identified.
Port ID	This is an alpha-numeric string that contains the specific identifier for the port from which this LLDPDU was transmitted.
Port Description	This shows the port description that the Switch will advertise from this port.

33.3.1 LLDP Local Port Status Details

This screen displays detailed LLDP status for each port on this Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Local Status** and then, click a port number, for example 1 in the local port column to display the screen as shown next.

Figure 131 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details



The following table describes the labels in this screen.

Table 95 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details

LABEL	DESCRIPTION
Local Port	This displays the number of the Switch's port.
Basic TLV These are the Basic TLV flags	
Port ID TLV	The port ID TLV identifies the specific port that transmitted the LLDP frame. • **Port ID Subtype** – This shows how the port is identified. • **Port ID** – This is the ID of the port.
Port Description TLV	**Port Description** – This displays the local port description.
Dot1 TLV	
Port VLAN ID TLV	**Port VLAN ID** – This displays the VLAN ID sent by the IEEE 802.1 Port VLAN ID TLV.
Dot3 TLV	
MAC PHY Configuration & Status TLV	The MAC/PHY Configuration/Status TLV advertises the bit-rate and duplex capability of the sending 802.3 node. It also advertises the current duplex and bit-rating of the sending node. Lastly, it advertises whether these setting were the result of auto-negotiation during link initiation or manual override. • **AN Supported** – Displays if the port supports or does not support auto-negotiation. • **AN Enabled** – The current auto-negotiation status of the port. • **AN Advertised Capability** – The auto-negotiation capabilities of the port. • **Oper MAU Type** – The current Medium Attachment Unit (MAU) type of the port.
Link Aggregation TLV	The Link Aggregation TLV indicates whether the link is capable of being aggregated, whether the link is currently in an aggregation, and if in an aggregation, the port identification of the aggregation. • **Aggregation Capability** – The current aggregation capability of the port. • **Aggregation Status** – The current aggregation status of the port. • **Aggregation Port ID** – The aggregation ID of the current port.
Max Frame Size TLV	This displays the maximum supported frame size in octets.
MED TLV LLDP Media Endpoint Discovery (MED) is an extension of LLDP that provides additional capabilities to support media endpoint devices. MED enables advertisement and discovery of network policies, device location discovery to allow creation of location databases, and information for troubleshooting.	
Capabilities TLV	This field displays which LLDP-MED TLV are capable to transmit on the Switch. • **Network Policy** • **Location** • **Extend Power via MDI PSE** • **Extend Power via MDI PD** • **Inventory Management**
Network Policy TLV	This displays a network policy for the specified application. • **Voice** • **Voice-Signaling** • **Guest-Voice** • **Guest-Voice-Signaling** • **Softphone-Voice** • **Video-Conferencing** • **Streaming-Video** • **Video-Signaling**

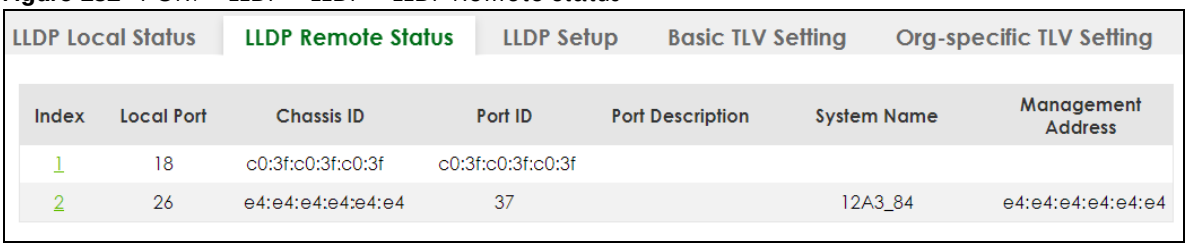
Table 95 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details (continued)

LABEL	DESCRIPTION
Device Type TLV	**Device Type** – This is the LLDP-MED device class. The Zyxel Switch device type is: • Network Connectivity
Location Identification TLV	This shows the location information of a caller by its ELIN (Emergency Location Identifier Number) or the IETF Geopriv Civic Address based Location Configuration Information (Civic Address LCI). • **Coordinate-based LCI** – Latitude, longitude and altitude coordinates of the location Configuration Information (LCI) • **Civic LCI** – IETF Geopriv Civic Address based Location Configuration Information • **ELIN** – (Emergency Location Identifier Number)

33.4 LLDP Remote Status

This screen displays a summary of LLDP status for each LLDP connection to a neighboring Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Remote Status** to display the screen as shown next.

Figure 132 PORT > LLDP > LLDP > LLDP Remote Status



The following table describes the labels in this screen.

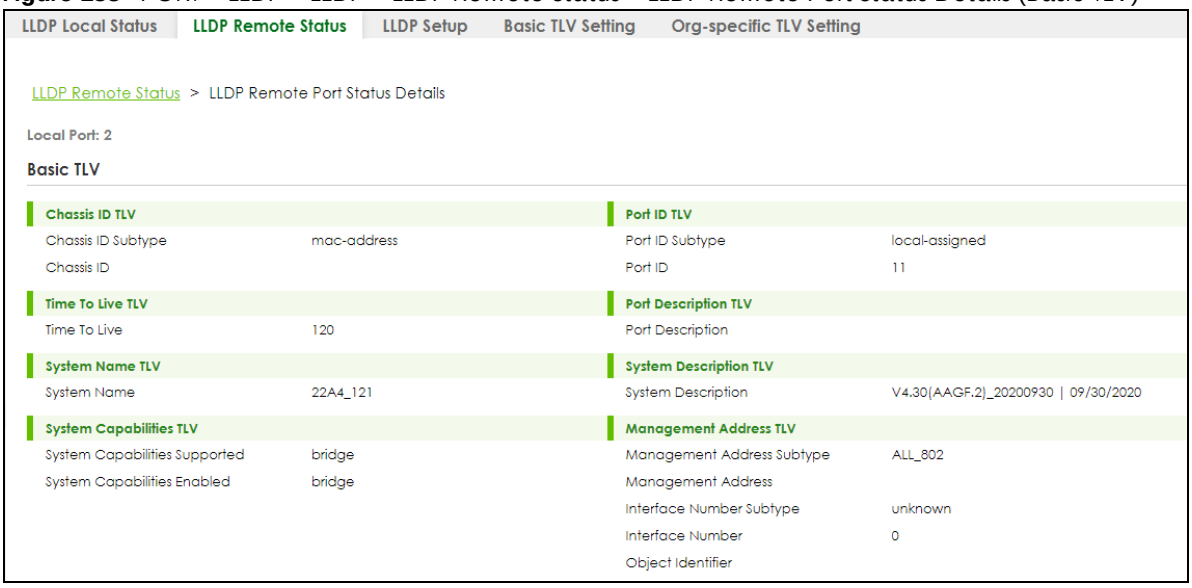
Table 96 PORT > LLDP > LLDP > LLDP Remote Status

LABEL	DESCRIPTION
Index	The index number shows the number of remote devices that are connected to the Switch. Click on an index number to view the detailed LLDP status for this remote device in the **LLDP Remote Port Status Details** screen.
Local Port	This is the number of the Switch's port that received LLDPDU from the remote device.
Chassis ID	This displays the chassis ID of the remote device associated with the transmitting LLDP agent. The chassis ID is identified by the chassis ID subtype. For example, the MAC address of the remote device.
Port ID	This is an alpha-numeric string that contains the specific identifier for the port from which this LLDPDU was transmitted. The port ID is identified by the port ID subtype.
Port Description	This displays a description for the port from which this LLDPDU was transmitted.
System Name	This displays the system name of the remote device.
Management Address	This displays the management address of the remote device. It could be the MAC address or IP address.

33.4.1 LLDP Remote Port Status Details

This screen displays detailed LLDP status of the remote device connected to the Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Remote Status** and then click an index number, for example 1, in the **Index** column in the **LLDP Remote Status** screen to display the screen as shown next.

Figure 133 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Basic TLV)



The following table describes the labels in Basic TLV part of the screen.

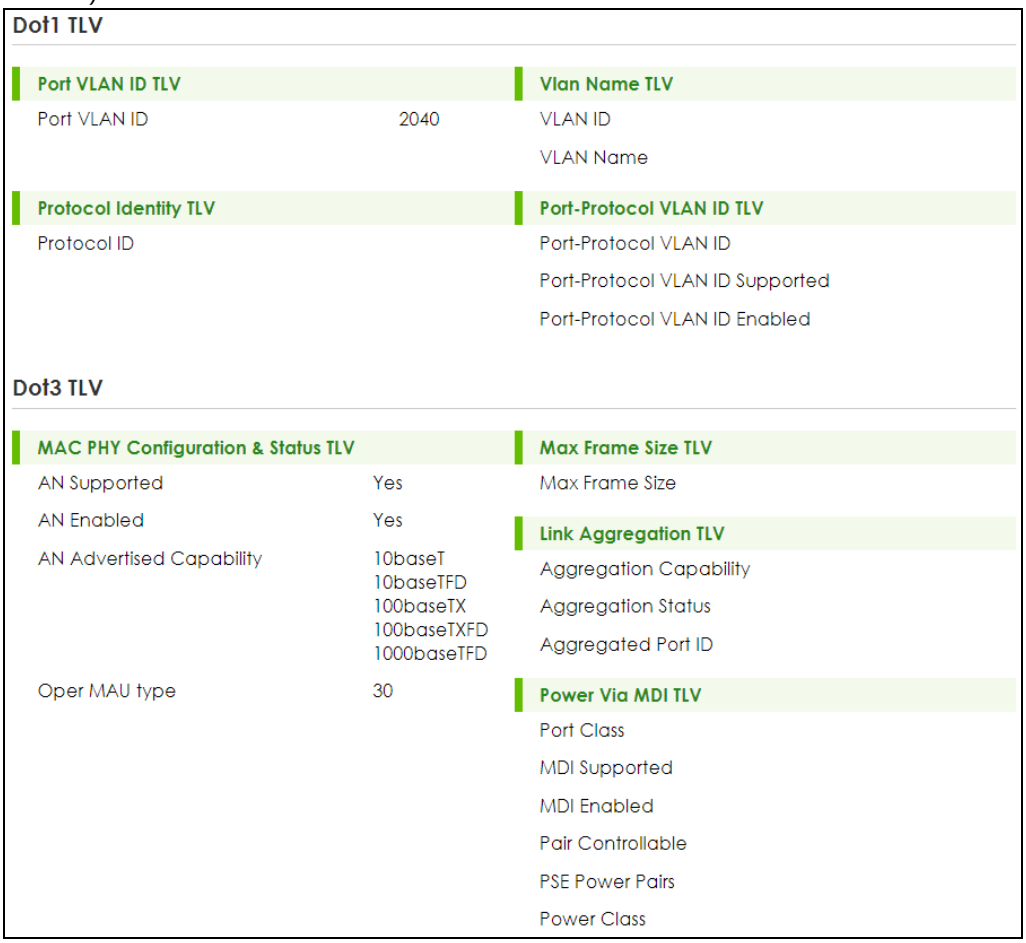
Table 97 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Basic TLV)

LABEL	DESCRIPTION
Local Port	This displays the number of the Switch's port to which the remote device is connected.
Basic TLV	
Chassis ID TLV	• **Chassis ID Subtype** – This displays how the chassis of the remote device is identified. • **Chassis ID** – This displays the chassis ID of the remote device. The chassis ID is identified by the chassis ID subtype.
Port ID TLV	• **Port ID Subtype** – This displays how the port of the remote device is identified. • **Port ID** – This displays the port ID of the remote device. The port ID is identified by the port ID subtype.
Time To Live TLV	**Time To Live** – This displays the time-to-live (TTL) multiplier of LLDP frames. The device information on the neighboring devices ages out and is discarded when its corresponding TTL expires. The TTL value is to multiply the TTL multiplier by the LLDP frames transmitting interval.
Port Description TLV	**Port Description** – This displays the remote port description.
System Name TLV	**System Name** – This displays the system name of the remote device.
System Description TLV	**System Description** – This displays the system description of the remote device.

Table 97 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Basic TLV)

LABEL	DESCRIPTION
System Capabilities TLV	This displays whether the system capabilities are enabled and supported on the remote device. • **System Capabilities Supported** • **System Capabilities Enabled**
Management Address TLV	This displays the management address (IPv4 and IPv6) of the remote device. • **Management Address Subtype** • **Management Address** • **Interface Number Subtype** • **Interface Number** • **Object Identifier**

Figure 134 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV)



The following table describes the labels in the Dot1 and Dot3 parts of the screen.

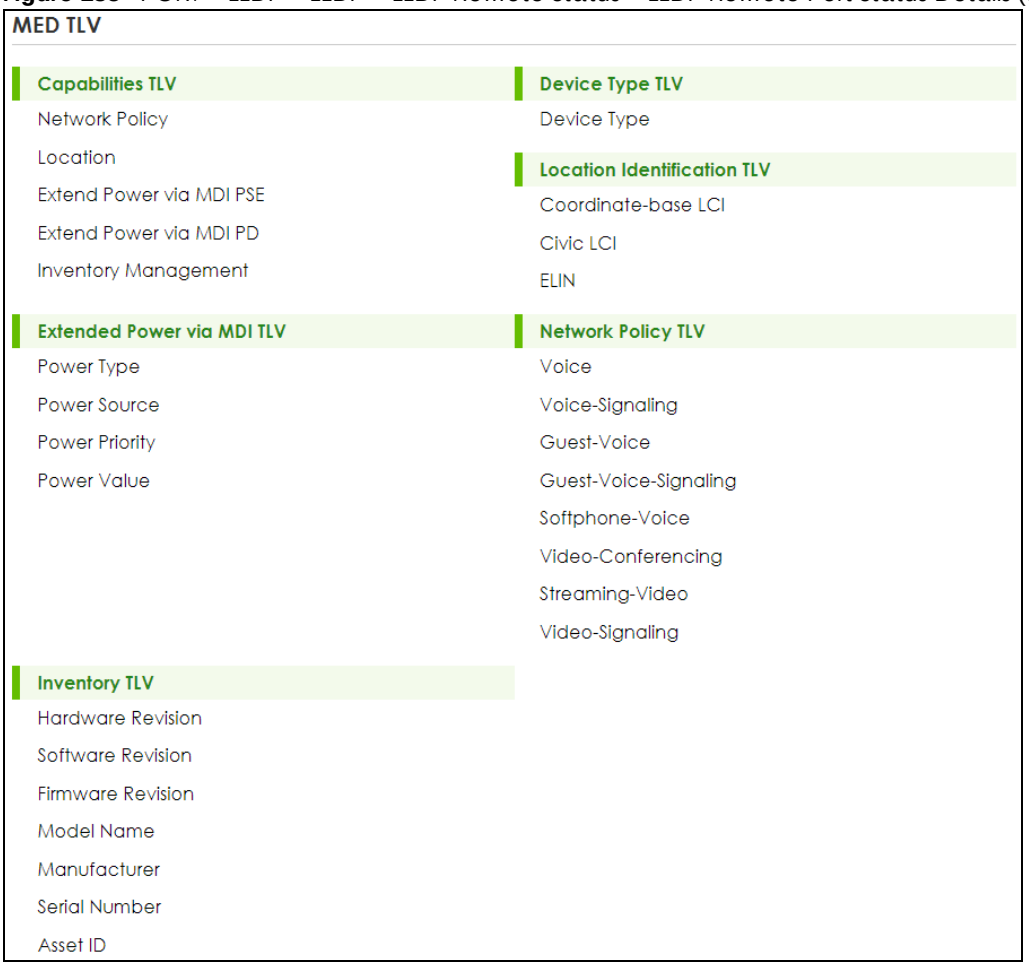
Table 98 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV)

LABEL	DESCRIPTION
Dot1 TLV	
Port VLAN ID TLV	**Port VLAN ID** – This displays the VLAN ID of this port on the remote device.

Table 98 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV) (continued)

LABEL	DESCRIPTION
Vlan Name TLV	This shows the VLAN ID and name for remote device port. • **VLAN ID** • **VLAN Name**
Protocol Identity TLV	**Protocol ID** – The Protocol Identity TLV allows the Switch to advertise the particular protocols that are accessible through its port.
Port-Protocol VLAN ID TLV	This displays the IEEE 802.1 Port Protocol VLAN ID TLV, which indicates whether the VLAN ID and whether it is enabled and supported on the port of remote Switch which sent the LLDPDU. • **Port-Protocol VLAN ID** • **Port-Protocol VLAN ID Supported** • **Port-Protocol VLAN ID Enabled**
Dot3 TLV	
MAC PHY Configuration & Status TLV	The MAC/PHY Configuration/Status TLV advertises the bit-rate and duplex capability of the sending 802.3 node. It also advertises the current duplex and bit-rating of the sending node. Lastly, it advertises whether these setting were the result of auto-negotiation during link initiation or manual override. • **AN Supported** – Displays if the port supports or does not support auto-negotiation. • **AN Enabled** – The current auto-negotiation status of the port. • **AN Advertised Capability** – The auto-negotiation capabilities of the port. • **Oper MAU Type** – The current Medium Attachment Unit (MAU) type of the port.
Max Frame Size TLV	**Max Frame Size** – This displays the maximum supported frame size in octets.
Link Aggregation TLV	The Link Aggregation TLV indicates whether the link is capable of being aggregated, whether the link is currently in an aggregation, and if in an aggregation, the port identification of the aggregation. • **Aggregation Capability** – The current aggregation capability of the port. • **Aggregation Status** – The current aggregation status of the port. • **Aggregated Port ID** – The aggregation ID of the current port.
Power Via MDI TLV	The Power Via MDI TLV allows network management to advertise and discover the MDI power support capabilities of the sending port on the remote device. • **Port Class** • **MDI Supported** • **MDI Enabled** • **Pair Controllable** • **PSE Power Pairs** • **Power Class**

Figure 135 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)



The following table describes the labels in the MED TLV part of the screen.

Table 99 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)

LABEL	DESCRIPTION
MED TLV LLDP Media Endpoint Discovery (MED) is an extension of LLDP that provides additional capabilities to support media endpoint devices. MED enables advertisement and discovery of network policies, device location discovery to allow creation of location databases, and information for troubleshooting.	
Capabilities TLV	This displays the MED capabilities the remote port supports. • **Network Policy** • **Location** • **Extend Power via MDI PSE** • **Extend Power via MDI PD** • **Inventory Management**
Device Type TLV	LLDP-MED endpoint device classes: • Endpoint Class I • Endpoint Class II • Endpoint Class III • Network Connectivity

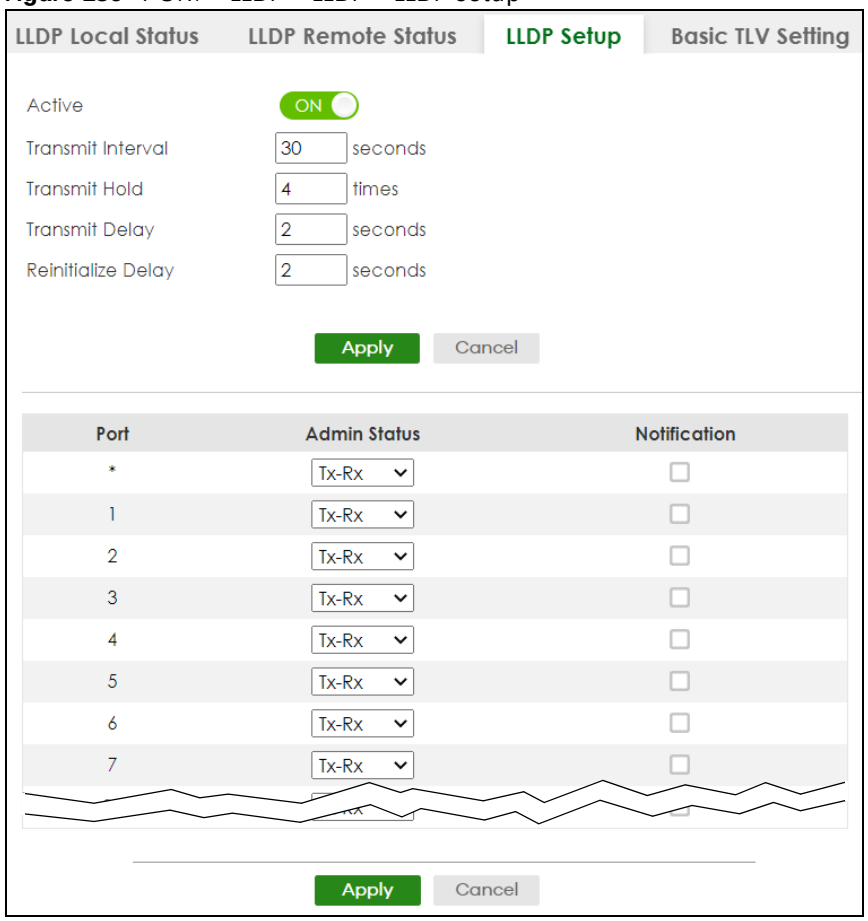
Table 99 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)

LABEL	DESCRIPTION
Location Identification TLV	This shows the location information of a caller by its: • **Coordinate-base LCI** – Latitude and longitude coordinates of the Location Configuration Information (LCI) • **Civic LCI** – IETF Geopriv Civic Address based Location Configuration Information • **ELIN** – (Emergency Location Identifier Number)
Extended Power via MDI TLV	Extended Power Via MDI Discovery enables detailed power information to be advertised by Media Endpoints, such as IP phones and Network Connectivity Devices such as the Switch. • **Power Type** – Whether it is currently operating from primary power or is on backup power (backup power may indicate to the Endpoint Device that it should move to a power conservation mode). • **Power Source** – Whether or not the Endpoint is currently operating from an external power source. • **Power Priority** – The Endpoint Device's power priority (which the Network Connectivity Device may use to prioritize which devices will remain in service during power shortages). • **Power Value** – Power requirement, in fractions of Watts, in current configuration.
Network Policy TLV	This displays a network policy for the specified application. • **Voice** • **Voice-Signaling** • **Guest-Voice** • **Guest-Voice-Signaling** • **Softphone-Voice** • **Video-Conferencing** • **Streaming-Video** • **Video-Signaling**
Inventory TLV	The majority of IP Phones lack support of management protocols such as SNMP, so LLDP-MED inventory TLVs are used to provide their inventory information to the Network Connectivity Devices such as the Switch. The Inventory TLV may contain the following information. • **Hardware Revision** • **Software Revision** • **Firmware Revision** • **Model Name** • **Manufacturer** • **Serial Number** • **Asset ID**

33.5 LLDP Setup

Use this screen to configure global LLDP settings on the Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Setup** to display the screen as shown next.

Figure 136 PORT > LLDP > LLDP > LLDP Setup



The following table describes the labels in this screen.

Table 100 PORT > LLDP > LLDP > LLDP Setup

LABEL	DESCRIPTION
Active	Select to enable LLDP on the Switch. It is enabled by default.
Transmit Interval	Enter how many seconds the Switch waits before sending LLDP packets.
Transmit Hold	Enter the time-to-live (TTL) multiplier of LLDP frames. The device information on the neighboring devices ages out and is discarded when its corresponding TTL expires. The TTL value is to multiply the TTL multiplier by the LLDP packets transmitting interval.
Transmit Delay	Enter the delay (in seconds) between successive LLDPDU transmissions initiated by value or status changes in the Switch MIB.
Reinitialize Delay	Enter the number of seconds for LLDP to wait before initializing on a port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Port	This displays the Switch's port number. * means all ports.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.

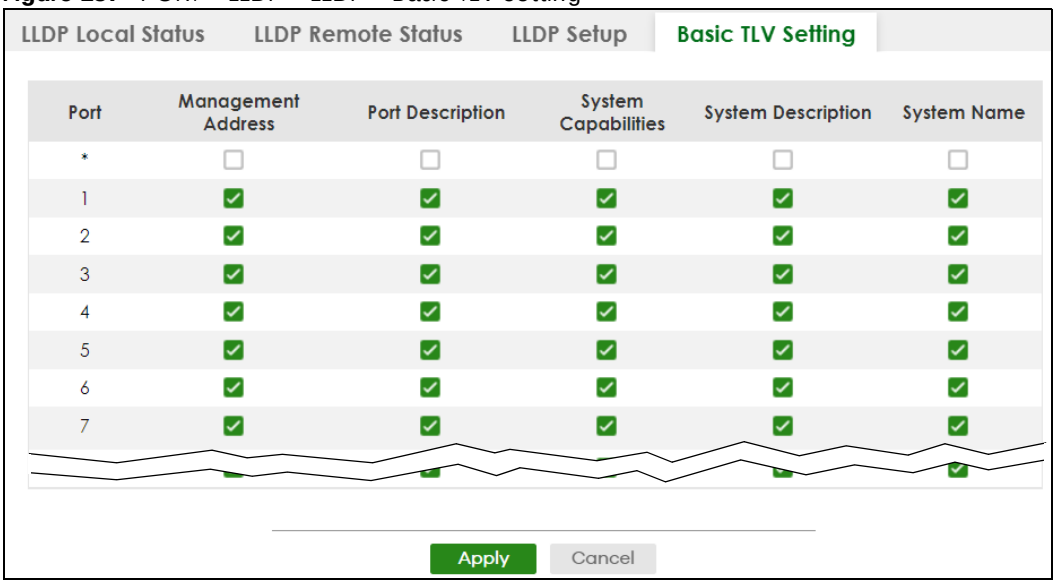
Table 100 PORT > LLDP > LLDP > LLDP Setup (continued)

LABEL	DESCRIPTION
Admin Status	Select whether LLDP transmission and/or reception is allowed on this port. • **Disable** – not allowed • **Tx-Only** – transmit only • **Rx-Only** – receive only • **Tx-Rx** – transmit and receive
Notification	Select whether LLDP notification is enabled on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.6 Basic TLV Setting

Use this screen to configure Basic TLV settings. Click **PORT** > **LLDP** > **LLDP** > **Basic TLV Setting** to display the screen as shown next.

Figure 137 PORT > LLDP > LLDP > Basic TLV Setting



The following table describes the labels in this screen.

Table 101 PORT > LLDP > LLDP > Basic TLV Setting

LABEL	DESCRIPTION
Port	This displays the Switch's port number.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Management Address	Select the check boxes to enable or disable the sending of Management Address TLVs on the ports.
Port Description	Select the check boxes to enable or disable the sending of Port Description TLVs on the ports.

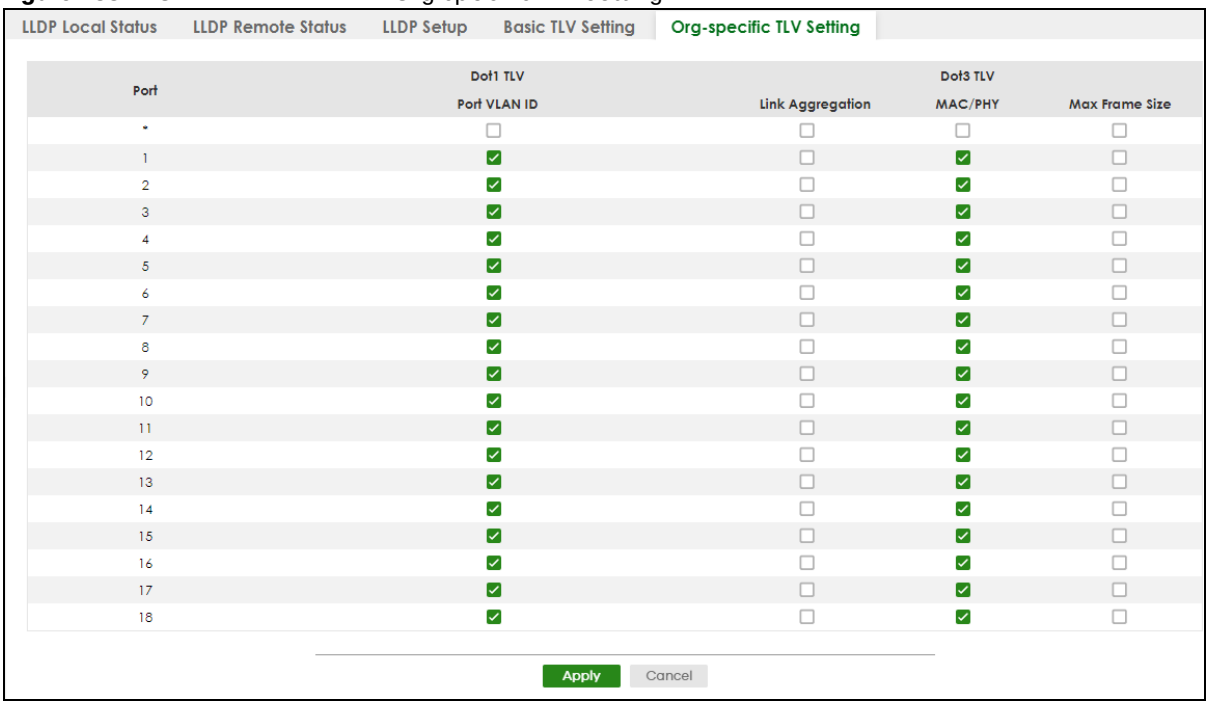
Table 101 PORT > LLDP > LLDP > Basic TLV Setting (continued)

LABEL	DESCRIPTION
System Capabilities	Select the check boxes to enable or to disable the sending of System Capabilities TLVs on the ports.
System Description	Select the check boxes to enable or to disable the sending of System Description TLVs on the ports.
System Name	Select the check boxes to enable or to disable the sending of System Name TLVs on the ports.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.7 Org-specific TLV Setting

Use this screen to configure organization-specific TLV settings. Click **PORT** > **LLDP** > **LLDP** > **Org-specific TLV Setting** to display the screen as shown next.

Figure 138 PORT > LLDP > LLDP > Org-specific TLV Setting



The following table describes the labels in this screen.

Table 102 PORT > LLDP > LLDP > Org-specific TLV Setting

LABEL	DESCRIPTION
Port	This displays the Switch's port number.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.

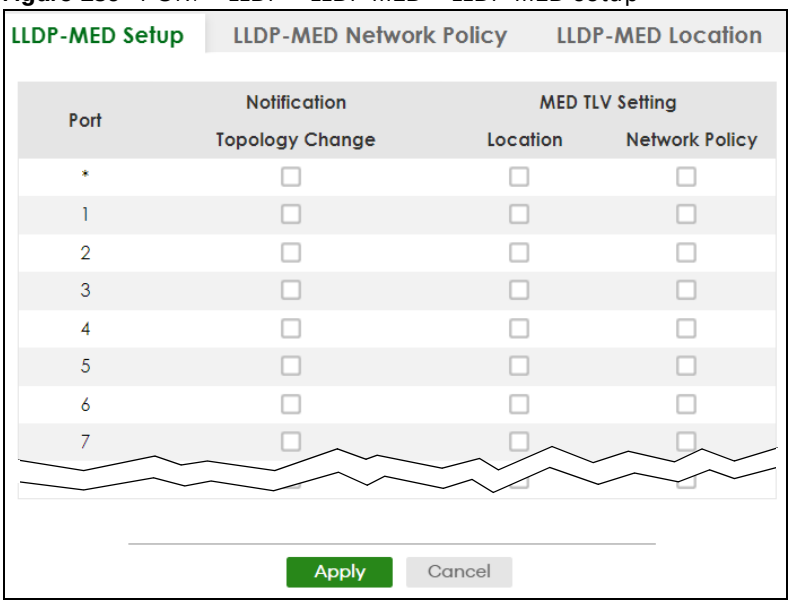
Table 102 PORT > LLDP > LLDP > Org-specific TLV Setting (continued)

LABEL	DESCRIPTION
Dot1 TLV	
Port VLAN ID	Select the check boxes to enable or disable the sending of IEEE 802.1 Port VLAN ID TLVs on the ports. All check boxes in this column are enabled by default.
Dot3 TLV	
Link Aggregation	Select the check boxes to enable or disable the sending of IEEE 802.3 Link Aggregation TLVs on the ports.
MAC/PHY	Select the check boxes to enable or disable the sending of IEEE 802.3 MAC/PHY Configuration/Status TLVs on the ports. All check boxes in this column are enabled by default.
Max Frame Size	Select the check boxes to enable or disable the sending of IEEE 802.3 Max Frame Size TLVs on the ports.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.8 LLDP-MED Setup

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Setup** to display the screen as shown next.

Figure 139 PORT > LLDP > LLDP MED > LLDP-MED Setup



The following table describes the labels in this screen.

Table 103 PORT > LLDP > LLDP MED> LLDP-MED Setup

LABEL	DESCRIPTION
Port	This displays the Switch's port number. Select * to configure all ports simultaneously.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.

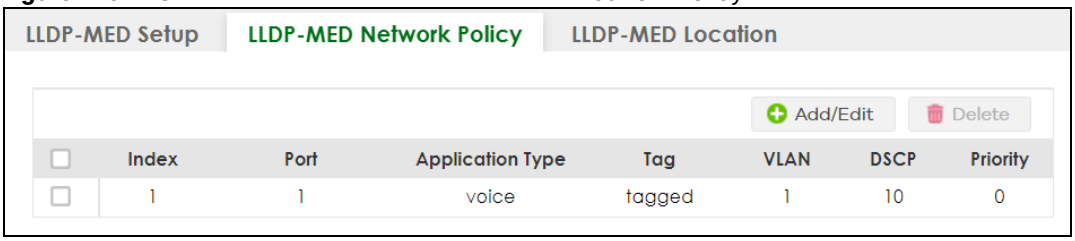
Table 103 PORT > LLDP > LLDP MED> LLDP-MED Setup (continued)

LABEL	DESCRIPTION
Notification	
Topology Change	Select to enable LLDP-MED topology change traps on this port.
MED TLV Setting	
Location	Select to enable transmitting LLDP-MED location TLV.
Network Policy	Select to enable transmitting LLDP-MED Network Policy TLV.
Apply	Click **Apply** to save the changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the Save link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.9 LLDP-MED Network Policy

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Network Policy** to display the screen as shown next.

Figure 140 PORT > LLDP > LLDP MED > LLDP-MED Network Policy



The following table describes the labels in this screen.

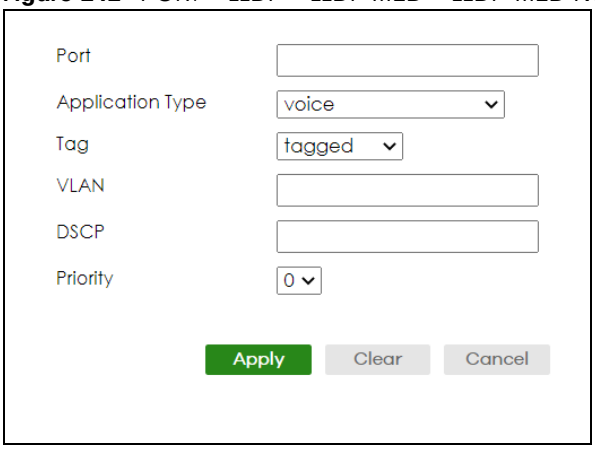
Table 104 PORT > LLDP > LLDP MED > LLDP-MED Network Policy

LABEL	DESCRIPTION
Index	This field displays the of index number of the network policy. Click an index number to edit the rule.
Port	This field displays the port number of the network policy.
Application Type	This field displays the application type of the network policy.
Tag	This field displays the Tag Status of the network policy.
VLAN	This field displays the VLAN ID of the network policy.
DSCP	This field displays the DSCP value of the network policy.
Priority	This field displays the priority value of the network policy.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new schedule rule or edit a selected one.
Delete	Select the rules that you want to remove, then click **Delete**.

33.9.1 Add/Edit LLDP-MED Network Policy

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 141 PORT > LLDP > LLDP MED > LLDP-MED Network Policy > Add/Edit



The following table describes the labels in this screen.

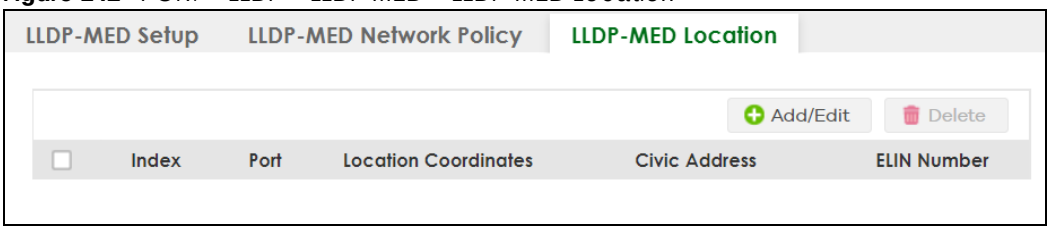
Table 105 PORT > LLDP > LLDP MED > LLDP-MED Network Policy > Add/Edit

LABEL	DESCRIPTION
Port	Enter the port number to set up the LLDP-MED network policy. You can enter multiple ports separated by (no space) comma (“,”) or hyphen (“-”) for a range. For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Application Type	Select the type of application used in the network policy. • **voice** • **voice-signaling** • **guest-voice** • **guest-voice-signaling** • **softphone-voice** • **video-conferencing** • **streaming-video** • **video-signaling**
Tag	Select to tag or untag in the network policy. • tagged • untagged
VLAN	Enter the VLAN ID number. It should be from 1 to 4094. For priority tagged frames, enter “0”.
DSCP	Enter the DSCP value of the network policy. The value is defined from 0 through 63 with the 0 representing use of the default DSCP value.
Priority	Enter the priority value for the network policy.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

33.10 LLDP-MED Location

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Location** to display the screen as shown next.

Figure 142 PORT > LLDP > LLDP MED > LLDP-MED Location



The following table describes the labels in this screen.

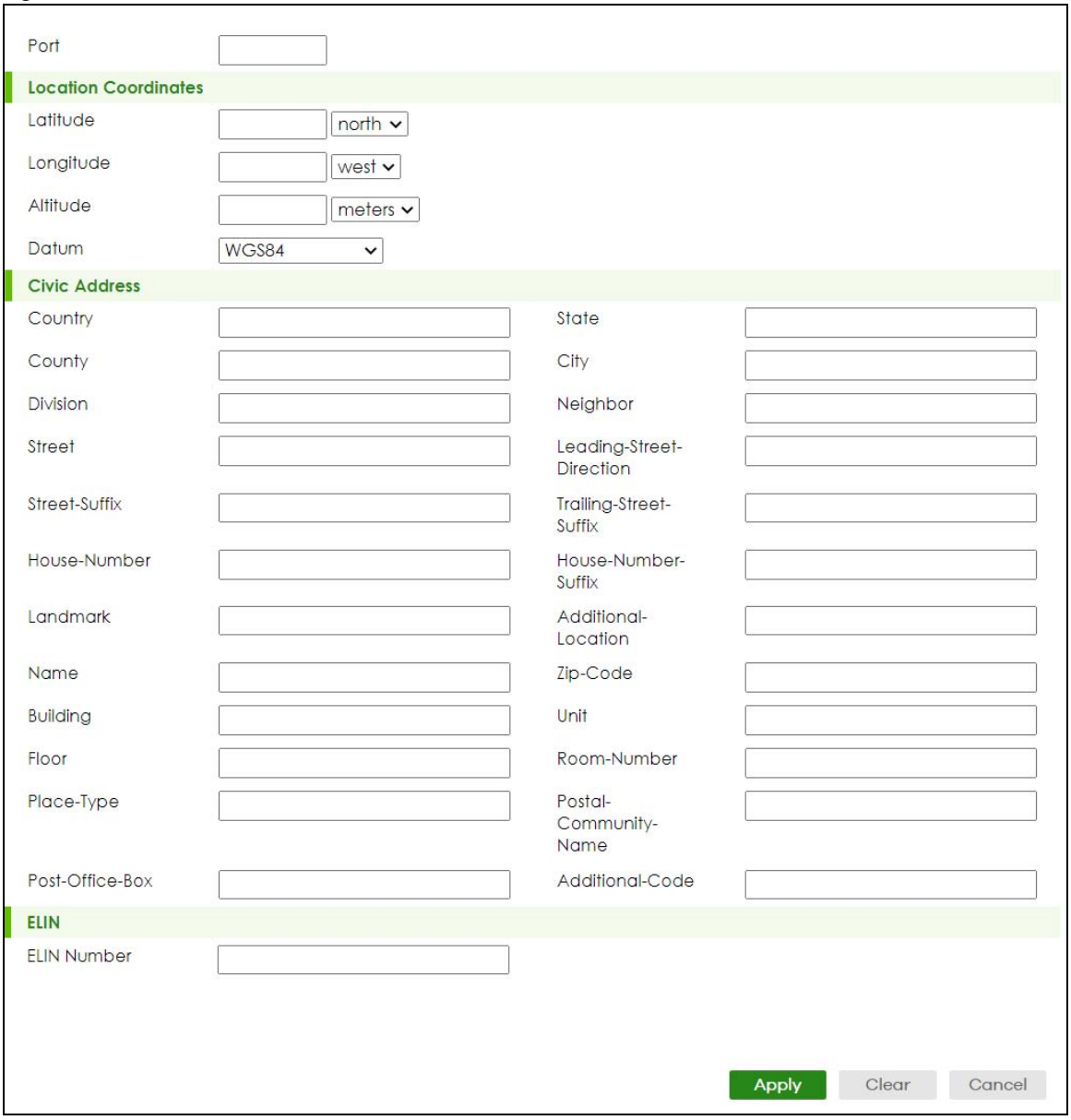
Table 106 PORT > LLDP > LLDP MED > LLDP-MED Location

LABEL	DESCRIPTION
Index	This lists the index number of the location configuration. Click an index number to view or edit the location.
Port	This lists the port number of the location configuration.
Location Coordinates	This field displays the location configuration information based on geographical coordinates that includes longitude, latitude, altitude and datum.
Civic Address	This field displays the Civic Address for the remote device using information such as Country, State, County, City, Street, Number, ZIP code and additional information.
ELIN Number	This field shows the Emergency Location Identification Number (ELIN), which is used to identify endpoint devices when they issue emergency call services. The valid length is form 10 to 25 characters.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new location or edit a selected one.
Delete	Select the locations that you want to remove, then click **Delete**.

33.10.1 Add/Edit LLDP-MED Location

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 143 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit



The following table describes the labels in this screen.

Table 107 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit

LABEL	DESCRIPTION
Port	Enter the port number you want to set up the location within the LLDP-MED network.
Location Coordinates The LLDP-MED uses geographical coordinates and Civic Address to set the location information of the remote device. Geographical based coordinates includes latitude, longitude, altitude and datum. Civic Address includes Country, State, County, City, Street and other related information.	
Latitude	Enter the latitude information. The value should be from 0º to 90º. • **north** • **south**

Table 107 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit (continued)

LABEL	DESCRIPTION
Longitude	Enter the longitude information. The value should be from 0º to 180º. • **west** • **east**
Altitude	Enter the altitude information. The value should be from –2097151 to 2097151 in meters or in floors. • **meters** • **floor**
Datum	Select the appropriate geodetic datum used by GPS. • **WGS84** • **NAD83-NAVD88** • **NAD83-MLLW**
Civic Address	Enter the Civic Address by providing information such as Country, State, County, City, Street, Number, ZIP code and other additional information. Enter at least 2 fields in this configuration including the Country. The valid length of the Country field is 2 characters and all other fields are up to 32 characters. • **Country** • **State** • **County** • **City** • **Division** • **Neighbor** • **Street** • **Leading-Street-Direction** • **Street-Suffix** • **Trailing-Street-Suffix** • **House-Number** • **House-Number-Suffix** • **Landmark** • **Additional-Location** • **Name** • **Zip-Code** • **Building** • **Unit** • **Floor** • **Room-Number** • **Place-Type** • **Postal-Community-Name** • **Post-Office-Box** • **Additional-Code**
ELIN Number	Enter a numerical digit string, corresponding to the ELIN identifier which is used during emergency call setup to a traditional CAMA or ISDN trunk-based PSAP. The valid length is from 10 to 25 characters.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 34
PoE Setup

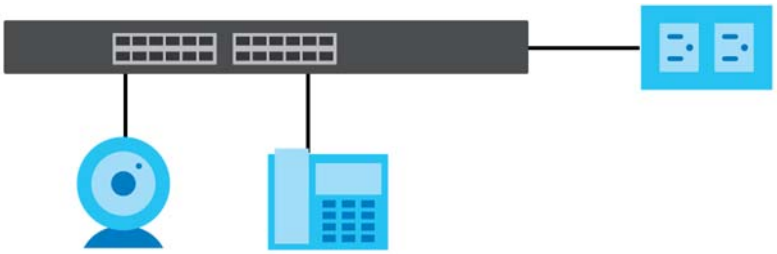
34.1 PoE Status (for PoE models only)

The PoE models supports the IEEE 802.3bt High Power over Ethernet (PoE) standard.

A powered device (PD) is a device such as an access point or a switch, that supports PoE (Power over Ethernet) so that it can receive power from another device through an Ethernet port.

In the figure below, the IP camera and IP phone get their power directly from the Switch. Aside from minimizing the need for cables and wires, PoE removes the hassle of trying to find a nearby electric outlet to power up devices.

Figure 144 Powered Device Examples

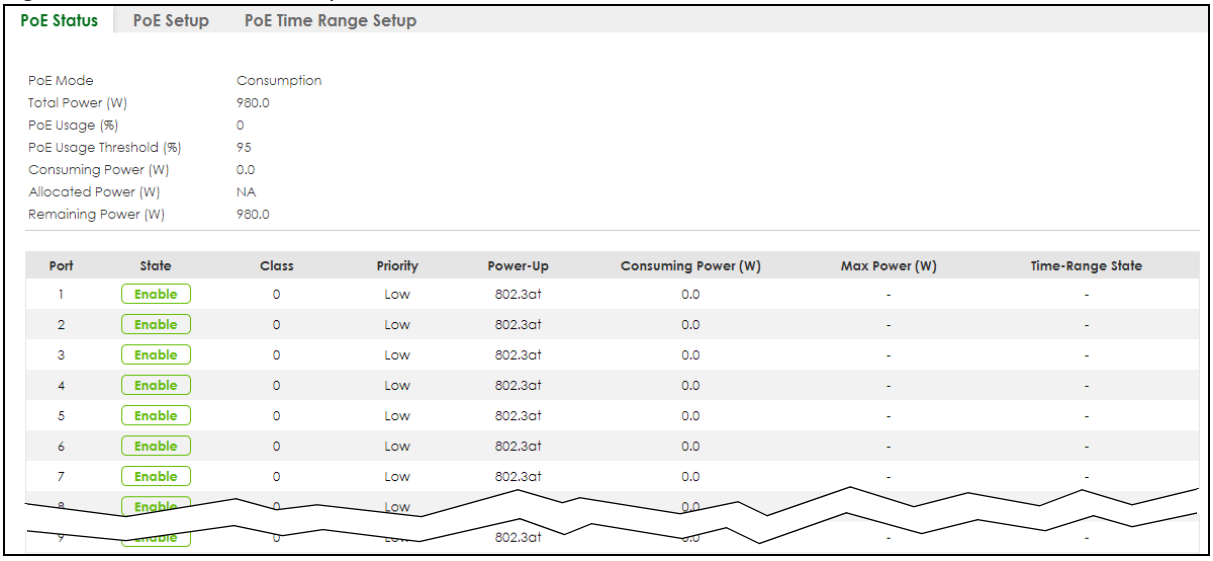


You can also set priorities so that the Switch is able to reserve and allocate power to certain PDs.

Note: The PoE (Power over Ethernet) devices that supply or receive power and their connected Ethernet cables must all be completely indoors.

To view the current amount of power that PDs are receiving from the Switch, click **PORT** > **PoE Setup** > **PoE Status**.

Figure 145 PORT > PoE Setup > PoE Status



The following table describes the labels in this screen.

Table 108 PORT > PoE Setup > PoE Status

LABEL	DESCRIPTION
PoE Mode	This field displays the power management mode used by the Switch, whether it is in **Classification** or **Consumption** mode.
Total Power (W)	This field displays the total power the Switch can provide to the connected PoE-enabled devices on the PoE ports.
PoE Usage (%)	This field displays the amount of power currently being supplied to connected PoE devices (PDs) as a percentage of the total PoE power the Switch can supply. When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD priority which you configured in **PORT** > **PoE Setup** > **PoE Setup**.
PoE Usage Threshold (%)	This field displays the percentage of PoE usage. The Switch will generate a trap and/or a log when the usage exceeds the specified threshold.
Consuming Power (W)	This field displays the amount of power the Switch is currently supplying to the connected PoE-enabled devices.
Allocated Power (W)	This field displays the total amount of power the Switch (in classification mode) has reserved for PoE after negotiating with the connected PoE devices. It shows **NA** when the Switch is in consumption mode. **Consuming Power (W)** can be less than or equal but not more than the **Allocated Power (W)**.
Remaining Power (W)	This field displays the amount of power the Switch can still provide for PoE.
Port	This is the port index number.
State	This field shows which ports can receive power from the Switch. • **Disable** – The PD connected to this port cannot get power supply. • **Enable** – The PD connected to this port can receive power.

Table 108 PORT > PoE Setup > PoE Status (continued)

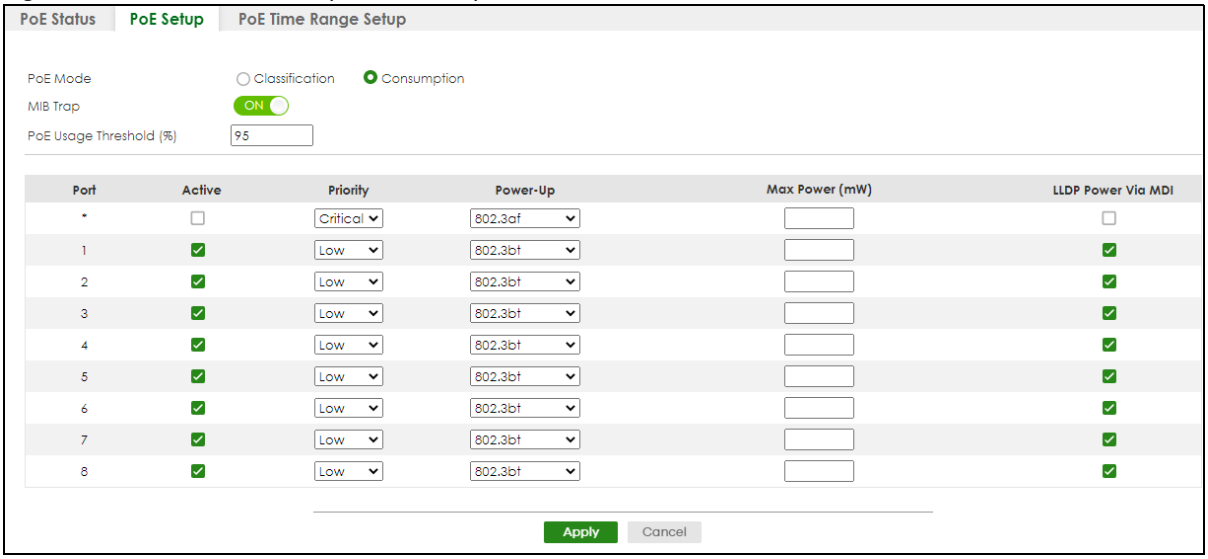
LABEL	DESCRIPTION
Class	This shows the power classification of the PD. Each PD has a specified maximum power that fall under one of the classes. The **Class** is a number from 0 to 6, where each value represents the range of power that the Switch provides to the PD. The power ranges in PoE standards are as follows. • **Class 0** – default: 0.44 W to 15.4 W. • **Class 1** – default: 0.44 W to 4 W. • **Class 2** – default: 0.44 W to 7 W. • **Class 3** – default: 0.44 W to 15.4 W. • **Class 4** – default: 0.44 W to 30 W. • **Class 5** – default: 0.45 W to 45 W. • **Class 6** – default: 0.45 W to 60 W. Note: You can extend or set a limit on the maximum power the connected PD can use on a port in **PORT** > **PoE Setup** > **PoE Setup**.
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the priority to allow the Switch to provide power to ports with higher priority first. • **Critical** has the highest priority. • **High** has the Switch assign power to the port after all critical priority ports are served. • **Low** has the Switch assign power to the port after all critical and high priority ports are served.
Power-Up	This field displays the PoE standard the Switch uses to provide power on this port.
Consuming Power (W)	This field displays the current amount of power consumed by the PD from the Switch on this port.
Max Power (W)	This field displays the maximum amount of power the PD could use from the Switch on this port. This field displays "–" if the maximum power is not specified in **PORT** > **PoE Setup** > **PoE Setup**.
Time-Range State	This field shows whether or not the port currently receives power from the Switch according to its schedule. • It shows "**In**" followed by the time range name if PoE is currently enabled on the port. • It shows "**Out**" if PoE is currently disabled on the port. • It shows **"–"** if no schedule is applied to the port. PoE is enabled by default.

34.2 PoE Setup

Use this screen to set the PoE power management mode, priority levels, power-up mode and the maximum amount of power for the connected PDs.

Click the **PoE Setup** tab in the **PORT** > **PoE Setup** screen. The following screen opens.

Figure 146 PORT > PoE Setup > PoE Setup



The following table describes the labels in this screen.

Table 109 PORT > PoE Setup > PoE Setup

LABEL	DESCRIPTION
PoE Mode	Select the power management mode you want the Switch to use. • **Classification** – Select this if you want the Switch to reserve the maximum power for each PD according to the PD's power class and priority level. If the total power supply runs out, PDs with lower priority do not get power to function. In this mode, the maximum power is reserved based on what you configure in **Max Power** or the standard power limit for each class. • **Consumption** – Select this if you want the Switch to supply the actual power that the PD needs. The Switch also allocates power based on a port's **Max Power** and the PD's power class and priority level. The Switch puts a limit on the maximum amount of power the PD can request and use. In this mode, the default maximum power that can be delivered to the PD is 30 W (IEEE 802.3at Class 4) or 22 W (IEEE 802.3af Classes 0 to 3).
MIB Trap	The Switch sends traps (monitoring event notification) to an SNMP (Simple Network Management Protocol) manager when an event occurs. Select **ON** to allow sending of MIB Trap when the following situations occur: • Situation 1 – Trap sent whenever a PoE port status change occurs (PoE port delivers power or delivers no power to a PD (powered device) • Situation 2 – Trap sent in cases where the total power usage exceeds the PoE usage threshold • Situation 3 – Trap sent if total usage power decreases below the PoE usage threshold (only if previous total power usage exceeded the PoE usage threshold and a trap was sent). Note: If the **MIB Trap** is **ON**, you must also configure: • SNMP trap destination (**SYSTEM** > **SNMP** > **SNMP**), SNMP trap group (**SYSTEM** > **SNMP** > **SNMP Trap Group**) and SNMP trap port (**SYSTEM** > **SNMP** > **SNMP Trap Port**) for Situation 1 • SNMP trap destination and SNMP trap group for Situation 2 and Situation 3. See Section 26.2 on page 157 for more information on configuring SNMP.
PoE Usage Threshold (%)	Enter a number ranging from 1 to 99 to set the threshold. The Switch will generate a trap and/or log when the actual PoE usage is higher than the specified threshold.
Port	This is the port index number.

Table 109 PORT > PoE Setup > PoE Setup (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this to provide power to a PD connected to the port. If left unchecked, the PD connected to the port cannot receive power from the Switch.
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the PD priority to allow the Switch to provide power to ports with higher priority. Select **Critical** to give the highest PD priority on the port. Select **High** to set the Switch to assign the remaining power to the port after all critical priority ports are served. Select **Low** to set the Switch to assign the remaining power to the port after all critical and high priority ports are served.
Power-Up	Set how the Switch provides power to a connected PD at power-up. **802.3af** – the Switch follows the IEEE 802.3af Power over Ethernet standard to supply power to the connected PDs during power-up. **Legacy** – the Switch can provide power to the connected PDs that require high inrush currents at power-up. Inrush current is the maximum, instantaneous input current drawn by the PD when first turned on. **Pre-802.3at** – the Switch initially offers power on the port according to the IEEE 802.3af standard, and then switches to support the IEEE 802.3at standard within 75 milliseconds after a PD is connected to the port. Select this option if the Switch is performing 2-event Layer-1 classification (PoE+ hardware classification) or the connected PD is NOT performing Layer 2 power classification using Link Layer Discovery Protocol (LLDP). **802.3at** – the Switch supports the IEEE 802.3at High Power over Ethernet standard and can supply power of up to 30 W per Ethernet port. IEEE 802.3at is also known as PoE+ or PoE Plus. An IEEE 802.3at compatible device is referred to as Type 2. Power Class 4 (High Power) can only be used by Type 2 devices. If the connected PD requires a Class 4 current when it is turned on, it will be powered up in this mode. **Force-802.3at** – the Switch offers power of up to 33 W on the port without performing PoE hardware classification. Select this option if the connected PD does not comply with any PoE standard and requests power higher than a standard power limit. **Pre-802.3bt** – the Switch offers power on the port according to the IEEE 802.3bt standard. Select this option if the connected PD was developed before the IEEE 802.3bt standard is implemented but requires power between 33 W and 60 W. IEEE 802.3bt is also known as PoE++ or PoE Plus Plus. **802.3bt** – the Switch supports the IEEE 802.3bt standard and can supply power of up to 60 W per Ethernet port to the connected PDs at power-up.
Max Power (mW)	Specify the maximum amount of power the PD could use from the Switch on this port. If you leave this field blank, the Switch refers to the standard or default maximum power for each class. Note: The setting you enter here will NOT take effect when the power-up mode is set to **802.3bt**.

Table 109 PORT > PoE Setup > PoE Setup (continued)

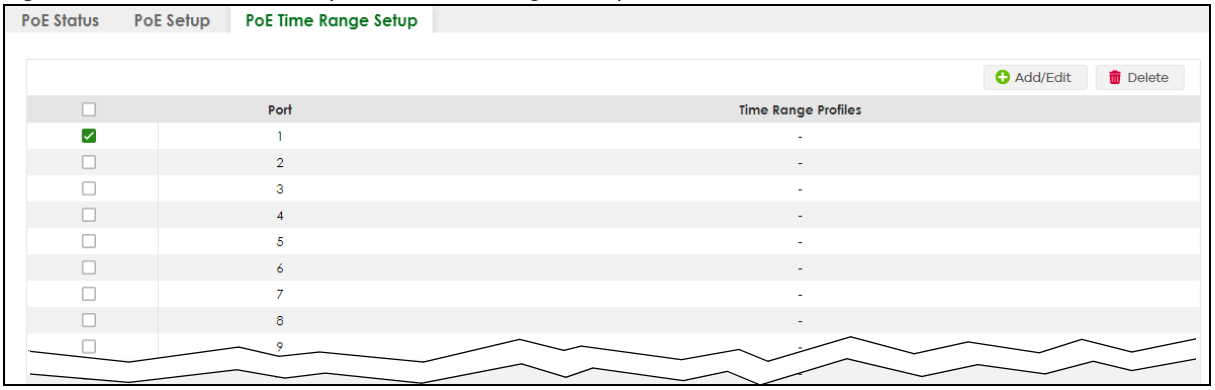
LABEL	DESCRIPTION
LLDP Power Via MDI	Select this to have the Switch negotiate PoE power with the PD connected to the port by transmitting LLDP Power Via MDI TLV frames. This helps the Switch allocate less power to the PD on this port. The connected PD must be able to request PoE power through LLDP. The Power Via MDI TLV allows PoE devices to advertise and discover the MDI power support capabilities of the sending port on the remote device. • Port Class • MDI Supported • MDI Enabled • Pair Controllable • PSE Power Pairs • Power Class
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

34.3 PoE Time Range Setup

Use this screen to apply a schedule to the ports on the Switch. You must first configure a schedule in the **SYSTEM** > **Time Range** screen.

Click the **PoE Time Range Setup** tab in the **PORT** > **PoE Setup** screen. The following screen opens.

Figure 147 PORT > PoE Setup > PoE Time Range Setup



The following table describes the labels in this screen.

Table 110 PORT > PoE Setup > PoE Time Range Setup

LABEL	DESCRIPTION
Port	This field displays the index number of the port. Click a port number to change the schedule settings.
Time Range Profiles	This field displays the name of the schedule which is applied to the port. PoE is enabled at the specified time or date.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.

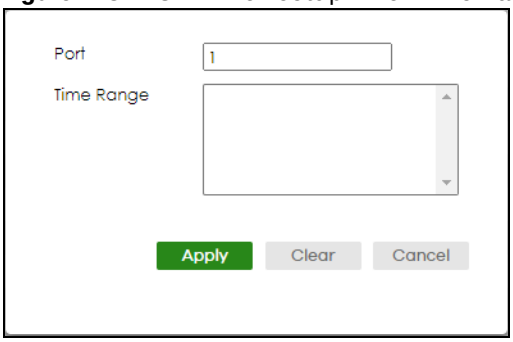
Table 110 PORT > PoE Setup > PoE Time Range Setup (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Check the rules that you want to remove and then click the **Delete** button.

34.3.1 Add/Edit PoE Time Range

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 148 PORT > PoE Setup > PoE Time Range Setup > Add/Edit



The following table describes the labels in this screen.

Table 111 PORT > PoE Setup > PoE Time Range Setup > Add/Edit

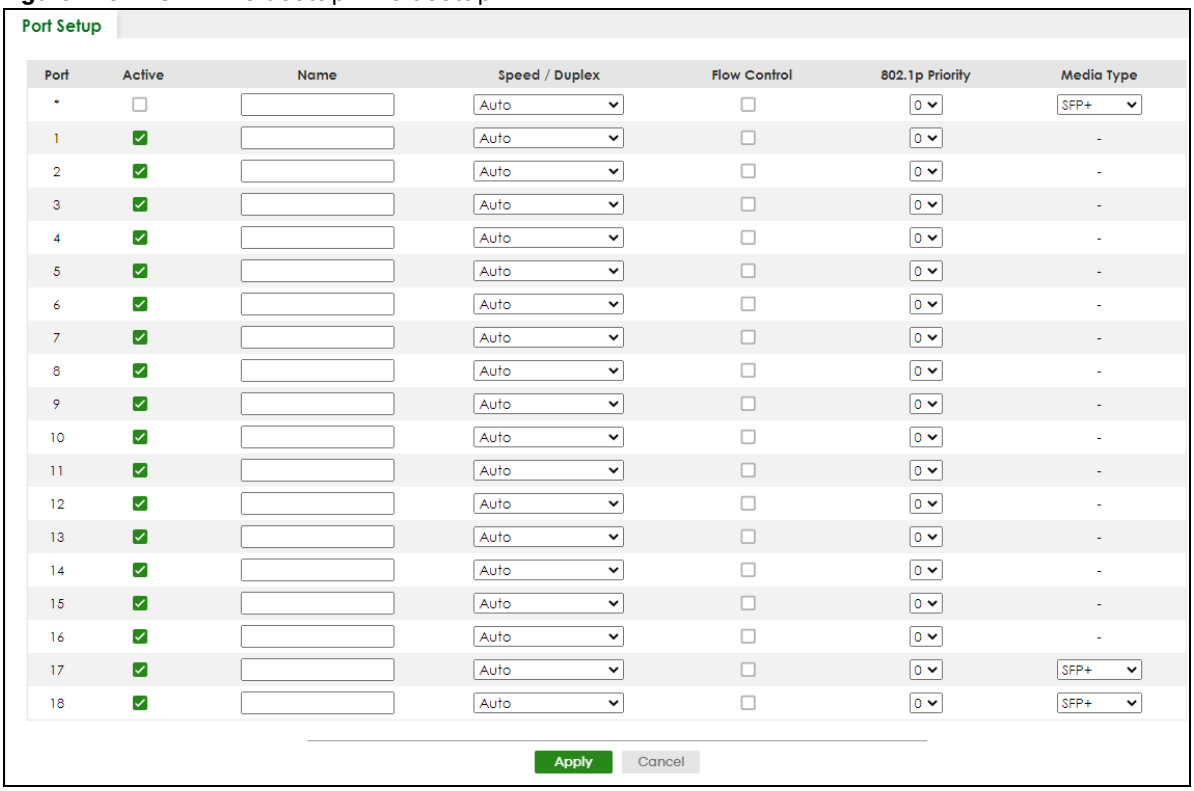
LABEL	DESCRIPTION
Port	Enter the number of the port to which you want to apply a schedule.
Time Range	This field displays the name of the schedule that you have created using the **SYSTEM** > **Time Range** screen. Select a pre-defined schedule to control when the Switch enables PoE to provide power on the port. To select more than one schedule, press [SHIFT] and select the choices at the same time.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 35
Port Setup

35.1 Port Setup

Use this screen to configure Switch port settings. Click **PORT** > **Port Setup** > **Port Setup** in the navigation panel to display the configuration screen.

Figure 149 PORT > Port Setup > Port Setup



The following table describes the labels in this screen.

Table 112 PORT > Port Setup > Port Setup

LABEL	DESCRIPTION
Port	This is the port index number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 112 PORT > Port Setup > Port Setup (continued)

LABEL	DESCRIPTION
Active	Select this check box to enable a port. The factory default for all ports is enabled. A port must be enabled for data transmission to occur.
Name	Type a descriptive name that identifies this port. You can enter up to 128 printable ASCII characters except [?], [|], ['] or ["]. Note: Due to space limitations, the port name may be truncated in some Web Configurator screens.
Speed/Duplex	Select the speed and the duplex mode of the Ethernet connection on this port. For an Ethernet port, the choices are **Auto**, **100-an** (100M/auto-negotiation), **100M / Full Duplex**, **1G / Full Duplex**, and **2.5G / Full Duplex**. For an SFP+ interface, the choices are **Auto**, **Auto-1G**, **1G / Full Duplex**, and **10G / Full Duplex**. Selecting **Auto-1G** or **Auto** (auto-negotiation) allows one port to negotiate with a peer port automatically to obtain the connection speed and duplex mode that both ends support. When auto-negotiation is turned on, a port on the Switch negotiates with the peer automatically to determine the connection speed and duplex mode. If the peer port does not support auto-negotiation or turns off this feature, the Switch determines the connection speed by detecting the signal on the cable and using half duplex mode. When the Switch's auto-negotiation is turned off, a port uses the pre-configured speed and duplex mode when making a connection, thus requiring you to make sure that the settings of the peer port are the same in order to connect.
Flow Control	A concentration of traffic on a port decreases port bandwidth and overflows buffer memory causing packet discards and frame losses. **Flow Control** is used to regulate transmission of signals to match the bandwidth of the receiving port. The Switch uses IEEE 802.3x flow control in full duplex mode and backpressure flow control in half duplex mode. IEEE 802.3x flow control is used in full duplex mode to send a pause signal to the sending port, causing it to temporarily stop sending signals when the receiving port memory buffers fill. Back Pressure flow control is typically used in half duplex mode to send a "collision" signal to the sending port (mimicking a state of packet collision) causing the sending port to temporarily stop sending signals and resend later. Select **Flow Control** to enable it.
802.1p Priority	This priority value is added to incoming frames without a (802.1p) tag.
Media Type	You can insert either an SFP+ transceiver or an SFP+ Direct Attach Copper (DAC) cable into the 10 Gigabit interface of the Switch. Select the media type (**SFP+** or **DAC10G**) of the SFP+ module that is attached to the 10 Gigabit interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 36
SWITCHING

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

Quick links to chapters:

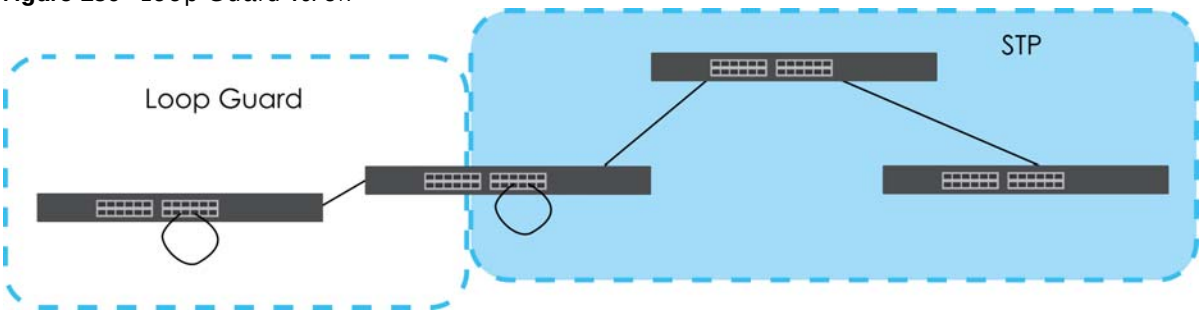
CHAPTER 37
Loop Guard

37.1 Loop Guard Overview

This chapter shows you how to configure the Switch to guard against loops on the edge of your network.

Loop guard allows you to configure the Switch to shut down a port if it detects that packets sent out on that port loop back to the Switch. While you can use Spanning Tree Protocol (STP) to prevent loops in the core of your network, STP cannot prevent loops that occur on the edge of your network.

Figure 150 Loop Guard vs. STP



Refer to Section 37.1.2 on page 217 for more information.

37.1.1 What You Can Do

Use the **Loop Guard** screen (Section 37.2 on page 219) to enable loop guard on the Switch and in specific ports.

37.1.2 What You Need to Know

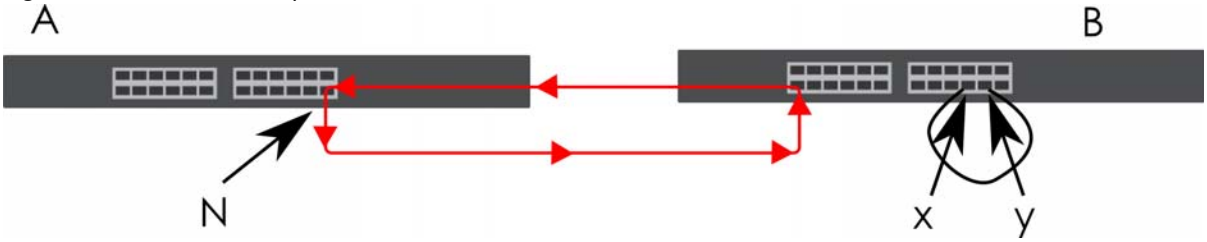
Loop guard is designed to handle loop problems on the edge of your network. This can occur when a port is connected to a Switch that is in a loop state. Loop state occurs as a result of human error. It happens when two ports on a switch are connected with the same cable. When a switch in loop state sends out broadcast messages the messages loop back to the switch and are re-broadcast again and again causing a broadcast storm.

If a switch (not in loop state) connects to a switch in loop state, then it will be affected by the switch in loop state in the following way:

- The switch (not in loop state) will receive broadcast messages sent out from the switch in loop state.
- The switch (not in loop state) will receive its own broadcast messages that it sends out as they loop back. It will then re-broadcast those messages again.

The following figure shows port **N** on switch **A** connected to switch **B**. Switch **B** has two ports, **x** and **y**, mistakenly connected to each other. It forms a loop. When broadcast or multicast packets leave port **N** and reach switch **B**, they are sent back to port **N** on **A** as they are rebroadcast from **B**.

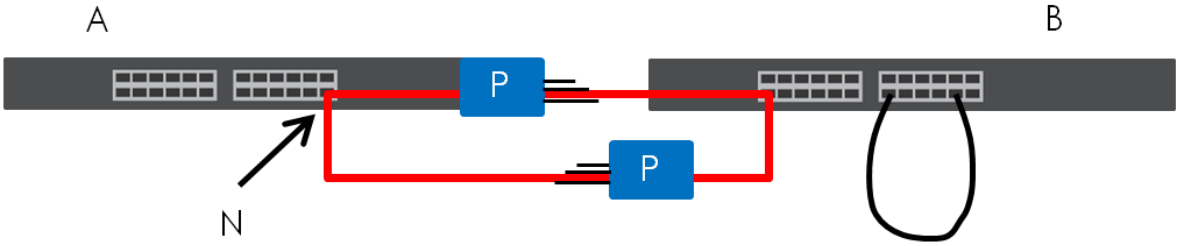
Figure 151 Switch in Loop State



The loop guard feature checks to see if a loop guard enabled port is connected to a Switch in loop state. This is accomplished by periodically sending a probe packet and seeing if the packet returns on the same port. If this is the case, the Switch will shut down the port connected to the switch in loop state.

Loop guard can be enabled on both Ethernet ports. The following figure shows a loop guard enabled port **N** on switch **A** sending a probe packet **P** to switch **B**. Since switch **B** is in loop state, the probe packet **P** returns to port **N** on **A**. The Switch then shuts down port **N** to ensure that the rest of the network is not affected by the switch in loop state.

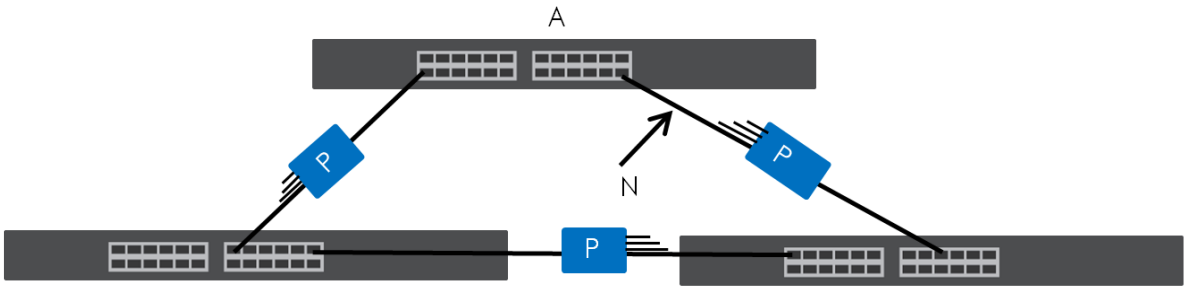
Figure 152 Loop Guard – Probe Packet



The Switch also shuts down port **N** if the probe packet returns to switch **A** on any other port. In other words loop guard also protects against standard network loops.

The following figure illustrates three switches forming a loop. A sample path of the loop guard probe packet is also shown. In this example, the probe packet is sent from port **N** and returns on another port. As long as loop guard is enabled on port **N**. The Switch will shut down port **N** if it detects that the probe packet has returned to the Switch.

Figure 153 Loop Guard – Network Loop



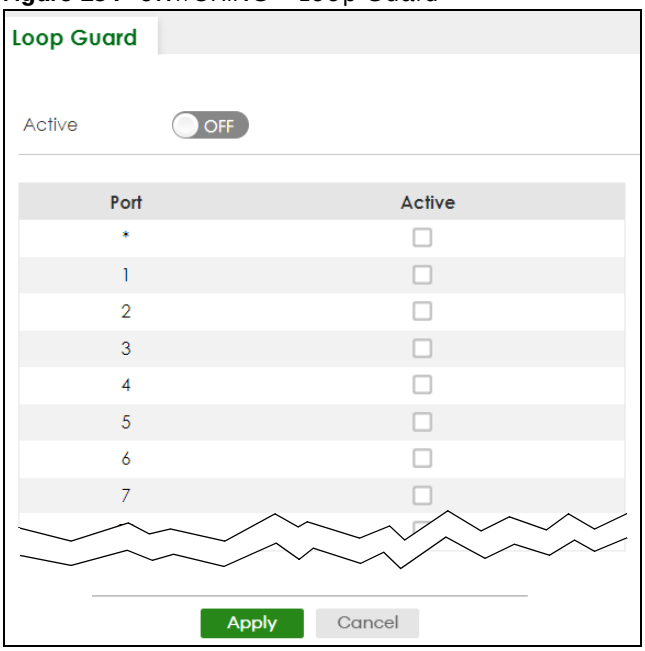
Note: After resolving the loop problem on your network you can re-activate the disabled port through the Web Configurator or through commands (See the CLI Reference Guide).

37.2 Loop Guard Setup

Click **SWITCHING** > **Loop Guard** in the navigation panel to display the screen as shown.

Note: The loop guard feature cannot be enabled on the ports that have Spanning Tree Protocol (RSTP or MSTP) enabled.

Figure 154 SWITCHING > Loop Guard



The following table describes the labels in this screen.

Table 113 SWITCHING > Loop Guard

LABEL	DESCRIPTION
Active	Enable the switch button to activate loop guard function on the Switch. The Switch generates syslog, internal log messages as well as SNMP traps when it shuts down a port through the loop guard feature.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this check box to enable the loop guard feature on this port. The Switch sends broadcast and multicast probe packets from this port to check if the switch it is connected to is in loop state. If the switch that this port is connected is in loop state the Switch will shut down this port. Clear this check box to disable the loop guard feature.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 38
Mirroring

38.1 Mirroring Overview

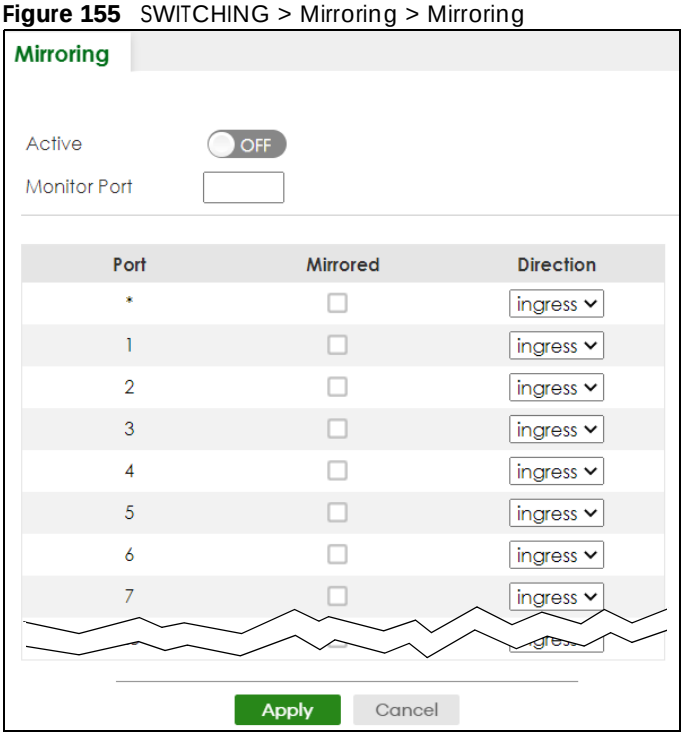
This chapter discusses port mirroring setup screens.

Port mirroring allows you to copy a traffic flow to a monitor port (the port you copy the traffic to) in order that you can examine the traffic from the monitor port without interference.

38.2 Port Mirroring Setup

Click **SWITCHING** > **Mirroring** > **Mirroring** in the navigation panel to display the **Mirroring** screen. Use this screen to select a monitor port and specify the traffic flow to be copied to the monitor port.

Figure 155 SWITCHING > Mirroring > Mirroring



The following table describes the labels in this screen.

Table 114 SWITCHING > Mirroring > Mirroring

LABEL	DESCRIPTION
Active	Enable the switch button to activate port mirroring on the Switch. Disable the switch to disable the feature.
Monitor Port	The monitor port is the port you copy the traffic to in order to examine it in more detail without interfering with the traffic flow on the original ports. Enter the port number of the monitor port.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Mirrored	Select this option to mirror the traffic on a port.
Direction	Specify the direction of the traffic to mirror by selecting from the drop-down list box. Choices are **Egress** (outgoing), **Ingress** (incoming) and **Both**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 39
Multicast

39.1 Multicast Overview

This chapter shows you how to configure various multicast features.

Traditionally, IP packets are transmitted in one of either two ways – Unicast (one sender to one recipient) or Broadcast (one sender to everybody on the network). Multicast delivers IP packets to just a group of hosts on the network.

IGMP (Internet Group Management Protocol) is a network-layer protocol used to establish membership in a multicast group – it is not used to carry user data. Refer to RFC 1112, RFC 2236 and RFC 3376 for information on IGMP versions 1, 2 and 3 respectively.

39.1.1 What You Can Do – IPv4 Multicast

- Use the **IPv4 Multicast Status** screen (Section 39.2 on page 223) to view IPv4 multicast group information.
- Use the **IGMP Snooping** screen (Section 39.3 on page 224) to enable IGMP snooping to forward group multicast traffic only to ports that are members of that group.
- Use the **IGMP Snooping VLAN** screen (Section 39.4 on page 226) to perform IGMP snooping on VLANs.

39.1.2 What You Need to Know

Read on for concepts on Multicasting that can help you configure the screens in this chapter.

IP Multicast Addresses

In IPv4, a multicast address allows a device to send packets to a specific group of hosts (multicast group) in a different subnetwork. A multicast IP address represents a traffic receiving group, not individual receiving devices. IP addresses in the Class D range (224.0.0.0 to 239.255.255.255) are used for IP multicasting. Certain IP multicast numbers are reserved by IANA for special purposes (see the IANA website for more information).

IGMP Filtering

With the IGMP filtering feature, you can control which IGMP groups a subscriber on a port can join. This allows you to control the distribution of multicast services (such as content information distribution) based on service plans and types of subscription.

You can set the Switch to filter the multicast group join reports on a per-port basis by configuring an IGMP filtering profile and associating the profile to a port.

IGMP Snooping

A Switch can passively snoop on IGMP packets transferred between IP multicast routers or switches and IP multicast hosts to learn the IP multicast group membership. It checks IGMP packets passing through it, picks out the group registration information, and configures multicasting accordingly. IGMP snooping allows the Switch to learn multicast groups without you having to manually configure them.

The Switch forwards multicast traffic destined for multicast groups (that it has learned from IGMP snooping or that you have manually configured) to ports that are members of that group. IGMP snooping generates no additional network traffic, allowing you to significantly reduce multicast traffic passing through your Switch.

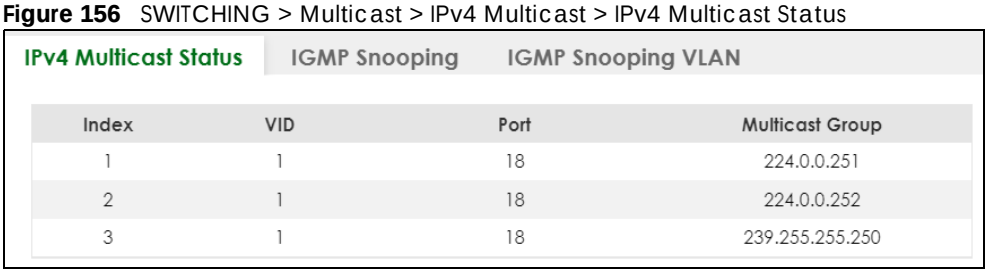
IGMP Snooping and VLANs

The Switch can perform IGMP snooping on up to 16 VLANs. You can configure the Switch to automatically learn multicast group membership of any VLANs. The Switch then performs IGMP snooping on the first 16 VLANs that send IGMP packets. This is referred to as auto mode. Alternatively, you can specify the VLANs that IGMP snooping should be performed on. This is referred to as fixed mode. In fixed mode the Switch does not learn multicast group membership of any VLANs other than those explicitly added as an IGMP snooping VLAN.

39.2 IPv4 Multicast Status

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IPv4 Multicast Status** to display the screen as shown. This screen shows the IPv4 multicast group information. See Section 39.1 on page 222 for more information on multicasting.

Figure 156 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status



The following table describes the labels in this screen.

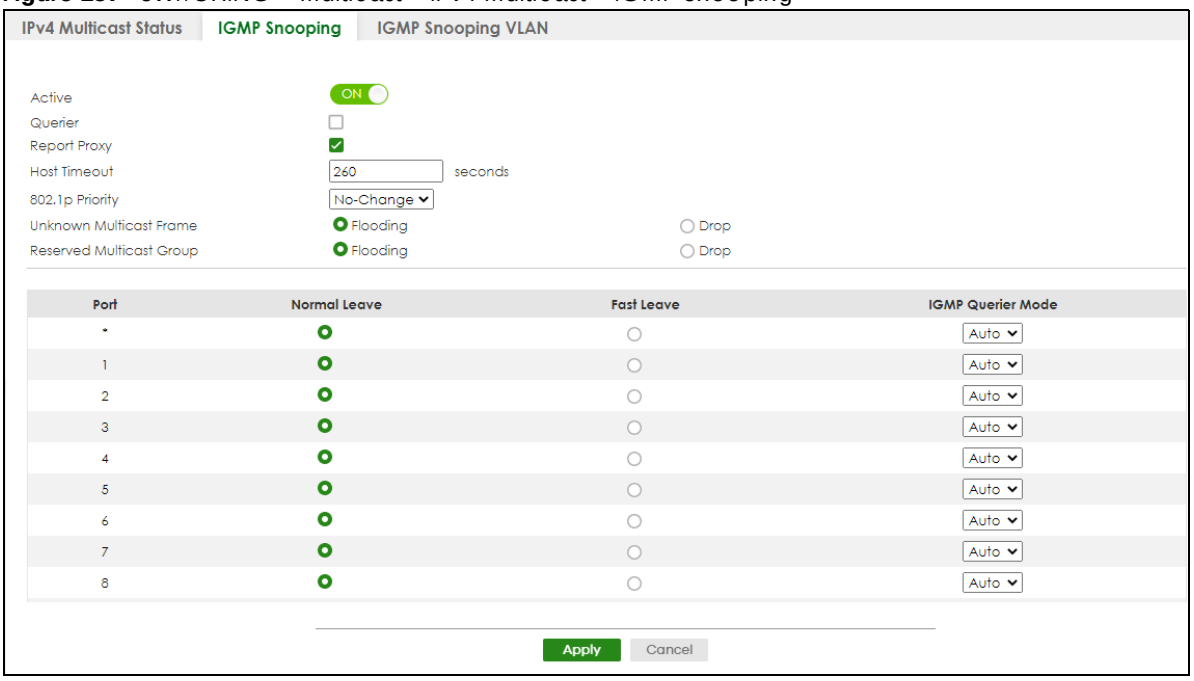
Table 115 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status

LABEL	DESCRIPTION
Index	This is the index number of the entry.
VID	This field displays the multicast VLAN ID.
Port	This field displays the port number that belongs to the multicast group.
Multicast Group	This field displays IP multicast group addresses.

39.3 IGMP Snooping

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** to display the screen as shown. See Section 39.1 on page 222 for more information on multicasting.

Figure 157 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping



The following table describes the labels in this screen.

Table 116 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping

LABEL	DESCRIPTION
Active	Enable the switch button to enable IGMP Snooping to forward group multicast traffic only to ports that are members of that group.
Querier	Select this to allow the Switch to send IGMP General Query messages to the VLANs with the multicast hosts attached.
Report Proxy	Select this to allow the Switch to act as the IGMP report proxy and leave proxy. It will report group changes to a connected multicast router. The Switch not only checks IGMP packets between multicast routers or switches and multicast hosts to learn the multicast group membership, but also replaces the source MAC address in an IGMP v1/v2 report with its own MAC address before forwarding to the multicast router or switch. When the Switch receives more than one IGMP v1/v2 join report that requests to join the same multicast group, it only sends a new join report with its MAC address. This helps reduce the number of multicast join reports passed to the multicast router or switch. The Switch sends a leave message with its MAC address to the multicast router or switch only when it receives the leave message from the last host in a multicast group.
Host Timeout	Specify the time (from 1 to 16711450) in seconds that elapses before the Switch removes an IGMP group membership entry if it does not receive report messages from the port.
802.1p Priority	Select a priority level (0 – 7) to which the Switch changes the priority in outgoing IGMP control packets. Otherwise, select **No-Change** to not replace the priority.
Unknown Multicast Frame	Specify the action to perform when the Switch receives an unknown multicast frame. Select **Drop** to discard the frames. Select **Flooding** to send the frames to all ports.

Table 116 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

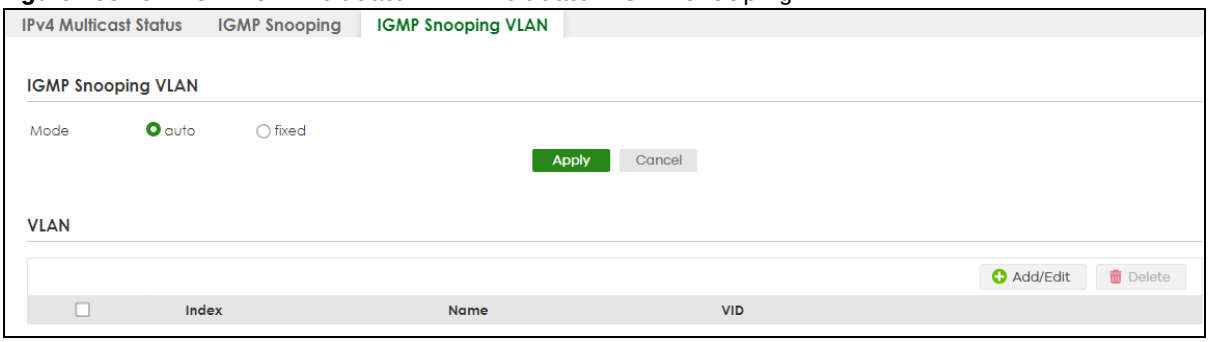
LABEL	DESCRIPTION
Reserved Multicast Group	The IP address range of 224.0.0.0 to 224.0.0.255 are reserved for multicasting on the local network only. For example, 224.0.0.1 is for all hosts on a local network segment and 224.0.0.9 is used to send RIP routing information to all RIP v2 routers on the same network segment. A multicast router will not forward a packet with the destination IP address within this range to other networks. See the IANA web site for more information. The layer-2 multicast MAC addresses used by Cisco layer-2 protocols, 01:00:0C:CC:CC:CC and 01:00:0C:CC:CC:CD, are also included in this group. Specify the action to perform when the Switch receives a frame with a reserved multicast address. • Select **Flooding** to send the frames to all ports. • Select **Drop** to discard the frames.
Use this section to configure IGMP Snooping on each port.	
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Normal Leave	In normal leave mode, when the Switch receives an IGMP leave message from a host on a port, it forwards the message to the multicast router. The multicast router then sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. The Switch forwards the query message to all hosts connected to the port and waits for IGMP reports from hosts to update the forwarding table. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
Fast Leave	In fast leave mode, right after receiving an IGMP leave message from a host on a port, the Switch itself sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. This helps speed up the leave process. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
IGMP Querier Mode	The Switch treats an IGMP query port as being connected to an IGMP multicast router (or server). The Switch forwards IGMP join or leave packets to an IGMP query port. Select **Auto** to have the Switch use the port as an IGMP query port if the port receives IGMP query packets. Select **Fixed** to have the Switch always use the port as an IGMP query port. Select this when you connect an IGMP multicast server to the port. Select **Edge** to stop the Switch from using the port as an IGMP query port. The Switch will not keep any record of an IGMP router being connected to this port. The Switch does not forward IGMP join or leave packets to this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

39.4 IGMP Snooping VLAN

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping VLAN** to display the screen as shown. See IGMP Snooping and VLANs on page 223 for more information on IGMP Snooping VLAN.

Note: You can perform IGMP snooping on up to 16 VLANs.

Figure 158 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN



The following table describes the labels in this screen.

Table 117 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN

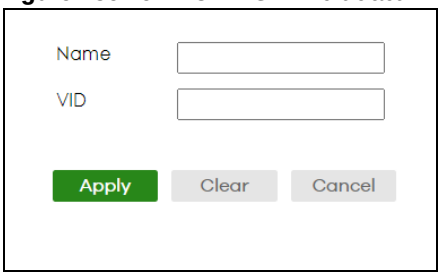
LABEL	DESCRIPTION
IGMP Snooping VLAN	
Mode	Select **auto** to have the Switch learn multicast group membership information of any VLANs automatically. Select **fixed** to have the Switch only learn multicast group membership information of the VLANs that you specify below. In either **auto** or **fixed** mode, the Switch can learn up to 16 VLANs. The Switch drops any IGMP control messages which do not belong to these 16 VLANs. You must also enable IGMP snooping in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** screen first.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
VLAN Use this section of the screen to add VLANs on which the Switch is to perform IGMP snooping.	
Index	This is the index number of the IGMP snooping VLAN entry in the table.
Name	This field displays the descriptive name for this VLAN group.
VID	This field displays the ID number of the VLAN group.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to create a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

39.4.1 Add/Edit IGMP Snooping VLANs

This screen allows you to add an IGMP snooping VLAN or edit an existing one.

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 159 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit



The following table describes the labels in this screen.

Table 118 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit

LABEL	DESCRIPTION
Name	Enter the descriptive name of the VLAN for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["] or [,].
VID	Enter the ID of a static VLAN; the valid range is between 1 and 4094.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 40
Static Multicast Forwarding

40.1 Static Multicast Forwarding Overview

This chapter discusses how to configure static multicast forwarding rules based on multicast MAC addresses or multicast IPv4 addresses.

Use these screens to configure static multicast address forwarding by defining the ports and VLANs that multicast traffic can pass through the Switch. If a subscriber is on a different port or VLAN, then the subscriber will not get the multicast.

40.1.1 What You Can Do

Use the **Static Multicast Forwarding By MAC** screen (Section 40.2 on page 229) to configure rules to forward specific multicast frames, such as streaming or control frames, to specific ports.

40.1.2 What You Need To Know

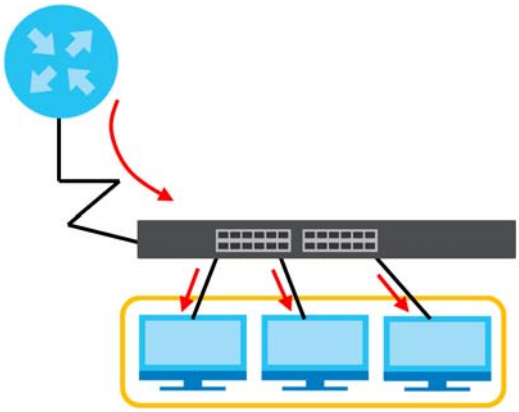
A multicast MAC address or multicast IP address is the MAC address or IP address of a multicast group, and not a receiving device.

A static multicast address is a multicast MAC address or multicast IPv4 address that has been manually entered in the multicast table. This identifies the destination of the multicast content. Multicast IPv4 addresses uses the Class D IP addresses range 224.0.0.0 to 239.255.255.255. Multicast MAC addresses have a “1” as the last binary bit of the first octet pair (for example, 01:00:5e:00:00:0A). Static multicast addresses do not age out. See IP Multicast Addresses on page 222 for more information on IP multicast addresses.

Note: Static (manual) multicast forwarding allows you (the administrator) to forward multicast frames to a member without the member having to join the group first.

If a multicast group has no members, then the Switch cannot forward to specific ports unless you configure static (manual) multicast entries. The Switch will either flood the multicast frames to all ports (default) or drop them. Figure 160 on page 229 shows such unknown multicast frames flooded to all ports. With static multicast forwarding, you can forward these multicasts to ports within a VLAN group.

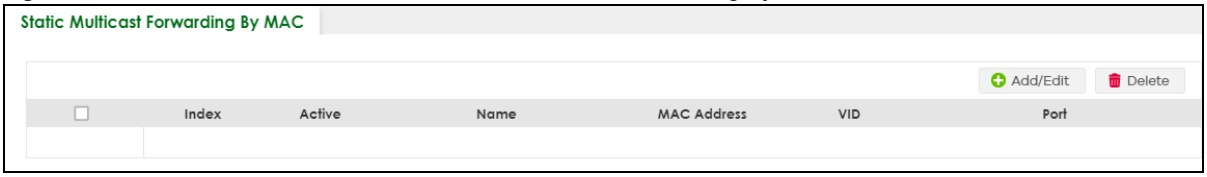
Figure 160 No Multicast Forwarding



40.2 Static Multicast Forwarding By MAC

Use this screen to view and configure static multicast MAC addresses for ports to receive the multicast stream. Click **SWITCHING** > **Multicast** > **Static Multicast Forwarding By MAC** to display the screen as shown next.

Figure 161 SWITCHING > Multicast > Static Multicast Forwarding By MAC



The following table describes the labels in this screen.

Table 119 SWITCHING > Multicast > Static Multicast Forwarding By MAC

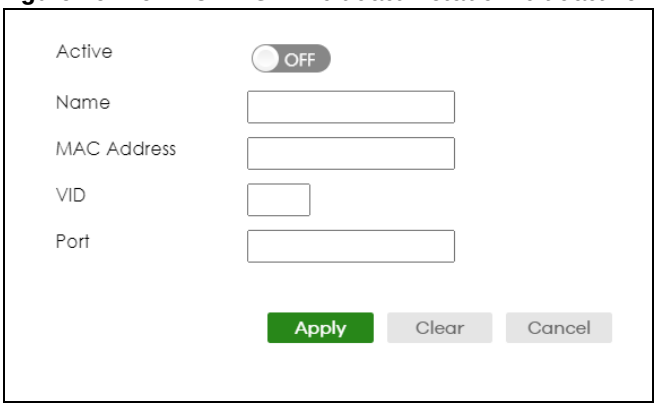
LABEL	DESCRIPTION
Index	This is the index number of the static multicast MAC address rule.
Active	This field displays whether a static multicast MAC address forwarding rule is active or not. You may temporarily deactivate a rule without deleting it.
Name	This field displays the descriptive name for identification purposes for a static multicast MAC address-forwarding rule.
MAC Address	This field displays the multicast MAC address that identifies a multicast group.
VID	This field displays the ID number of a VLAN group to which frames containing the specified multicast MAC address will be forwarded.
Port	This field displays the ports within an identified VLAN group to which frames containing the specified multicast MAC address will be forwarded.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

40.2.1 Add/Edit Static Multicast Forwarding By MAC

Use this screen to add a static multicast MAC address rule for ports to receive the multicast stream.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Multicast** > **Static Multicast Forwarding By MAC** to display this screen.

Figure 162 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Add/Edit



The following table describes the labels in this screen.

Table 120 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by disabling the switch.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for this static multicast MAC address forwarding rule. This is for identification only.
MAC Address	Enter a multicast MAC address which identifies the multicast group. The last binary bit of the first octet pair in a multicast MAC address must be 1. For example, the first octet pair 00000001 is 01 in hexadecimal, so 01:00:5e:00:00:0A and 01:00:5e:00:00:27 are valid multicast MAC addresses.
VID	You can forward frames with matching destination multicast MAC address to ports within a VLAN group. Enter the ID that identifies the VLAN group here. If you do NOT have a specific target VLAN, enter 1.
Port	Enter the ports where frames with destination multicast MAC address that matched the entry above are forwarded. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 41
Differentiated Services

41.1 DiffServ Overview

This chapter shows you how to configure Differentiated Services (DiffServ) on the Switch.

Quality of Service (QoS) is used to prioritize source-to-destination traffic flows. All packets in the flow are given the same priority. You can use CoS (class of service) to give different priorities to different packet types.

DiffServ is a class of service (CoS) model that marks packets so that they receive specific per-hop treatment at DiffServ-compliant network devices along the route based on the application types and traffic flow. Packets are marked with DiffServ Code Points (DSCPs) indicating the level of service desired. This allows the intermediary DiffServ-compliant network devices to handle the packets differently depending on the code points without the need to negotiate paths or remember state information for every flow. In addition, applications do not have to request a particular service or give advanced notice of where the traffic is going.

41.1.1 What You Can Do

- Use the **Diffserv** screen (Section 41.1 on page 231) to activate DiffServ to apply marking rules or IEEE 802.1p priority mapping on the Switch.
- Use the **DSCP Setting** screen (Section 41.3.1 on page 234) to change the DSCP-IEEE 802.1p mapping.

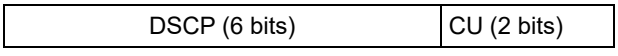
41.1.2 What You Need to Know

Read on for concepts on Differentiated Services that can help you configure the screens in this chapter.

DSCP and Per-Hop Behavior

DiffServ defines a new DS (Differentiated Services) field to replace the Type of Service (ToS) field in the IP header. The DS field contains a 6-bit DSCP field which can define up to 64 service levels and the remaining 2 bits are defined as currently unused (CU). The following figure illustrates the DS field.

Figure 163 DiffServ: Differentiated Service Field



DSCP is backward compatible with the three precedence bits in the ToS octet so that non-DiffServ compliant, ToS-enabled network device will not conflict with the DSCP mapping.

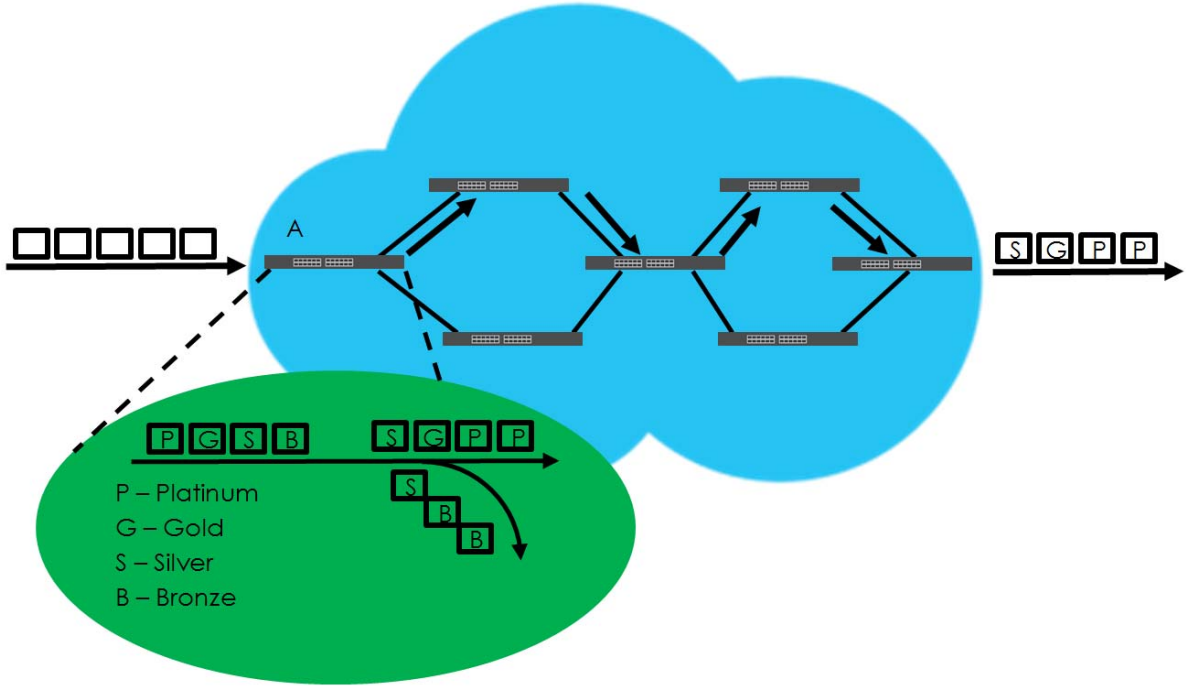
The DSCP value determines the PHB (Per-Hop Behavior), that each packet gets as it is forwarded across the DiffServ network. Based on the marking rule different kinds of traffic can be marked for different

priorities of forwarding. Resources can then be allocated according to the DSCP values and the configured policies.

DiffServ Network Example

The following figure depicts a DiffServ network consisting of a group of directly connected DiffServ-compliant network devices. The boundary node (**A** in Figure 164) in a DiffServ network classifies (marks with a DSCP value) the incoming packets into different traffic flows (**Platinum**, **Gold**, **Silver**, **Bronze**) based on the configured marking rules. A network administrator can then apply various traffic policies to the traffic flows. An example traffic policy, is to give higher drop precedence to one traffic flow over others. In our example, packets in the **Bronze** traffic flow are more likely to be dropped when congestion occurs than the packets in the **Platinum** traffic flow as they move across the DiffServ network.

Figure 164 DiffServ Network

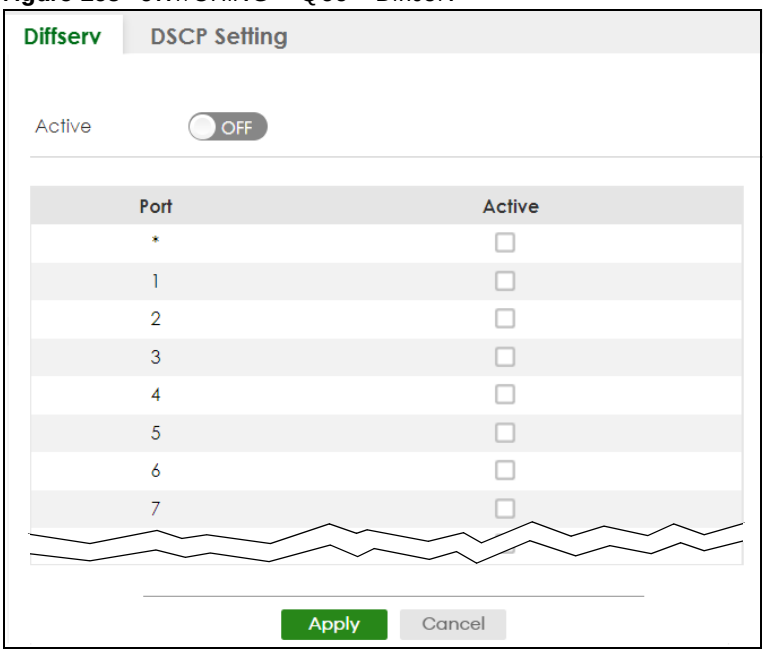


41.2 Activating DiffServ

Activate DiffServ to apply marking rules or IEEE 802.1p priority mapping on the selected ports.

Click **SWITCHING** > **QoS** > **Diffserv** to display the screen as shown.

Figure 165 SWITCHING > QoS > Diffserv



The following table describes the labels in this screen.

Table 121 SWITCHING > QoS > Diffserv

LABEL	DESCRIPTION
Active	Enable the switch button to enable Diffserv on the Switch.
Port	This field displays the index number of a port on the Switch.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select **Active** to enable Diffserv on the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

41.3 DSCP-to-IEEE 802.1p Priority Settings

You can configure the DSCP to IEEE 802.1p mapping to allow the Switch to prioritize all traffic based on the incoming DSCP value according to the DiffServ to IEEE 802.1p mapping table.

The following table shows the default DSCP-to-IEEE802.1p mapping.

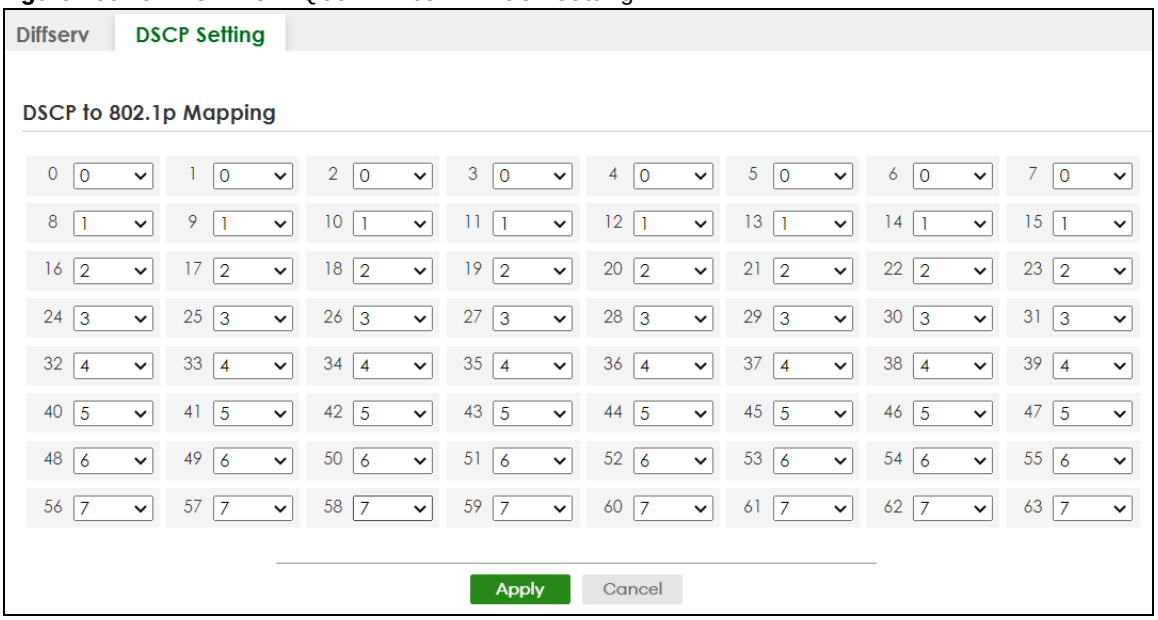
Table 122 Default DSCP-IEEE 802.1p Mapping

DSCP VALUE	0 – 7	8 – 15	16 – 23	24 – 31	32 – 39	40 – 47	48 – 55	56 – 63
IEEE 802.1p	0	1	2	3	4	5	6	7

41.3.1 Configuring DSCP Settings

To change the DSCP-IEEE 802.1p mapping click **SWITCHING** > **QoS** > **Diffserv** > **DSCP Setting** to display the screen as shown next.

Figure 166 SWITCHING > QoS > Diffserv > DSCP Setting



The following table describes the labels in this screen.

Table 123 SWITCHING > QoS > Diffserv > DSCP Setting

LABEL	DESCRIPTION
0 ... 63	This is the DSCP classification identification number. To set the IEEE 802.1p priority mapping, select the priority level from the drop-down list box.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 42
Queuing Method

42.1 Queuing Method Overview

This section introduces the queuing methods supported.

Queuing is used to help solve performance degradation when there is network congestion. Use the **Queuing Method** screen to configure queuing algorithms for outgoing traffic. See also **Priority Queue Assignment** in the **SWITCHING** > **QoS** > **Priority Queue** screen and **802.1p Priority** in the **PORT** > **Port Setup** screen for related information.

42.1.1 What You Can Do

Use the **Queuing Method** screen (Section 42.2 on page 236) to set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.

42.1.2 What You Need to Know

Queuing algorithms allow switches to maintain separate queues for packets from each individual source or flow and prevent a source from monopolizing the bandwidth.

Strictly Priority Queuing

Strictly Priority Queuing (SPQ) services queues based on priority only. As traffic comes into the Switch, traffic on the highest priority queue, Q7 is transmitted first. When that queue empties, traffic on the next highest-priority queue, Q6 is transmitted until Q6 empties, and then traffic is transmitted on Q5 and so on. If higher priority queues never empty, then traffic on lower priority queues never gets sent. SPQ does not automatically adapt to changing network requirements.

Weighted Fair Queuing

Weighted Fair Queuing is used to guarantee each queue's minimum bandwidth based on its bandwidth weight (portion) (the number you configure in the Weight field) when there is traffic congestion. WFQ is activated only when a port has more traffic than it can handle. Queues with larger weights get more guaranteed bandwidth than queues with smaller weights. This queuing mechanism is highly efficient in that it divides any available bandwidth across the different traffic queues. By default, the weight for Q0 is 1, for Q1 is 2, for Q2 is 3, and so on.

Weighted Round Robin Scheduling (WRR)

Round Robin Scheduling services queues on a rotating basis and is activated only when a port has more traffic than it can handle. A queue is given an amount of bandwidth irrespective of the incoming traffic

on that port. This queue then moves to the back of the list. The next queue is given an equal amount of bandwidth, and then moves to the end of the list; and so on, depending on the number of queues being used. This works in a looping fashion until a queue is empty.

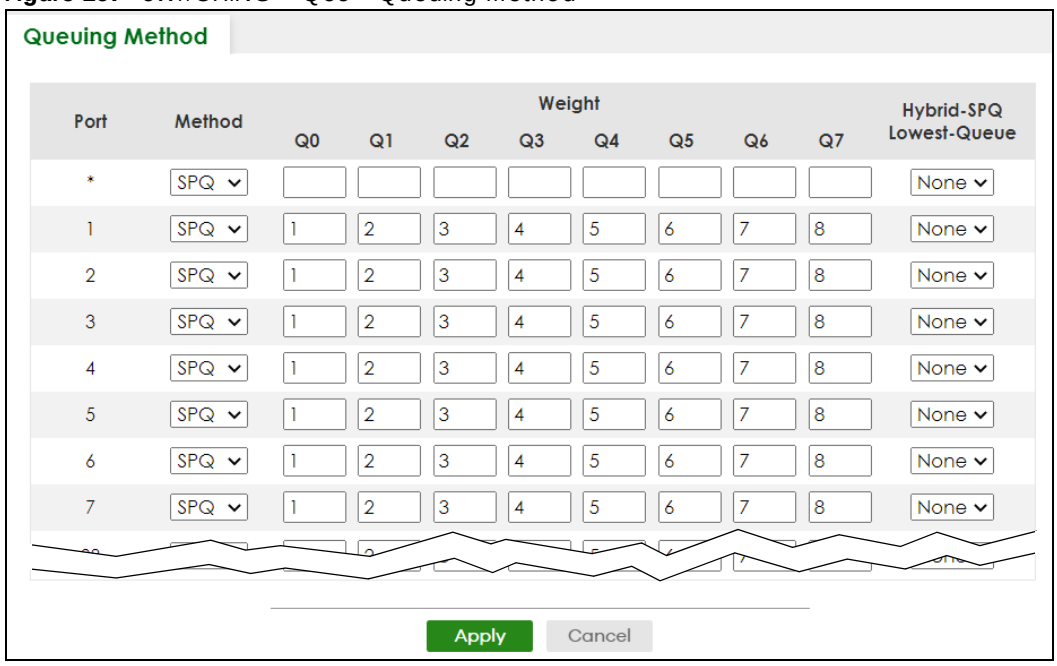
Weighted Round Robin Scheduling (WRR) uses the same algorithm as round robin scheduling, but services queues based on their priority and queue weight (the number you configure in the queue **Weight** field) rather than a fixed amount of bandwidth. WRR is activated only when a port has more traffic than it can handle. Queues with larger weights get more service than queues with smaller weights. This queuing mechanism is highly efficient in that it divides any available bandwidth across the different traffic queues and returns to queues that have not yet emptied.

42.2 Configuring Queuing

Use this screen to set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.

Click **SWITCHING** > **QoS** > **Queuing Method** to display the screen as shown below.

Figure 167 SWITCHING > QoS > Queuing Method



The following table describes the labels in this screen.

Table 124 SWITCHING > QoS > Queuing Method

LABEL	DESCRIPTION
Port	This label shows the port you are configuring.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 124 SWITCHING > QoS > Queuing Method (continued)

LABEL	DESCRIPTION
Method	Select **SPQ** (Strictly Priority Queuing), **WFQ** (Weighted Fair Queuing) or **WRR** (Weighted Round Robin). Strictly Priority Queuing services queues based on priority only. When the highest priority queue empties, traffic on the next highest-priority queue begins. Q7 has the highest priority and Q0 the lowest. Weighted Fair Queuing is used to guarantee each queue's minimum bandwidth based on their bandwidth portion (weight) (the number you configure in the **Weight** field). Queues with larger weights get more guaranteed bandwidth than queues with smaller weights. Weighted Round Robin Scheduling services queues on a rotating basis based on their queue weight (the number you configure in the queue **Weight** field). Queues with larger weights get more service than queues with smaller weights.
Weight	When you select **WFQ** or **WRR**, enter the queue weight here. Bandwidth is divided across the different traffic queues according to their weights.
Hybrid-SPQ Lowest-Queue	This field is applicable only when you select **WFQ** or **WRR**. Select a queue (**Q0** to **Q7**) to have the Switch use **SPQ** to service the subsequent queues after and including the specified queue for the port. For example, if you select **Q5**, the Switch services traffic on **Q5**, **Q6** and **Q7** using **SPQ**. Select **None** to always use **WFQ** or **WRR** for the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 43
Priority Queue

43.1 Priority Queue Overview

IEEE 802.1p defines up to eight separate traffic types by inserting a tag into a MAC-layer frame that contains bits to define class of service. Frames without an explicit priority tag are given the default priority of the ingress port. Use this screen to configure the priority level-to-physical queue mapping. The Switch has eight physical queues that you can map to the eight priority levels.

On the Switch, traffic assigned to higher index queues gets through faster while traffic in lower index queues is dropped if the network is congested.

43.1.1 What You Can Do

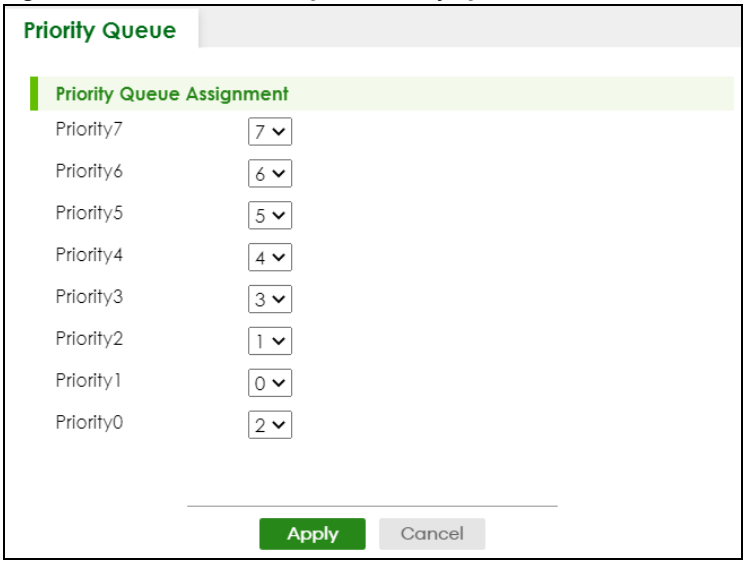
Use the **Priority Queue** screen (Section 43.2 on page 238) to configure the priority level-to-physical queue mapping.

43.2 Assign Priority Queue

Use this screen to assign priority level to each queue.

Click **SWITCHING** > **QoS** > **Priority Queue** to open this screen.

Figure 168 SWITCHING > QoS > Priority Queue



The following table describes the related labels in this screen.

Table 125 SWITCHING > QoS > Priority Queue

LABEL	DESCRIPTION
Priority Queue Assignment The following descriptions are based on the traffic types defined in the IEEE 802.1d standard (which incorporates the 802.1p). To map a priority level to a physical queue, select a physical queue from the drop-down menu on the right.	
Priority 7	Typically used for network control traffic such as router configuration messages.
Priority 6	Typically used for voice traffic that is especially sensitive to jitter (jitter is the variations in delay).
Priority 5	Typically used for video that consumes high bandwidth and is sensitive to jitter.
Priority 4	Typically used for controlled load, latency-sensitive traffic such as SNA (Systems Network Architecture) transactions.
Priority 3	Typically used for "excellent effort" or better than best effort and would include important business traffic that can tolerate some delay.
Priority 2	This is for "spare bandwidth".
Priority 1	This is typically used for non-critical "background" traffic such as bulk transfers that are allowed but that should not affect other applications and users.
Priority 0	Typically used for best-effort traffic.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 44
Bandwidth Control

44.1 Bandwidth Control Overview

This chapter shows you how you can cap the maximum bandwidth using the **Bandwidth Control** screen.

Bandwidth control means defining a maximum allowable bandwidth for incoming and/or out-going traffic flows on a port.

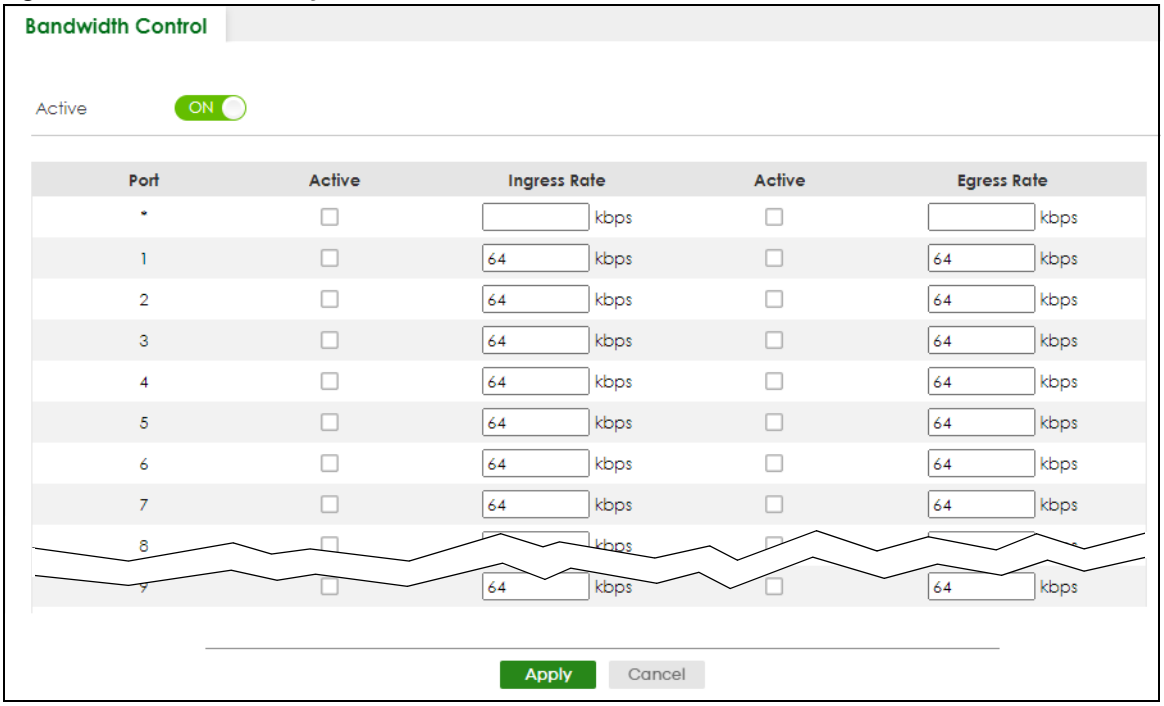
44.1.1 What You Can Do

Use the **Bandwidth Control** screen (Section 44.2 on page 240) to limit the bandwidth for traffic going through the Switch.

44.2 Bandwidth Control Setup

Click **SWITCHING** > **QoS** > **Bandwidth Control** in the navigation panel to bring up the screen as shown next.

Figure 169 SWITCHING > QoS > Bandwidth Control



The following table describes the related labels in this screen.

Table 126 SWITCHING > QoS > Bandwidth Control

LABEL	DESCRIPTION
Active	Enable the switch button to enable bandwidth control on the Switch.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this check box to activate ingress rate limits on this port.
Ingress Rate	Specify the maximum bandwidth allowed in kilobits per second (Kbps) for the incoming traffic flow on a port. Note: Ingress rate bandwidth control applies to layer 2 traffic only.
Active	Select this check box to activate egress rate limits on this port.
Egress Rate	Specify the maximum bandwidth allowed in kilobits per second (Kbps) for the out-going traffic flow on a port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 45
Spanning Tree Protocol

45.1 Spanning Tree Protocol Overview

The Switch supports Spanning Tree Protocol (STP), Rapid Spanning Tree Protocol (RSTP) and Multiple Spanning Tree Protocol (MSTP) as defined in the following standards.

- IEEE 802.1D Spanning Tree Protocol
- IEEE 802.1w Rapid Spanning Tree Protocol
- IEEE 802.1s Multiple Spanning Tree Protocol

The Switch also allows you to set up multiple STP configurations (or trees). Ports can then be assigned to the trees.

45.1.1 What You Can Do

- Use the **Spanning Tree Protocol Status** screen (Section 45.2 on page 244) to view the STP status in the different STP modes (RSTP or MSTP) you can configure on the Switch.
- Use the **Spanning Tree Setup** screen (Section 45.3 on page 245) to activate one of the STP modes on the Switch.
- Use the **Rapid Spanning Tree Protocol Status** screen (Section 45.4 on page 247) to view the RSTP status.
- Use the **Rapid Spanning Tree Protocol** screen (Section 45.5 on page 249) to configure RSTP settings.
- Use the **Multiple Spanning Tree Protocol Status** screen (Section 45.6 on page 251) to view the MSTP status.
- Use the **Multiple Spanning Tree Protocol** screen (Section 45.7 on page 254) to configure MSTP.
- Use the **Multiple Spanning Tree Protocol Port Setup** screen (Section 45.8 on page 257) to configure MSTP ports.

45.1.2 What You Need to Know

Read on for concepts on STP that can help you configure the screens in this chapter.

(Rapid) Spanning Tree Protocol

(R)STP detects and breaks network loops and provides backup links between switches, bridges or routers. It allows a switch to interact with other (R)STP-compliant switches in your network to ensure that only one path exists between any two stations on the network.

The Switch uses IEEE 802.1w RSTP (Rapid Spanning Tree Protocol) that allows faster convergence of the spanning tree than STP (while also being backwards compatible with STP-only aware bridges). In RSTP, topology change information is directly propagated throughout the network from the device that generates the topology change. In STP, a longer delay is required as the device that causes a topology change first notifies the root bridge that then notifies the network. Both RSTP and STP flush unwanted

learned addresses from the filtering database. In RSTP, the port states are Discarding, Learning, and Forwarding.

Note: In this user's guide, "STP" refers to both STP and RSTP.

STP Terminology

The root bridge is the base of the spanning tree.

Path cost is the cost of transmitting a frame onto a LAN through that port. The recommended cost is assigned according to the speed of the link to which a port is attached. The slower the media, the higher the cost.

Table 127 STP Path Costs

	LINK SPEED	RECOMMENDED VALUE	RECOMMENDED RANGE	ALLOWED RANGE
Path Cost	4 Mbps	250	100 to 1000	1 to 65535
Path Cost	10 Mbps	100	50 to 600	1 to 65535
Path Cost	16 Mbps	62	40 to 400	1 to 65535
Path Cost	100 Mbps	19	10 to 60	1 to 65535
Path Cost	1 Gbps	4	3 to 10	1 to 65535
Path Cost	10 Gbps	2	1 to 5	1 to 65535

On each bridge, the root port is the port through which this bridge communicates with the root. It is the port on this switch with the lowest path cost to the root (the root path cost). If there is no root port, then this switch has been accepted as the root bridge of the spanning tree network.

For each LAN segment, a designated bridge is selected. This bridge has the lowest cost to the root among the bridges connected to the LAN.

How STP Works

After a bridge determines the lowest cost-spanning tree with STP, it enables the root port and the ports that are the designated ports for connected LANs, and disables all other ports that participate in STP. Network packets are therefore only forwarded between enabled ports, eliminating any possible network loops.

STP-aware switches exchange Bridge Protocol Data Units (BPDUs) periodically. When the bridged LAN topology changes, a new spanning tree is constructed.

Once a stable network topology has been established, all bridges listen for Hello BPDUs (Bridge Protocol Data Units) transmitted from the root bridge. If a bridge does not get a Hello BPDU after a predefined interval (Max Age), the bridge assumes that the link to the root bridge is down. This bridge then initiates negotiations with other bridges to reconfigure the network to re-establish a valid network topology.

STP Port States

STP assigns five port states to eliminate packet looping. A bridge port is not allowed to go directly from

blocking state to forwarding state so as to eliminate transient loops.

Table 128 STP Port States

PORT STATE	DESCRIPTION
Disabled	STP is disabled (default).
Blocking	Only configuration and management BPDUs are received and processed.
Listening	All BPDUs are received and processed. Note: The listening state does NOT exist in RSTP.
Learning	All BPDUs are received and processed. Information frames are submitted to the learning process but not forwarded.
Forwarding	All BPDUs are received and processed. All information frames are received and forwarded.

Multiple STP

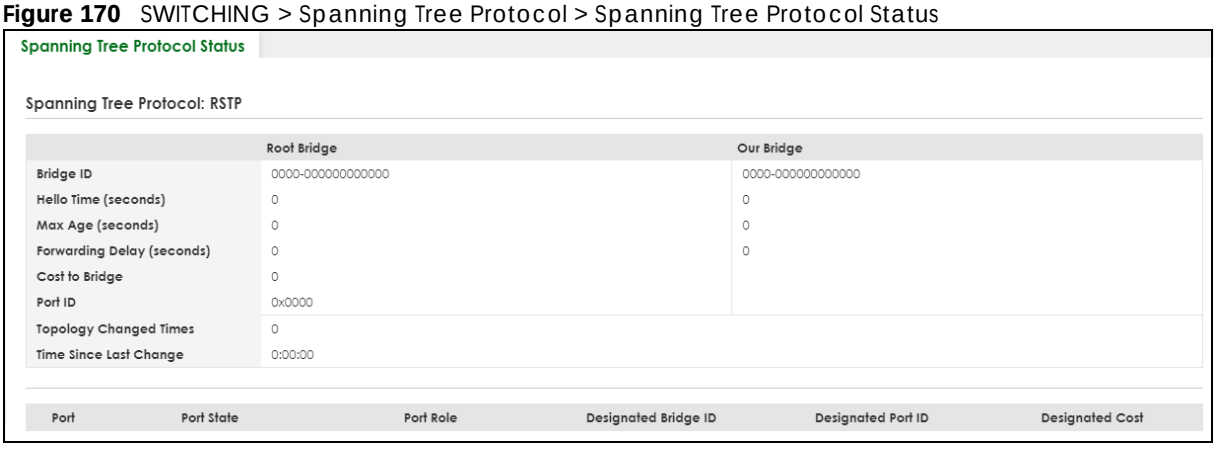
Multiple Spanning Tree Protocol (IEEE 802.1s) is backward compatible with STP/RSTP and addresses the limitations of existing spanning tree protocols (STP and RSTP) in networks to include the following features:

- One Common and Internal Spanning Tree (CIST) that represents the entire network's connectivity.
- Grouping of multiple bridges (or switching devices) into regions that appear as one single bridge on the network.
- A VLAN can be mapped to a specific Multiple Spanning Tree Instance (MSTI). MSTI allows multiple VLANs to use the same spanning tree.
- Load-balancing is possible as traffic from different VLANs can use distinct paths in a region.

45.2 Spanning Tree Protocol Status

The Spanning Tree Protocol status screen changes depending on what standard you choose to implement on your network. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** to see the screen as shown.

Figure 170 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status



This screen differs depending on which STP mode (RSTP or MSTP) you configure on the Switch. This screen is described in detail in the section that follows the configuration section for each STP mode. Use the

SWITCHING > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to activate one of the STP standards on the Switch.

45.3 Spanning Tree Setup

There are three **Auto path-cost Mode**s (see Table 132 on page 247). Choose the **Auto Path-cost Mode** according to the device average link speeds in the STP network.

If most of your devices support high link speed, you should select **Long** or **User-defined** mode. The path cost of link speed slower than 10 Mbps can be set to 2000000, and the path cost of link speed faster than 10 Gbps can be set to 200. This way, the path costs can better reflect actual link speeds with a wider range (32 bits) of path cost values. If the link speeds within the system are averagely smaller than 1 Gbps, you should select **Short** mode since **Short** mode have path cost values more detailed defined for link speeds under1 Gbps.

The path cost values are described in the following tables.

The Switch defines the following **Short** mode path costs.

Table 129 Auto Path Cost Mode: Short

LINK SPEED	AUTO PATH COST VALUE
Up to 4 Mbps	250
Up to 10 Mbps	100
Up to 16 Mbps	62
Up to 100 Mbps	19
Up to 1 Gbps	4
Up to 10 Gbps	2
More than 10 Gbps	1

The Switch defines the following **Long** mode path costs.

Table 130 Auto Path Cost Mode: Long

LINK SPEED	AUTO PATH COST VALUE
Up to 10 Mbps	2000000
Up to 100 Mbps	200000
Up to 1 Gbps	20000
Up to 2.5 Gbps	8000
Up to 5 Gbps	4000
Up to 10 Gbps	2000
More than 10 Gbps	200

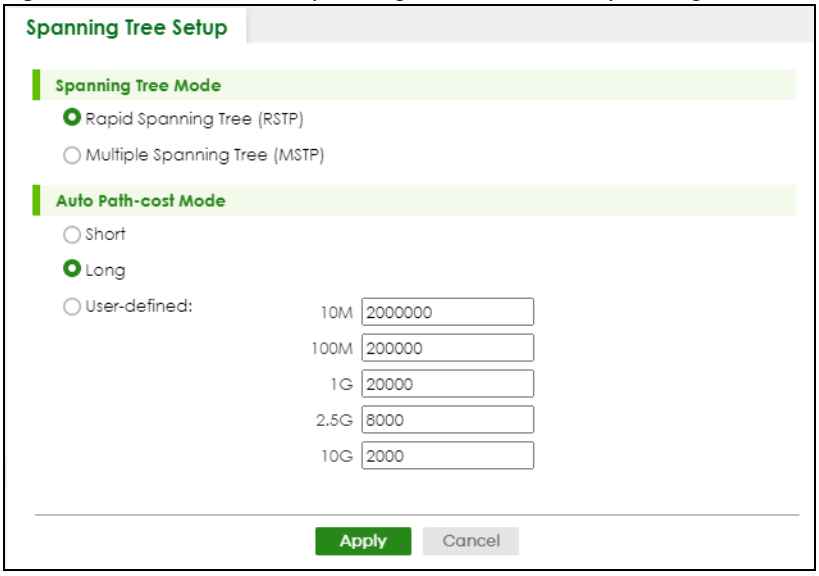
If you do not configure the auto path cost values for **User-defined** mode, the Switch uses the following default values.

Table 131 Auto Path Cost Mode: User-defined

LINK SPEED	AUTO PATH COST VALUE
Up to 10 Mbps	2000000
Up to 100 Mbps	200000
Up to 1 Gbps	20000
Up to 2.5 Gbps	8000
Up to 5 Gbps	4000
More than 5 Gbps	2000

Use the this screen to activate one of the STP modes on the Switch. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** to display the screen as shown.

Figure 171 SWITCHING > Spanning Tree Protocol > Spanning Tree Setup



The following table describes the labels in this screen.

Table 132 SWITCHING > Spanning Tree Protocol > Spanning Tree Setup

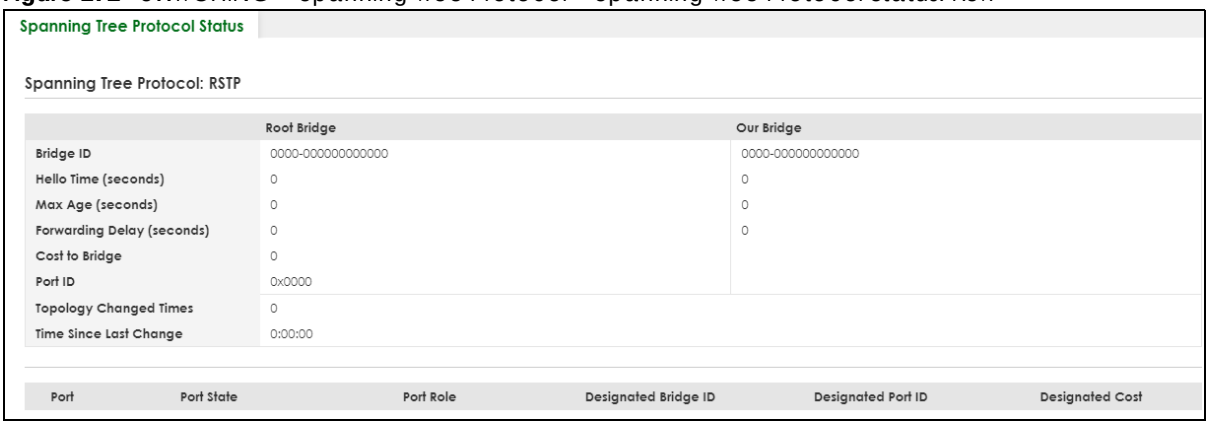
LABEL	DESCRIPTION
Spanning Tree Mode	You can activate one of the STP modes on the Switch. Select **Rapid Spanning Tree** or **Multiple Spanning Tree**.
Auto Path-cost Mode **Auto Path-cost Mode** allows you to have the Switch automatically set the path cost for each port according to their link speed. The Switch uses the path costs to determine the best path to the root bridge in a spanning tree. There are three **Auto Path-cost Mode**s that supports different path cost lengths: • **Short** (16-bit) • **Long** (32-bit) • **User-defined** (32-bit). The auto path cost values of each mode are described in Section 45.3 on page 245. Note: It is recommended to use the same **Auto Path-cost Mode** on all switches within the spanning tree network system. To use the auto path-cost feature, select the **Auto Path-cost mode** (**Short**, **Long**, **User-defined**), set a port's **Path Cost** (in the **SWITCHING** > **Spanning Tree Protocol** > **RSTP** and **MSTP** screens) to "0". The Switch will automatically set the port's path cost to the auto path cost value defined by the **Auto Path-cost Mode** you select.	
Short	Select this mode if you want to use the 16-bit auto path cost values the Switch defines.
Long	Select this mode if you want to use the 32-bit auto path cost values the Switch defines.
User-defined	Select this mode to manually set the auto path costs for each link speed. Enter the path cost value for each link speed. The range is from 1 – 2000000. It is recommended to assign this value according to link speeds. The slower the speed, the higher the cost.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

45.4 Rapid Spanning Tree Protocol Status

The Spanning Tree Protocol status screen changes depending on what standard you choose to implement on your network. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next. See Section 45.1 on page 242 for more information on RSTP.

Note: This screen is only available after you activate RSTP on the Switch.

Figure 172 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP



The following table describes the labels in this screen.

Table 133 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP

LABEL	DESCRIPTION
Spanning Tree Protocol: RSTP	
Bridge	**Root Bridge** refers to the base of the spanning tree (the root bridge). **Our Bridge** is this Switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Root Bridge** and **Our Bridge** if the Switch is the root switch.
Hello Time (seconds)	This is the time interval (in seconds) at which the root switch transmits a configuration message. The root bridge determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Max Age (seconds)	This is the maximum time (in seconds) the Switch can wait without receiving a configuration message before attempting to reconfigure.
Forwarding Delay (seconds)	This is the time (in seconds) the root switch will wait before changing states (that is, listening to learning to forwarding). Note: The listening state does NOT exist in RSTP.
Cost to Bridge	This is the path cost from the root port on this Switch to the root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the Spanning Tree.
Topology Changed Times	This is the number of times the spanning tree has been reconfigured.
Time Since Last Change	This is the time since the spanning tree was last reconfigured.
Port	This field displays the number of the port on the Switch.
Port State	This field displays the port state in STP. • **DISCARDING** – The port does not forward or process received frames or learn MAC addresses, but still listens for BPDUs. • **LEARNING** – The port learns MAC addresses and processes BPDUs, but does NOT forward frames yet. • **FORWARDING** – The port is operating normally. It learns MAC addresses, processes BPDUs and forwards received frames.

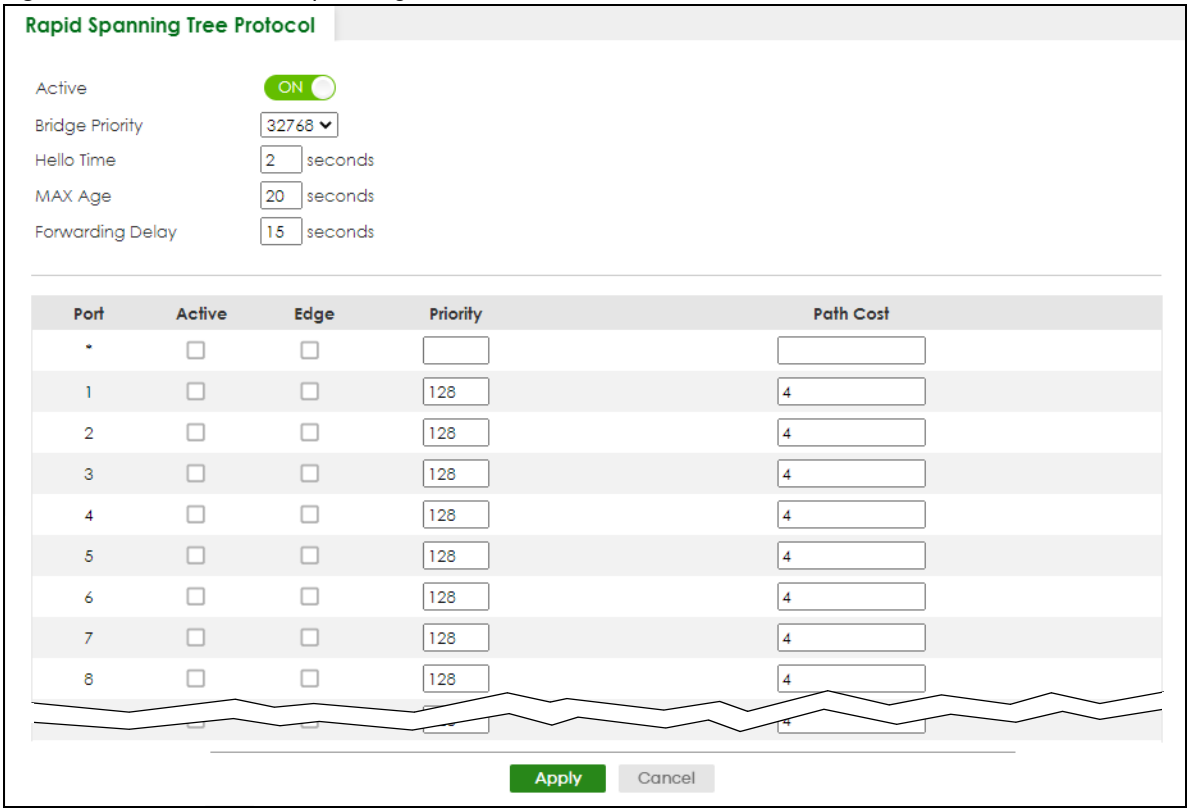
Table 133 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP (continued)

LABEL	DESCRIPTION
Port Role	This field displays the role of the port in STP. • **Root** – A forwarding port on a non-root bridge, which has the lowest path cost and is the best port from the non-root bridge to the root bridge. A root bridge does NOT have a root port. • **Designated** – A forwarding port on the designated bridge for each connected LAN segment. A designated bridge has the lowest path cost to the root bridge among the bridges connected to the LAN segment. All the ports on a root bridge (root switch) are designated ports. • **Alternate** – A blocked port, which has a best alternate path to the root bridge. This path is different from using the root port. The port moves to the forwarding state when the designated port for the LAN segment fails. • **Backup** – A blocked port, which has a backup or redundant path to a LAN segment where a designated port is already connected when a switch has two links to the same LAN segment. • **Disabled** – Not strictly part of STP. The port can be disabled manually.
Designated Bridge ID	This field displays the identifier of the designated bridge to which this port belongs when the port is a designated port. Otherwise, it displays the identifier of the designated bridge for the LAN segment to which this port is connected.
Designated Port ID	This field displays the priority and number of the bridge port (on the designated bridge), through which the designated bridge transmits the stored configuration messages.
Designated Cost	This field displays the path cost to the LAN segment to which the port is connected when the port is a designated port. Otherwise, it displays the path cost to the root bridge from the designated port for the LAN segment to which this port is connected.

45.5 Configure Rapid Spanning Tree Protocol

Use this screen to configure RSTP settings, see Section 45.1 on page 242 for more information on RSTP. Click **SWITCHING** > **Spanning Tree Protocol** > **RSTP** in the navigation panel to display the screen as shown.

Figure 173 SWITCHING > Spanning Tree Protocol > RSTP



The following table describes the labels in this screen.

Table 134 SWITCHING > Spanning Tree Protocol > RSTP

LABEL	DESCRIPTION
Active	Enable the switch button to activate RSTP. Disable the switch to disable RSTP. Note: You must also activate **Rapid Spanning Tree (RSTP)** in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to enable RSTP on the Switch.
Bridge Priority	Bridge priority is used in determining the root switch, root port and designated port. The Switch with the highest priority (lowest numeric value) becomes the STP root switch. If all Switches have the same priority, the Switch with the lowest MAC address will then become the root switch. Select a value from the drop-down list box. The lower the numeric value you assign, the higher the priority for this bridge. Bridge Priority determines the root bridge, which in turn determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Hello Time	This is the time interval in seconds between BPDU (Bridge Protocol Data Units) configuration message generations by the root switch. The allowed range is 1 to 10 seconds.
Max Age	This is the maximum time (in seconds) the Switch can wait without receiving a BPDU before attempting to reconfigure. All Switch ports (except for designated ports) should receive BPDUs at regular intervals. Any port that ages out STP information (provided in the last BPDU) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the Switch ports attached to the network. The allowed range is 6 to 40 seconds.

Table 134 SWITCHING > Spanning Tree Protocol > RSTP (continued)

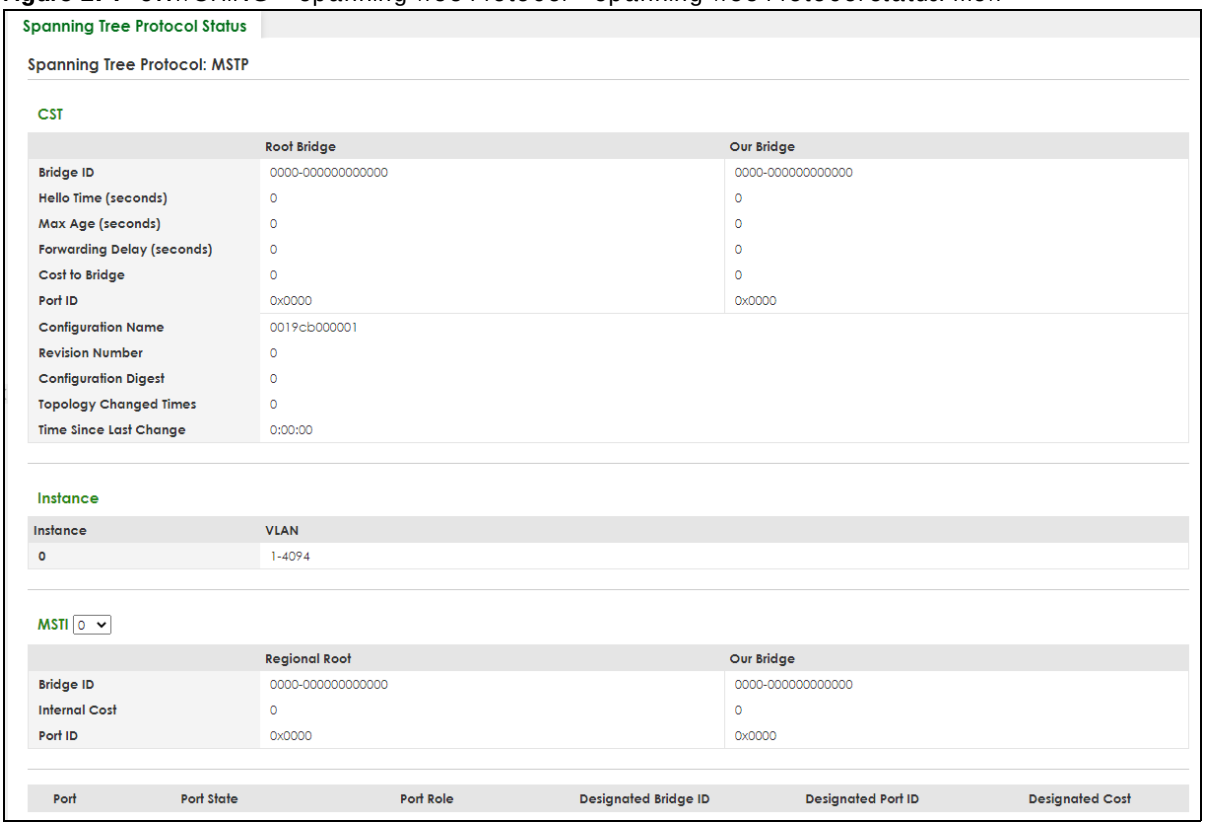
LABEL	DESCRIPTION
Forwarding Delay	This is the maximum time (in seconds) the Switch will wait before changing states. This delay is required because every Switch must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. The allowed range is 4 to 30 seconds. As a general rule: 2 * (Forward Delay – 1) >= Max Age >= 2 * (Hello Time + 1)
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this check box to activate RSTP on this port.
Edge	Select this check box to configure a port as an edge port when it is directly attached to a computer. An edge port changes its initial STP port state from blocking state to forwarding state immediately without going through listening and learning states right after the port is configured as an edge port or when its link status changes. Note: An edge port becomes a non-edge port as soon as it receives a Bridge Protocol Data Unit (BPDU).
Priority	Configure the priority for each port here. Priority decides which port should be disabled when more than one port forms a loop in a switch. Ports with a higher priority numeric value are disabled first. The allowed range is between 0 and 255 and the default value is 128.
Path Cost	Path cost is the cost of transmitting a frame on to a LAN through that port. It is recommended to assign this value according to the speed of the bridge. The slower the media, the higher the cost.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

45.6 Multiple Spanning Tree Protocol Status

Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next.

Note: This screen is only available after you activate MSTP on the Switch.

Figure 174 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP



The following table describes the labels in this screen.

Table 135 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP

LABEL	DESCRIPTION
CST This section describes the Common Spanning Tree settings.	
Bridge	**Root Bridge** refers to the base of the spanning tree (the root bridge). **Our Bridge** is this switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Root Bridge** and **Our Bridge** if the Switch is the root switch.
Hello Time (seconds)	This is the time interval (in seconds) at which the root switch transmits a configuration message. The root bridge determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Max Age (seconds)	This is the maximum time (in seconds) the Switch can wait without receiving a configuration message before attempting to reconfigure.
Forwarding Delay (seconds)	This is the time (in seconds) the root switch will wait before changing states (that is, listening to learning to forwarding).
Cost to Bridge	This is the path cost from the root port on this Switch to the root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the Spanning Tree.
Configuration Name	This field displays the configuration name for this MST region.
Revision Number	This field displays the revision number for this MST region.

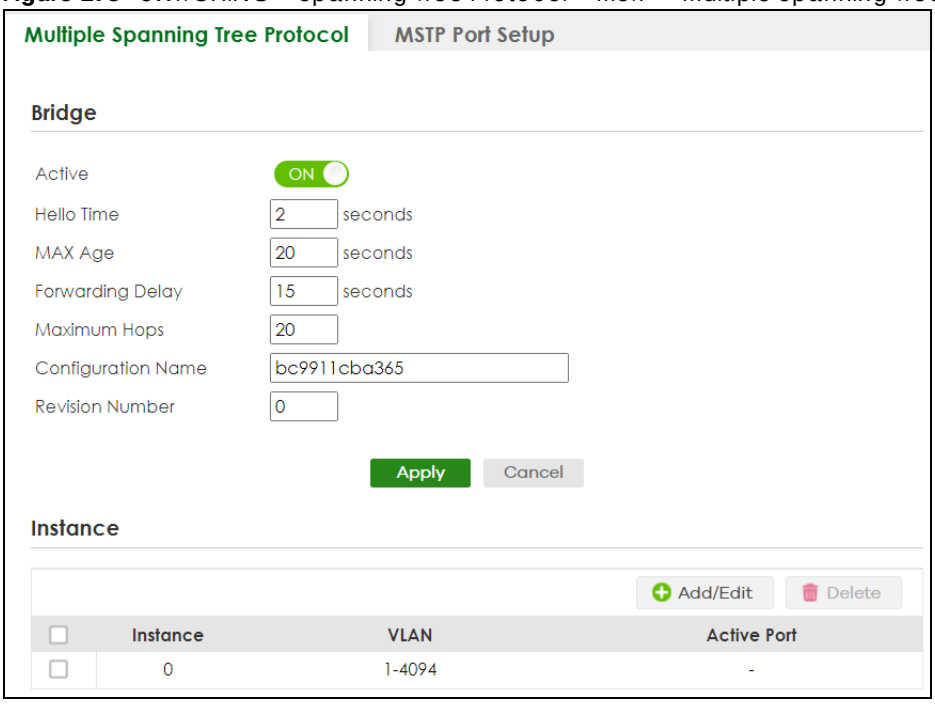
Table 135 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP (continued)

LABEL	DESCRIPTION
Configuration Digest	A configuration digest is generated from the VLAN-MSTI mapping information. This field displays the 16-octet signature that is included in an MSTP BPDU. This field displays the digest when MSTP is activated on the system.
Topology Changed Times	This is the number of times the spanning tree has been reconfigured.
Time Since Last Change	This is the time since the spanning tree was last reconfigured.
Instance	These fields display the MSTI to VLAN mapping. In other words, which VLANs run on each spanning tree instance.
Instance	This field displays the MSTI ID.
VLAN	This field displays which VLANs are mapped to an MSTI.
MSTI	
MSTI	Select the MST instance settings you want to view.
	Regional Root refers to the base of the MST instance. **Our Bridge** is this switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Regional Root** and **Our Bridge** if the Switch is the root switch.
Internal Cost	This is the path cost from the root port in this MST instance to the regional root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the MST instance.
Port	This field displays the number of the port on the Switch.
Port State	This field displays the port state in STP. • **DISCARDING** – The port does not forward or process received frames or learn MAC addresses, but still listens for BPDUs. • **LEARNING** – The port learns MAC addresses and processes BPDUs, but does not forward frames yet. • **FORWARDING** – The port is operating normally. It learns MAC addresses, processes BPDUs and forwards received frames.
Port Role	This field displays the role of the port in STP. • **Root** – A forwarding port on a non-root bridge, which has the lowest path cost and is the best port from the non-root bridge to the root bridge. A root bridge does not have a root port. • **Designated** – A forwarding port on the designated bridge for each connected LAN segment. A designated bridge has the lowest path cost to the root bridge among the bridges connected to the LAN segment. All the ports on a root bridge (root switch) are designated ports. • **Alternate** – A blocked port, which has a best alternate path to the root bridge. This path is different from using the root port. The port moves to the forwarding state when the designated port for the LAN segment fails. • **Backup** – A blocked port, which has a backup or redundant path to a LAN segment where a designated port is already connected when a switch has two links to the same LAN segment. • **Disabled** – Not strictly part of STP. The port can be disabled manually.
Designated Bridge ID	This field displays the identifier of the designated bridge to which this port belongs when the port is a designated port. Otherwise, it displays the identifier of the designated bridge for the LAN segment to which this port is connected.
Designated Port ID	This field displays the priority and number of the bridge port (on the designated bridge), through which the designated bridge transmits the stored configuration messages.
Designated Cost	This field displays the path cost to the LAN segment to which the port is connected when the port is a designated port. Otherwise, it displays the path cost to the root bridge from the designated port for the LAN segment to which this port is connected.

45.7 Configure Multiple Spanning Tree Protocol

To configure MSTP, click **SWITCHING** > **Spanning Tree Protocol** > **MSTP** in the navigation panel to display the screen as shown.

Figure 175 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol



The following table describes the labels in this screen.

Table 136 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol

LABEL	DESCRIPTION
Bridge	
Active	Enable the switch button to activate MSTP on the Switch. Disable the switch to disable MSTP on the Switch. Note: You must also activate **Multiple Spanning Tree (MSTP)** in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to enable MSTP on the Switch.
Hello Time	This is the time interval in seconds between BPDU (Bridge Protocol Data Units) configuration message generations by the root switch. The allowed range is 1 to 10 seconds.
Max Age	This is the maximum time (in seconds) a switch can wait without receiving a BPDU before attempting to reconfigure. All switch ports (except for designated ports) should receive BPDUs at regular intervals. Any port that ages out STP information (provided in the last BPDU) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the Switch ports attached to the network. The allowed range is 6 to 40 seconds.
Forwarding Delay	This is the maximum time (in seconds) a switch will wait before changing states. This delay is required because every switch must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. The allowed range is 4 to 30 seconds. As a general rule: Note: 2 * (Forward Delay – 1) >= Max Age >= 2 * (Hello Time + 1)

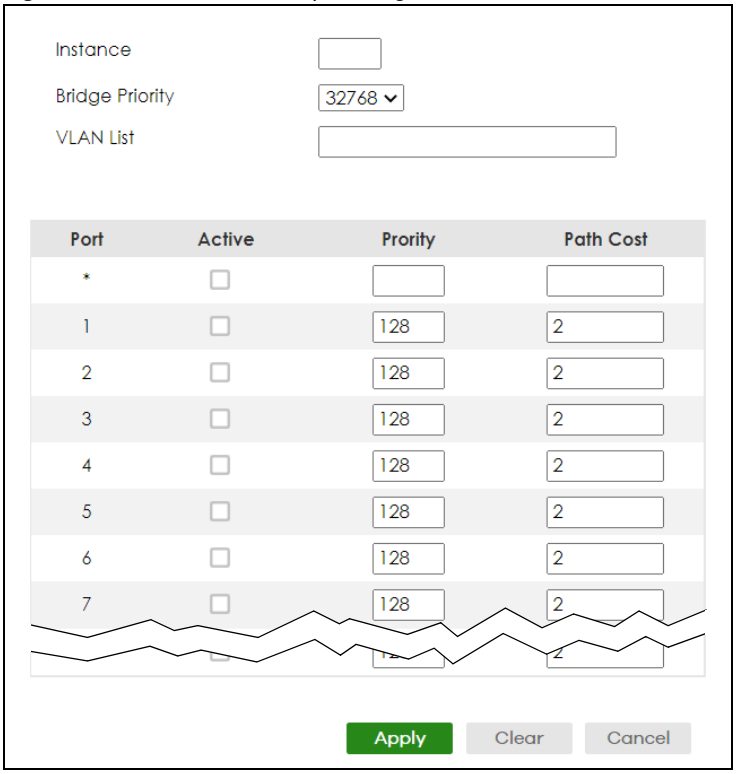
Table 136 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol (continued)

LABEL	DESCRIPTION
Maximum hops	Enter the number of hops (between 1 and 255) in an MSTP region before the BPDU is discarded and the port information is aged.
Configuration Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) of an MST region.
Revision Number	Enter a number to identify a region's configuration. Devices must have the same revision number to belong to the same region.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Instance Use this section to configure MSTI (Multiple Spanning Tree Instance) settings.	
Instance	This field displays the ID of an MST instance.
VLAN	This field displays the VID (or VID ranges) to which the MST instance is mapped.
Active Port	This field display the ports configured to participate in the MST instance.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new instance or edit a selected one.
Delete	Click **Delete** to remove the selected instances.

45.7.1 Add/Edit Multiple Spanning Tree

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Spanning Tree Protocol** > **MSTP** > **Multiple Spanning Tree Protocol** screen to display this screen.

Figure 176 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit



The following table describes the labels in this screen.

Table 137 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit

LABEL	DESCRIPTION
Instance	Enter the number you want to use to identify this MST instance on the Switch. The Switch supports instance numbers 0 – 16.
Bridge Priority	Set the priority of the Switch for the specific spanning tree instance. The lower the number, the more likely the Switch will be chosen as the root bridge within the spanning tree instance. Enter priority values between 0 and 61440 in increments of 4096 (thus valid values are 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344 and 61440).
VLAN List	Enter the VLAN ID range. You can specify multiple VLAN ID range separated by (no space) comma (,) or hyphen (“-”) for a range. For example, enter “1,3,5-7” for VLANs 1, 3, 5, 6, and 7.
Port	This field displays the port number. * means all ports.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this check box to add this port to the MST instance.
Priority	Configure the priority for each port here. Priority decides which port should be disabled when more than one port forms a loop in the Switch. Ports with a higher priority numeric value are disabled first. The allowed range is between 0 and 255 and the default value is 128.

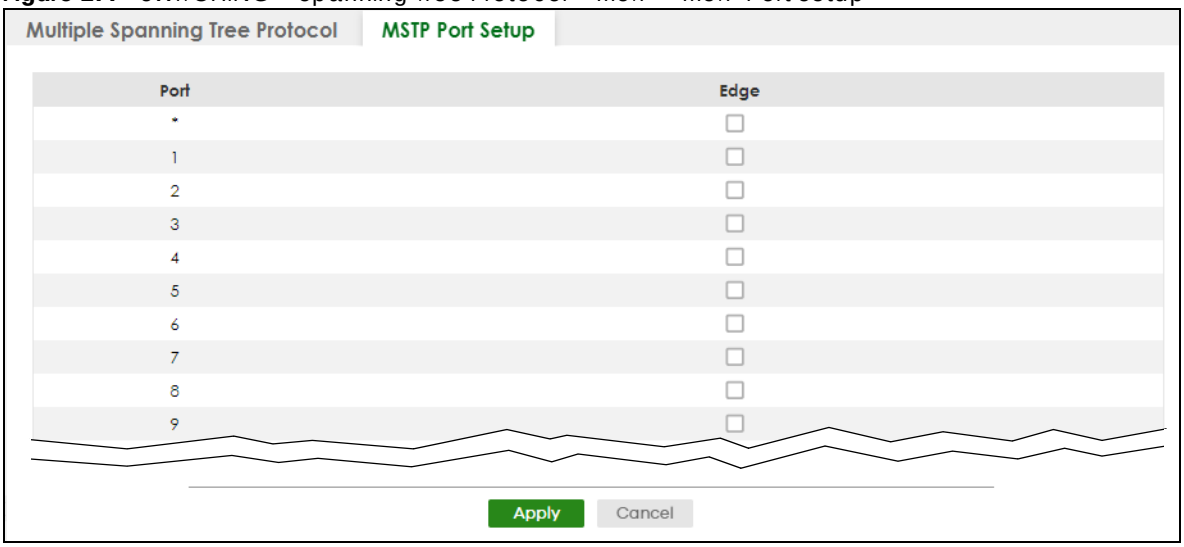
Table 137 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit

LABEL	DESCRIPTION
Path Cost	Path cost is the cost of transmitting a frame on to a LAN through that port. It is recommended to assign this value according to the speed of the bridge. The slower the media, the higher the cost.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

45.8 Multiple Spanning Tree Protocol Port Setup

Click **SWITCHING** > **Spanning Tree Protocol** > **MSTP** > **MSTP Port Setup** to display the screen as shown next.

Figure 177 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup



The following table describes the labels in this screen.

Table 138 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup

LABEL	DESCRIPTION
Port	This field displays the port number. * means all ports.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Edge	Select this check box to configure a port as an edge port when it is directly attached to a computer. An edge port changes its initial STP port state from blocking state to forwarding state immediately without going through listening and learning states right after the port is configured as an edge port or when its link status changes. Note: An edge port becomes a non-edge port as soon as it receives a Bridge Protocol Data Unit (BPDU).

Table 138 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup (continued)

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

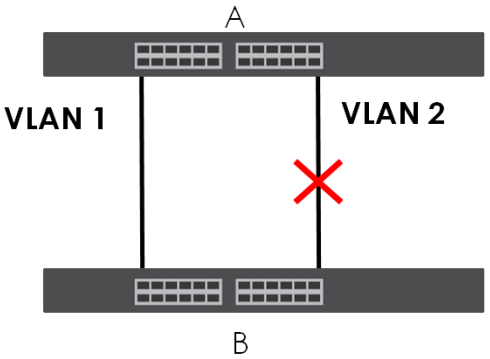
45.9 Technical Reference

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

45.9.1 MSTP Network Example

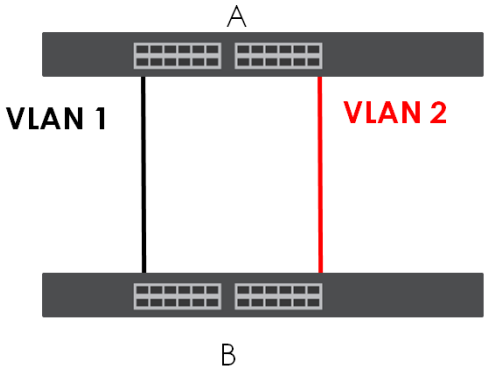
The following figure shows a network example where two VLANs are configured on the two switches. If the switches are using STP or RSTP, the link for VLAN 2 will be blocked as STP and RSTP allow only one link in the network and block the redundant link.

Figure 178 STP/RSTP Network Example



With MSTP, VLANs 1 and 2 are mapped to different spanning trees in the network. Therefore traffic from the two VLANs travel on different paths. The following figure shows the network example using MSTP.

Figure 179 MSTP Network Example



45.9.2 MST Region

An MST region is a logical grouping of multiple network devices that appears as a single device to the rest of the network. Each MSTP-enabled device can only belong to one MST region. When BPDUs enter an MST region, external path cost (of paths outside this region) is increased by one. Internal path cost (of paths within this region) is increased by one when BPDUs traverse the region.

Devices that belong to the same MST region are configured to have the same MSTP configuration identification settings. These include the following parameters:

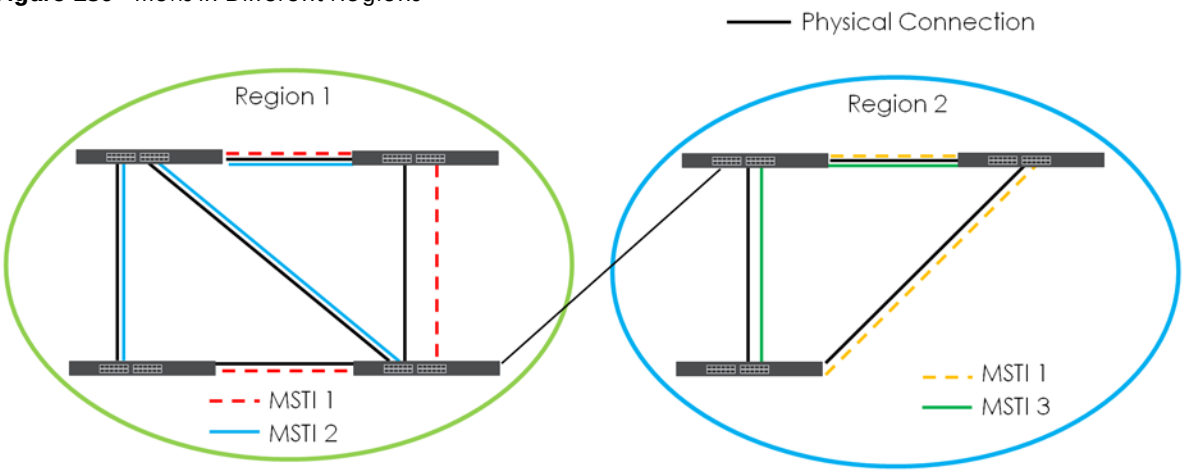
- Name of the MST region
- Revision level as the unique number for the MST region
- VLAN-to-MST Instance mapping

45.9.3 MST Instance

An MST Instance (MSTI) is a spanning tree instance. VLANs can be configured to run on a specific MSTI. Each created MSTI is identified by a unique number (known as an MST ID) known internally to a region. Therefore an MSTI does not span across MST regions.

The following figure shows an example where there are two MST regions. Regions 1 and 2 have two spanning tree instances.

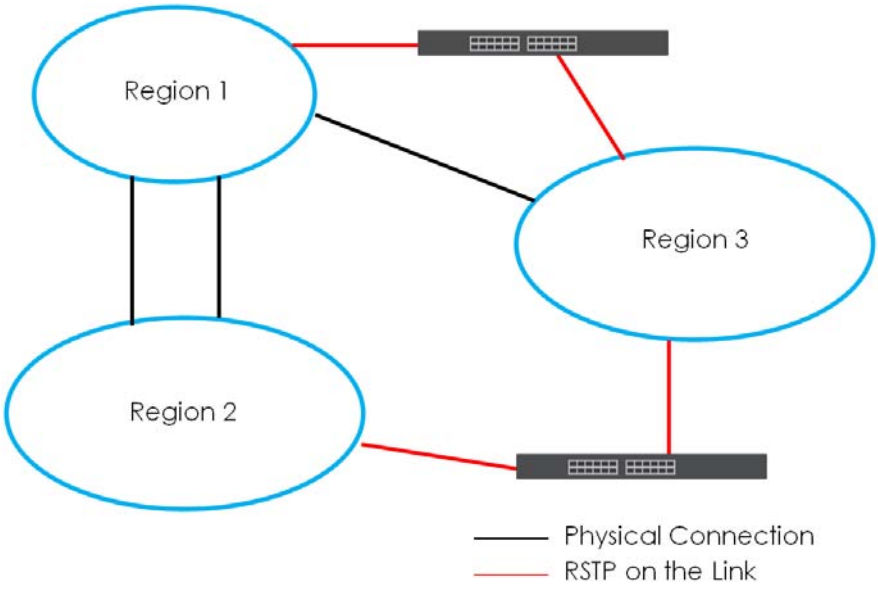
Figure 180 MSTIs in Different Regions



45.9.4 Common and Internal Spanning Tree (CIST)

A CIST represents the connectivity of the entire network and it is equivalent to a spanning tree in an STP/RSTP. The CIST is the default MST instance (MSTID 0). Any VLANs that are not members of an MST instance are members of the CIST. In an MSTP-enabled network, there is only one CIST that runs between MST regions and single spanning tree devices. A network may contain multiple MST regions and other network segments running RSTP.

Figure 181 MSTP and Legacy RSTP Network Example



CHAPTER 46
Static MAC Filtering

46.1 Static MAC Filtering Overview

This chapter discusses MAC address port filtering.

Filtering means sifting traffic going through the Switch based on the source and/or destination MAC addresses and VLAN group (ID).

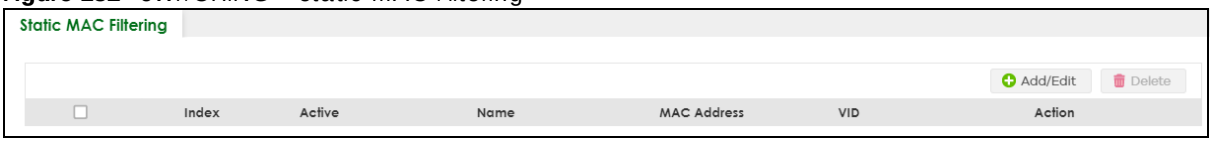
46.1.1 What You Can Do

Use the **Static MAC Filtering** screen (Section 46.2 on page 261) to create rules for traffic going through the Switch.

46.2 Configure a Static MAC Filtering Rule

Use this screen to view and configure rules for traffic going through the Switch. Click **SWITCHING** > **Static MAC Filtering** in the navigation panel to display the screen as shown next.

Figure 182 SWITCHING > Static MAC Filtering



The following table describes the related labels in this screen.

Table 139 SWITCHING > Static MAC Filtering

LABEL	DESCRIPTION
Index	This field displays the index number of the rule.
Active	This field displays whether the rule is activated or not.
Name	This field displays the descriptive name for this rule. This is for identification purpose only.
MAC Address	This field displays the source or destination MAC address with the VLAN identification number to which the MAC address belongs.
VID	This field displays the VLAN group identification number.
Action	This field displays **Discard source**, **Discard destination**, or **Discard both** depending on what you configured above.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.

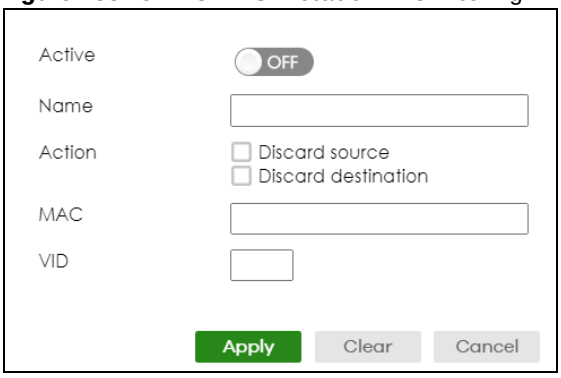
Table 139 SWITCHING > Static MAC Filtering (continued)

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

46.2.1 Add/Edit a Static MAC Filtering Rule

Use this screen to create or edit rules for traffic going through the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Static MAC Filtering** screen to display this screen.

Figure 183 SWITCHING > Static MAC Filtering > Add/Edit



The following table describes the related labels in this screen.

Table 140 SWITCHING > Static MAC Filtering > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by de-selecting this check box.
Name	Enter a descriptive name (up to 32 printable ASCII characters excluding [?], [|], ['], ["] or [,]) for this rule. This is for identification only.
Action	Select **Discard source** to drop the frames from the source MAC address (specified in the **MAC** field). The Switch can still send frames to the MAC address. Select **Discard destination** to drop the frames to the destination MAC address (specified in the **MAC** address). The Switch can still receive frames originating from the MAC address. Select **Discard source** and **Discard destination** to block traffic to or from the MAC address specified in the **MAC** field.
MAC	Enter a MAC address in valid MAC address format, that is, six hexadecimal character pairs.
VID	Enter the VLAN group identification number.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 47
Static MAC Forwarding

47.1 Static MAC Forwarding Overview

This chapter discusses how to configure forwarding rules based on MAC addresses of devices on your network.

Use these screens to configure static MAC address forwarding.

47.1.1 What You Can Do

Use the **Static MAC Forwarding** screen (Section 47.2 on page 263) to assign static MAC addresses for a port.

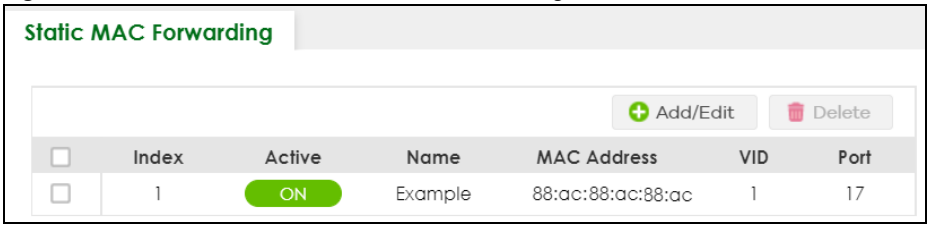
47.2 Configure Static MAC Forwarding

A static MAC address is an address that has been manually entered in the MAC address table. Static MAC addresses do not age out. When you set up static MAC address rules, you are setting static MAC addresses for a port. This may reduce the need for broadcasting.

Static MAC address forwarding together with port security allow only computers in the MAC address table on a port to access the Switch.

Click **SWITCHING** > **Static MAC Forwarding** in the navigation panel to display the configuration screen as shown.

Figure 184 SWITCHING > Static MAC Forwarding



The following table describes the labels in this screen.

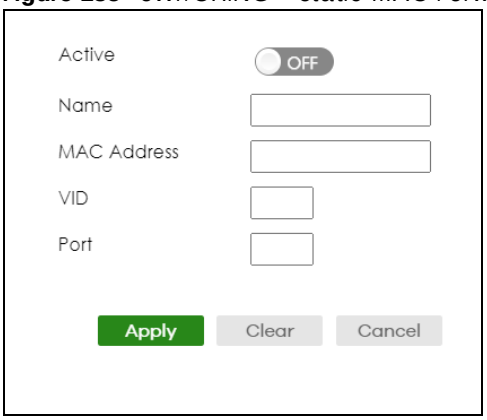
Table 141 SWITCHING > Static MAC Forwarding

LABEL	DESCRIPTION
Index	This is the index number of a static MAC address rule.
Active	This field displays whether this static MAC address forwarding rule is active. You may temporarily deactivate a rule without deleting it.
Name	This field displays the descriptive name for identification purposes for this static MAC address-forwarding rule.
MAC Address	This field displays the MAC address that will be forwarded and the VLAN identification number to which the MAC address belongs.
VID	This field displays the ID number of the VLAN group.
Port	This field displays the port where the MAC address shown in the next field will be forwarded.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

47.2.1 Add/Edit Static MAC Forwarding Rules

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Static MAC Forwarding** screen to display this screen.

Figure 185 SWITCHING > Static MAC Forwarding > Add/Edit



The following table describes the labels in this screen.

Table 142 SWITCHING > Static MAC Forwarding > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by disabling the switch.
Name	Enter a descriptive name for identification purposes for this static MAC address forwarding rule. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["] or [,].
MAC Address	Enter the MAC address in valid MAC address format, that is, six hexadecimal character pairs. Note: Static MAC addresses do NOT age out.
VID	Enter the VLAN identification number.

Table 142 SWITCHING > Static MAC Forwarding > Add/Edit (continued)

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

CHAPTER 48
VLAN

48.1 VLAN Overview

This chapter shows you how to configure 802.1Q tagged and port-based VLANs.

48.1.1 What You Can Do

- Use the **VLAN Status** screen (Section 48.3 on page 269) to view and search all static VLAN groups.
- Use the **VLAN Status Details** screen (Section 48.3.1 on page 269) to view detailed port settings and status of the static VLAN group.
- Use the **Static VLAN Setup** screen (Section 48.4 on page 270) to configure a static VLAN for the Switch.
- Use the **VLAN Port Setup** screen (Section 48.5 on page 272) to configure the static VLAN (IEEE 802.1Q) settings on a port.
- Use the **Voice VLAN Setup** screen (Section 48.6 on page 273) to set up VLANs that allow you to group voice traffic with defined priority and enable the Switch port to carry the voice traffic separately from data traffic to ensure the sound quality does NOT deteriorate.
- Use the **MAC Based VLAN Setup** screen (Section 48.7 on page 275) to set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. This eliminates the need to reconfigure the Switch when you change ports. The Switch will forward the packets based on the source MAC address you set up previously.
- Use the **Vendor ID Based VLAN Setup** screen (Section 48.8 on page 277) to set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. You can specify a mask for the MAC address to create a MAC address filter and enter a weight to set the VLAN rule's priority.
- Use the **Port-Based VLAN Setup** screen (Section 48.9 on page 278) to set up VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

48.1.2 What You Need to Know

Read this section to know more about VLAN and how to configure the screens.

48.2 Introduction to IEEE 802.1Q Tagged VLANs

A tagged VLAN uses an explicit tag (VLAN ID) in the MAC header to identify the VLAN membership of a frame across bridges – they are not confined to the switch on which they were created. The VLANs can be created statically by hand. The VLAN ID associates a frame with a specific VLAN and provides the information that switches need to process the frame across the network. A tagged frame is 4 bytes longer than an untagged frame and contains 2 bytes (16 Bits) of TPID (Tag Protocol Identifier, residing within the type or length field of the Ethernet frame) and 2 bytes (16 Bits) of TCI (Tag Control Information, starts after the source address field of the Ethernet frame). The TCI field consists of three fields: User Priority, CFI (Canonical Format Indicator), and VLAN ID.

A tagged VLAN uses an explicit tag (VLAN ID) in the MAC header to identify the VLAN membership of a frame across bridges – they are not confined to the switch on which they were created. The VLANs can be created statically by hand or dynamically through GVRP. The VLAN ID associates a frame with a specific VLAN and provides the information that switches need to process the frame across the network. A tagged frame is 4 bytes longer than an untagged frame and contains 2 bytes of TPID (Tag Protocol Identifier, residing within the type or length field of the Ethernet frame) and 2 bytes of TCI (Tag Control Information, starts after the source address field of the Ethernet frame).

The CFI (Canonical Format Indicator) is a single-bit flag, always set to zero for Ethernet switches. If a frame received at an Ethernet port has a CFI set to 1, then that frame should not be forwarded as it is to an untagged port. The remaining twelve bits define the VLAN ID, giving a possible maximum number of 4096 VLANs. Note that user priority and VLAN ID are independent of each other. A frame with VID (VLAN Identifier) of null (0) is called a priority frame, meaning that only the priority level is significant and the default VID of the ingress port is given as the VID of the frame. Of the 4096 possible VIDs, a VID of 0 is used to identify priority frames and value 4095 (FFF) is reserved, so the maximum possible VLAN configurations are 4094.

TPID	User Priority	CFI	VLAN ID
16 Bits	3 Bits	1 Bit	12 Bits

Forwarding Tagged and Untagged Frames

Each port on the Switch is capable of passing tagged or untagged frames. To forward a frame from an 802.1Q VLAN-aware switch to an 802.1Q VLAN-unaware switch, the Switch first decides where to forward the frame and then strips off the VLAN tag. To forward a frame from an 802.1Q VLAN-unaware switch to an 802.1Q VLAN-aware switch, the Switch first decides where to forward the frame, and then inserts a VLAN tag reflecting the ingress port's default VID. The default PVID is VLAN 1 for all ports, but this can be changed.

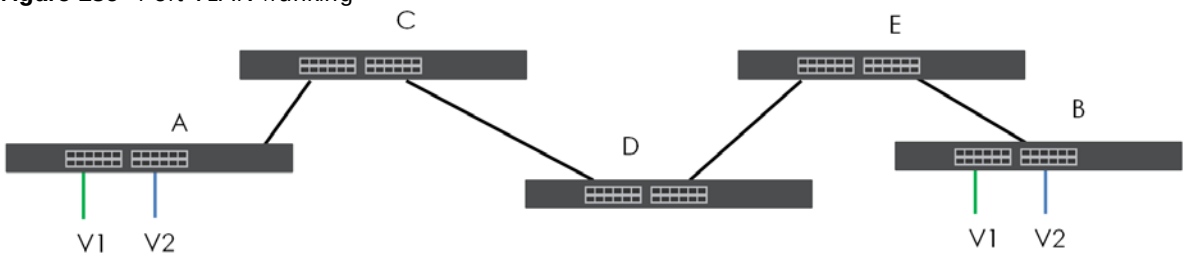
A broadcast frame (or a multicast frame for a multicast group that is known by the system) is duplicated only on ports that are members of the VID (except the ingress port itself), thus confining the broadcast to a specific domain.

48.2.0.1 Port VLAN Trunking

Enable **VLAN Trunking** on a port to allow frames belonging to unknown VLAN groups to pass through that port. This is useful if you want to set up VLAN groups on end devices without having to configure the same VLAN groups on intermediary devices.

Refer to the following figure. Suppose you want to create VLAN groups 1 and 2 (V1 and V2) on devices A and B. Without **VLAN Trunking**, you must configure VLAN groups 1 and 2 on all intermediary switches C, D and E; otherwise they will drop frames with unknown VLAN group tags. However, with **VLAN Trunking** enabled on ports in each intermediary switch you only need to create VLAN groups in the end devices (A and B). C, D and E automatically allow frames with VLAN group tags 1 and 2 (VLAN groups that are unknown to those switches) to pass through their VLAN trunking ports.

Figure 186 Port VLAN Trunking



48.2.0.2 VLAN Priority

At the time of writing, you can create static VLANs, Voice VLANs, MAC-based VLANs and Vendor ID-based VLANs on the Switch when the VLAN type is set to **802.1Q**. When a packet is received, the Switch processes the VLAN rules in sequence. The sequence (priority) of the VLANs is:

1 Vendor ID Based VLAN

2 Voice VLAN

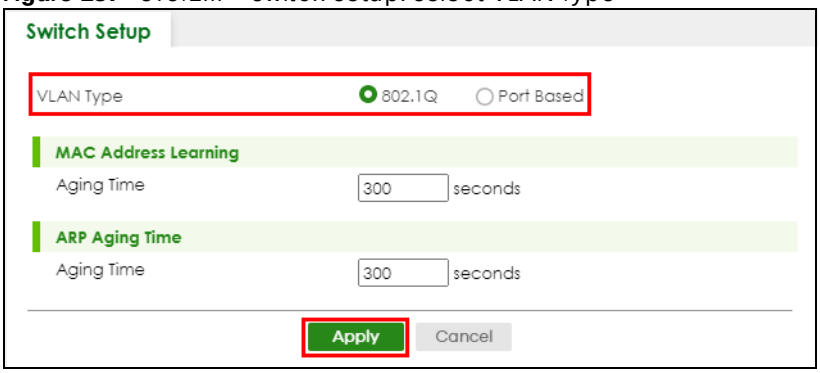
3 MAC Based VLAN

If the packet matches a VLAN rule that has a higher priority, for example, an entry with weight 250 in the vendor ID to VLAN mapping table, the Switch assigns the corresponding VLAN ID to the packet and stops checking the subsequent VLAN rules.

48.2.0.3 Select the VLAN Type

Select a VLAN type in the **SYSTEM** > **Switch Setup** screen.

Figure 187 SYSTEM > Switch Setup: Select VLAN Type



802.1Q Static VLAN

Make sure **802.1Q** is selected in the **SYSTEM** > **Switch Setup** screen.

Use a static VLAN to decide whether an incoming frame on a port should be

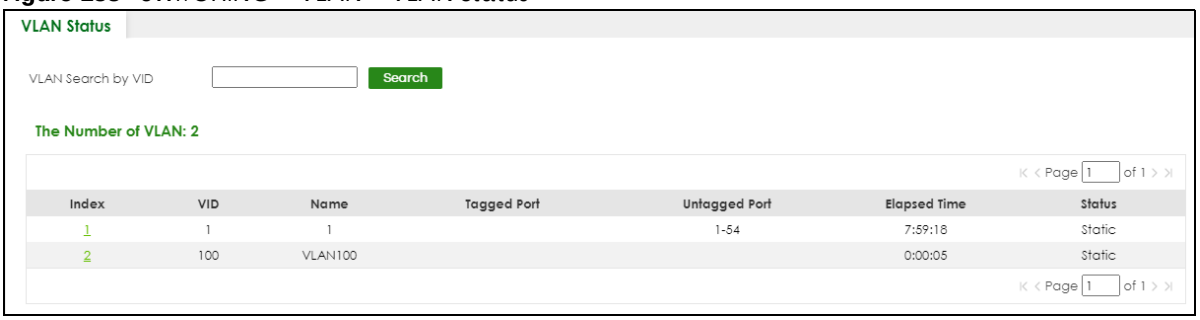
- sent to a VLAN group as normal depending on its VLAN tag.
- sent to a group whether it has a VLAN tag or not.
- blocked from a VLAN group regardless of its VLAN tag.

You can also tag all outgoing frames (that were previously untagged) from a port with the specified VID.

48.3 VLAN Status

Use this screen to view and search all static VLAN groups. Click **SWITCHING** > **VLAN** > **VLAN Status** from the navigation panel to display the screen as shown next.

Figure 188 SWITCHING > VLAN > VLAN Status



The following table describes the labels in this screen.

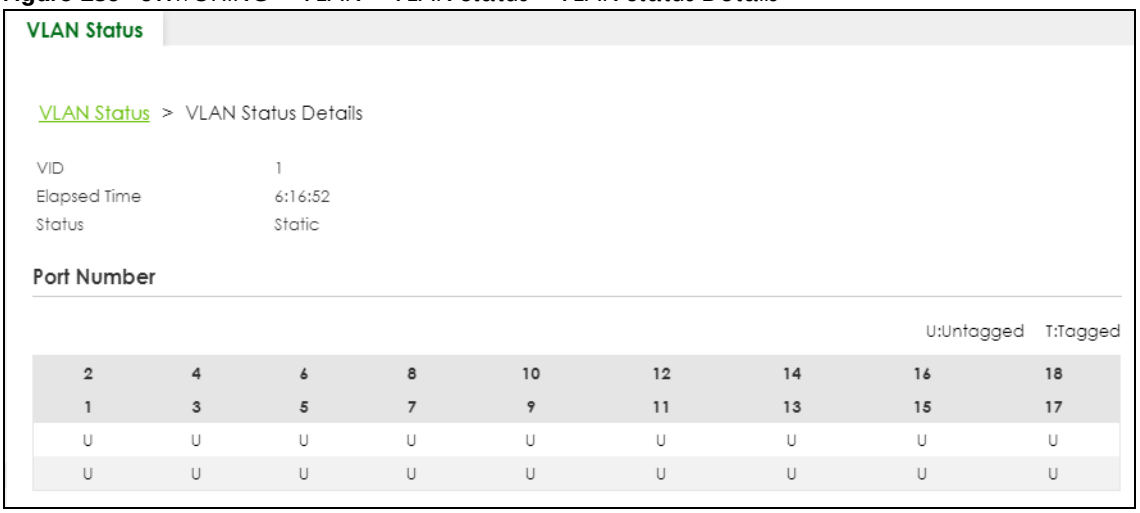
Table 143 SWITCHING > VLAN > VLAN Status

LABEL	DESCRIPTION
VLAN Search by VID	Enter (an) existing VLAN ID numbers (use a comma (,) to separate individual VLANs or a hyphen (-) to indicate a range of VLANs. For example, “3,4” or “3-9”) and click **Search** to display only the specified VLANs in the list below. Leave this field blank and click **Search** to display all VLANs configured on the Switch.
The Number of VLAN	This is the number of VLANs configured on the Switch.
The Number of Search Results	This is the number of VLANs that match the searching criteria and display in the list below. This field displays only when you use the **Search** button to look for certain VLANs.
Index	This is the VLAN index number. Click an index number to view more VLAN details.
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Name	This fields shows the descriptive name of the VLAN.
Tagged Port	This field shows the tagged ports that are participating in the VLAN.
Untagged Port	This field shows the untagged ports that are participating in the VLAN.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.
Status	This field shows how this VLAN was added to the Switch. **Static**: added as a permanent entry.

48.3.1 VLAN Details

Use this screen to view detailed port settings and status of the static VLAN group. Click an index number in the **VLAN Status** screen to display VLAN details.

Figure 189 SWITCHING > VLAN > VLAN Status > VLAN Status Details



The following table describes the labels in this screen.

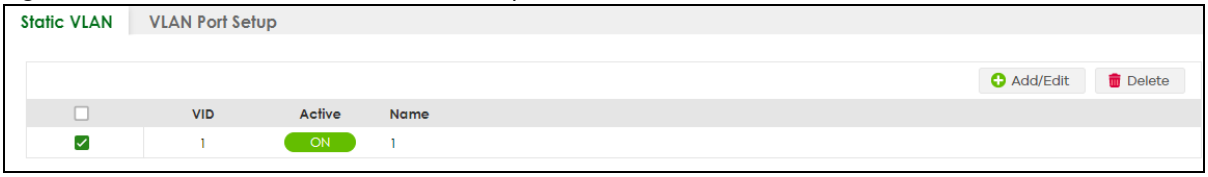
Table 144 SWITCHING > VLAN > VLAN Status > VLAN Status Details

LABEL	DESCRIPTION
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.
Status	This field shows how this VLAN was added to the Switch. **Static**: added as a permanent entry.
Port Number	This section displays the ports that are participating in a VLAN. A tagged port is marked as **T**, an untagged port is marked as **U** and ports not participating in a VLAN are marked as "**–**".

48.4 Configure a Static VLAN

Use this screen to view and configure a static VLAN for the Switch. Click **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** to display the screen as shown next.

Figure 190 SWITCHING > VLAN > VLAN Setup > Static VLAN



The following table describes the related labels in this screen.

Table 145 SWITCHING > VLAN > VLAN Setup > Static VLAN

LABEL	DESCRIPTION
VID	This field displays the ID number of the VLAN group.
Active	This field indicates whether the VLAN settings are enabled or disabled.
Name	This field displays the descriptive name for this VLAN group.

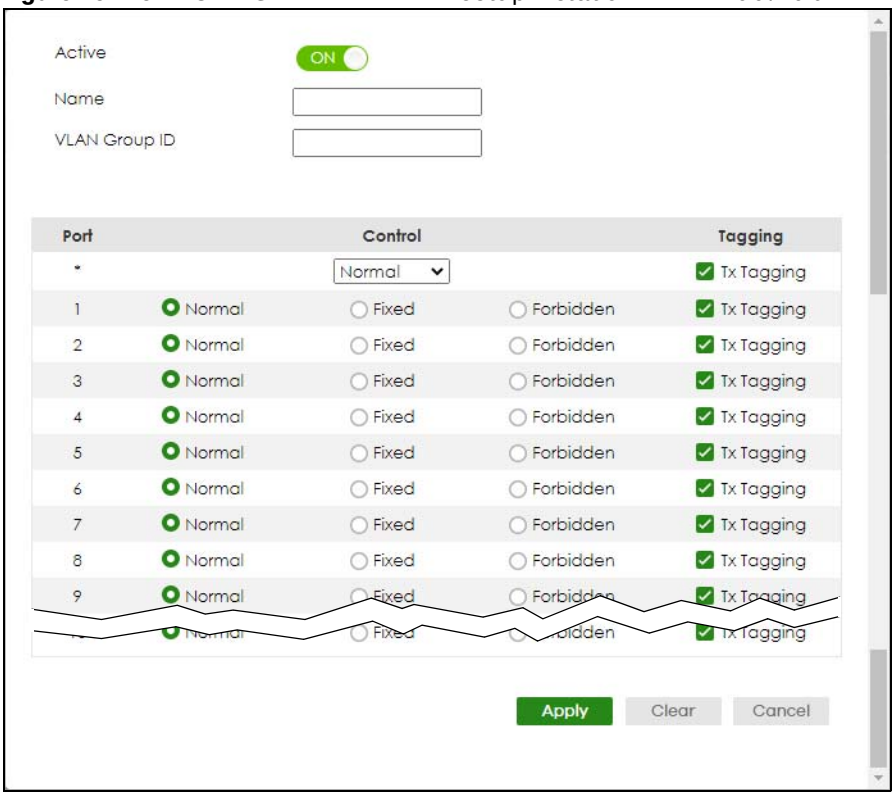
Table 145 SWITCHING > VLAN > VLAN Setup > Static VLAN (continued)

LABEL	DESCRIPTION
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new static VLAN or edit a selected one.
Delete	Click **Delete** to remove the selected static VLAN.

48.4.1 Add/Edit a Static VLAN

Use this screen to configure a static VLAN for the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen to display this screen.

Figure 191 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit



The following table describes the related labels in this screen.

Table 146 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate the VLAN settings.
Name	Enter a descriptive name for the VLAN group for identification purposes. This name consists of up to 64 printable ASCII characters. The string should not contain [?], [|], ['], ["] or [,].
VLAN Group ID	Enter the VLAN ID for this static entry; the valid range is between 1 and 4094. Note: Do NOT add a VLAN ID that has been used in the **SWITCHING** > **VLAN** > **Voice VLAN Setup**.
Port	The port number identifies the port you are configuring.

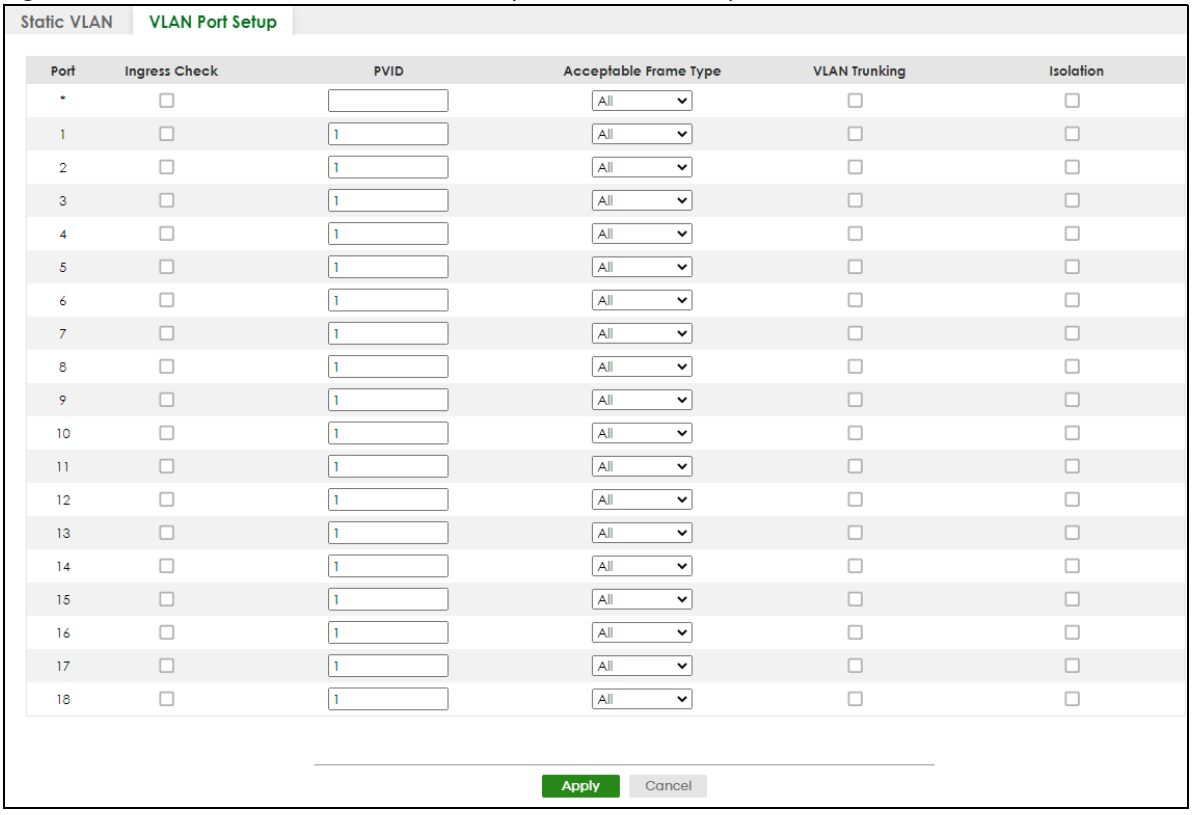
Table 146 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Control	Select **Normal** for the port to dynamically join this VLAN group. This is the default selection. Select **Fixed** for the port to be a permanent member of this VLAN group. Select **Forbidden** if you want to prohibit the port from joining this VLAN group.
Tagging	Select **Tx Tagging** if you want the port to tag all outgoing frames transmitted with this VLAN Group ID.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

48.5 VLAN Port Setup

Use this screen to configure the static VLAN (IEEE 802.1Q) settings on a port. Click **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup** to display the screen as shown.

Figure 192 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup



The following table describes the labels in this screen.

Table 147 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup

LABEL	DESCRIPTION
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Ingress Check	If this check box is selected, the Switch discards incoming frames on a port for VLANs that do not include this port in its member set. Clear this check box to disable ingress filtering.
PVID	A PVID (Port VLAN ID) is a tag that adds to incoming untagged frames received on a port so that the frames are forwarded to the VLAN group that the tag defines. Enter a number between 1and 4094 as the port VLAN ID.
Acceptable Frame Type	Specify the type of frames allowed on a port. Choices are **All**, **Tag Only** and **Untag Only**. Select **All** from the drop-down list box to accept all untagged or tagged frames on this port. This is the default setting. Select **Tag Only** to accept only tagged frames on this port. All untagged frames will be dropped. Select **Untag Only** to accept only untagged frames on this port. All tagged frames will be dropped.
VLAN Trunking	Enable **VLAN Trunking** on ports connected to other switches or routers (but not ports directly connected to end users) to allow frames belonging to unknown VLAN groups to pass through the Switch.
Isolation	Select this to allows this port to communicate only with the CPU management port and the ports on which the isolation feature is NOT enabled.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

48.6 Voice VLAN

Voice VLAN is a VLAN that is specifically allocated for voice traffic. It ensures that the sound quality of an IP phone is preserved from deteriorating when the data traffic on the Switch ports is high. It groups the voice traffic with defined priority into an assigned VLAN which enables the separation of voice and data traffic coming onto the Switch port.

The Switch can determine whether a received packet is

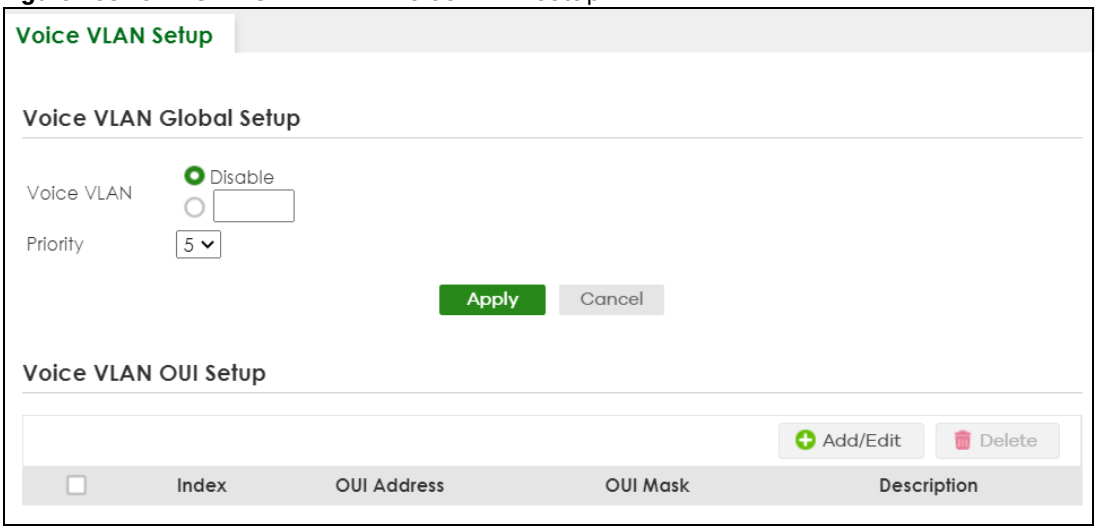
- an untagged voice packet when the incoming port is a fixed port for voice VLAN.
- a tagged voice packet when the incoming port and VLAN tag belongs to a voice VLAN.

It then checks the source packet's MAC address against an OUI list. If a match is found, the packet is considered as a voice packet.

You can set priority level to the Voice VLAN and add MAC address of IP phones from specific manufacturers by using its ID from the Organizationally Unique Identifiers (OUI).

Click **SWITCHING** > **VLAN** > **Voice VLAN Setup** to display the configuration screen as shown.

Figure 193 SWITCHING > VLAN > Voice VLAN Setup



The following table describes the fields in the above screen.

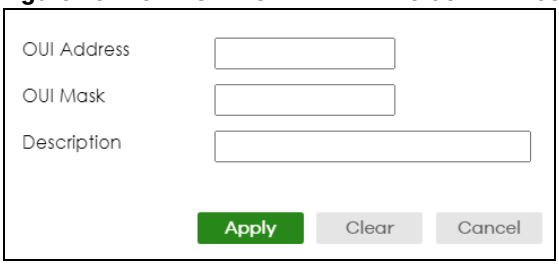
Table 148 SWITCHING > VLAN > Voice VLAN Setup

LABEL	DESCRIPTION
Voice VLAN Global Setup	
Voice VLAN	Click the second radio button if you want to enable the Voice VLAN feature. Enter a VLAN ID number in the box next to the radio button that is associated with the Voice VLAN. You also need to create a static VLAN with the same VID in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen, and then connect the IP phone with the specified OUI MAC address to a port that joins the static VLAN. Click **Disable** radio button if you do not want to enable the Voice VLAN feature.
Priority	Select the priority level of the voice traffic from 0 to 7. Default setting is 5. The higher the numeric value you assign, the higher the priority for this voice traffic.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this section afresh.
Voice VLAN OUI Setup	
Index	This field displays the index number of the Voice VLAN.
OUI Address	This field displays the OUI address of the Voice VLAN.
OUI Mask	This field displays the OUI mask address of the Voice VLAN.
Description	This field displays the description of the Voice VLAN with OUI address.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

48.6.1 Add/Edit a Voice VLAN

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

Figure 194 SWITCHING > VLAN > Voice VLAN Setup > Add/Edit



The following table describes the fields in the above screen.

Table 149 SWITCHING > VLAN > Voice VLAN Setup > Add/Edit

LABEL	DESCRIPTION
OUI Address	Enter the IP phone manufacturer's OUI MAC address. The first 3 bytes is the manufacturer identifier, the last 3 bytes is a unique station ID.
OUI Mask	Enter the mask for the specified IP phone manufacturer's OUI MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
Description	Enter a description up to 32 printable ASCII characters except [?], [|], ['], or ["] for the Voice VLAN device. For example: Siemens.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

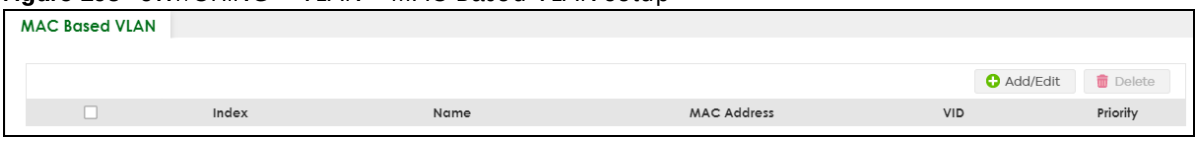
48.7 MAC Based VLAN

The MAC-based VLAN feature assigns incoming untagged packets to a VLAN and classifies the traffic based on the source MAC address of the packet. When untagged packets arrive at the Switch, the source MAC address of the packet is looked up in a MAC to VLAN mapping table. If an entry is found, the corresponding VLAN ID is assigned to the packet. The assigned VLAN ID is verified against the VLAN table. If the VLAN is valid, ingress processing on the packet continues; otherwise, the packet is dropped.

This feature allows users to change ports without having to reconfigure the VLAN. You can assign priority to the MAC-based VLAN and define a MAC to VLAN mapping table by entering a specified source MAC address in the MAC-based VLAN setup screen. You can also delete a MAC-based VLAN entry in the same screen.

Click **SWITCHING** > **VLAN** > **MAC Based VLAN Setup** to see the following screen.

Figure 195 SWITCHING > VLAN > MAC Based VLAN Setup



The following table describes the fields in the above screen.

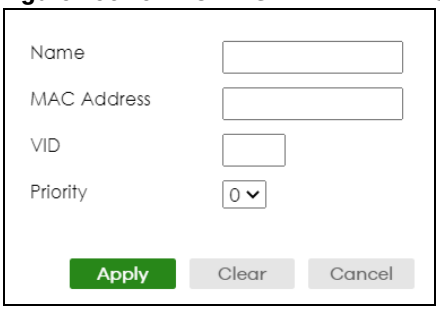
Table 150 SWITCHING > VLAN > MAC Based VLAN Setup

LABEL	DESCRIPTION
Index	This field displays the index number of the MAC-based VLAN entry.
Name	This field displays the name of the MAC-based VLAN entry.
MAC Address	This field displays the source MAC address that is bind to the MAC-based VLAN entry.
VID	This field displays the VLAN ID of the MAC-based VLAN entry.
Priority	This field displays the priority level which is assigned to frames belonging to this MAC-based VLAN entity.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

48.7.1 Add/Edit a MAC Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **MAC Based VLAN Setup** screen to see this screen.

Figure 196 SWITCHING > VLAN > MAC Based VLAN Setup > Add/Edit



The following table describes the fields in the above screen.

Table 151 SWITCHING > VLAN > MAC Based VLAN Setup > Add/Edit

LABEL	DESCRIPTION
Name	Enter a name up to 32 alphanumeric characters except [?], [|], ['], ["] or [,] for the MAC-based VLAN entry.
MAC Address	Enter a MAC address that is bind to the MAC-based VLAN entry. This is the source MAC address of the data packet that is looked up when untagged packets arrive at the Switch.
VID	Enter an ID (from 1 to 4094) for the VLAN that is associated with the MAC-based VLAN entry.
Priority	Enter a priority (0 to 7) that the Switch assigns to frames belonging to this VLAN. The higher the numeric value you assign, the higher the priority for this MAC-based VLAN entry.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.

Table 151 SWITCHING > VLAN > MAC Based VLAN Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

48.8 Vendor ID Based VLAN

The Vendor ID based VLAN feature assigns incoming untagged packets to a VLAN and classifies the traffic based on the source MAC address of the packet. When untagged packets arrive at the switch, the source MAC address of the packet is looked up in a Vendor ID to VLAN mapping table. If an entry is found, the corresponding VLAN ID is assigned to the packet. The assigned VLAN ID is verified against the VLAN table. If the VLAN is valid, ingress processing on the packet continues; otherwise, the packet is dropped.

This feature allows users to change ports without having to reconfigure the VLAN. You can assign a 802.1p priority to the vendor ID based VLAN and define a vendor ID to VLAN mapping table by entering a specified source MAC address and mask in the vendor ID based VLAN setup screen. You can also delete a vendor ID based VLAN entry in the same screen.

For every vendor ID based VLAN rule you set, you can specify a weight number to define the rule's priority level. As rules are processed one after the other, stating a priority order will let you choose which rule has to be applied first and which second.

Click the **SWITCHING** > **VLAN** > **Vendor ID Based VLAN Setup** to see the following screen.

Figure 197 SWITCHING > VLAN > Vendor ID Based VLAN Setup

The following table describes the fields in the above screen.

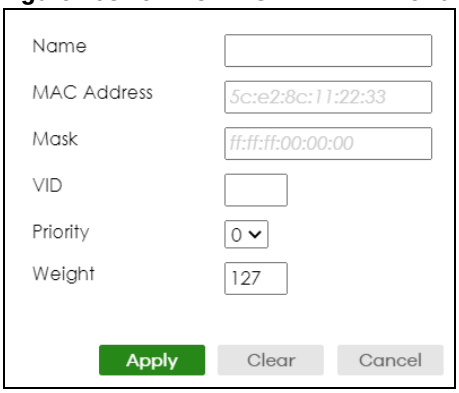
Table 152 SWITCHING > VLAN > Vendor ID Based VLAN Setup

LABEL	DESCRIPTION
Index	This field displays the index number of the vendor ID based VLAN entry.
Name	This field displays the name of the vendor ID based VLAN entry.
MAC Address	This field displays the source MAC address that is bind to the vendor ID based VLAN entry.
Mask	This field displays the mask for the source MAC address that is bind to the vendor ID based VLAN entry.
VLAN	This field displays the VLAN ID of the vendor ID based VLAN entry.
Priority	This field displays the priority level which is assigned to frames belonging to this vendor ID based VLAN.
Weight	This field displays the weight of the vendor ID based VLAN entry.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

48.8.1 Add/Edit a Vendor ID Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Vendor ID Based VLAN Setup** to see this screen.

Figure 198 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Add/Edit



The following table describes the fields in the above screen.

Table 153 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Add/Edit

LABEL	DESCRIPTION
Name	Enter a name up to 32 alphanumeric characters except [?], [|], ['], or ["] for the vendor ID based VLAN entry.
MAC Address	Enter a MAC address that is bind to the vendor ID-based VLAN entry. This is the source MAC address of the data packet that is looked up when untagged packets arrive at the Switch.
Mask	Enter the mask for the specified source MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
VID	Enter an ID (from 1 to 4094) for the VLAN that is associated with the vendor ID based VLAN entry.
Priority	Select the priority level that the Switch assigns to frames belonging to this VLAN. The higher the numeric value you assign, the higher the priority for this vendor ID based VLAN entry.
Weight	Enter a number between 0 and 255 to specify the rule's weight. This is to decide the priority in which the rule is applied. The higher the number, the higher the rule's priority.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

48.9 Port-Based VLAN Setup

Port-based VLANs are VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

Port-based VLANs require allowed outgoing ports to be defined for each port. Therefore, if you wish to allow two subscriber ports to talk to each other, for example, between conference rooms in a hotel, you must define the egress (an egress port is an outgoing port, that is, a port through which a data packet leaves) for both ports.

Port-based VLANs are specific only to the Switch on which they were created.

Note: When you activate port-based VLAN, the Switch uses a default VLAN ID of 1. You cannot change it.

Note: In screens (such as **SYSTEM** > **IP Setup** and **SWITCHING** > **Static MAC Filtering**) that require a VID, you must enter 1 as the VID.

The port-based VLAN setup screen is shown next. The **CPU** management port forms a VLAN with all Ethernet ports.

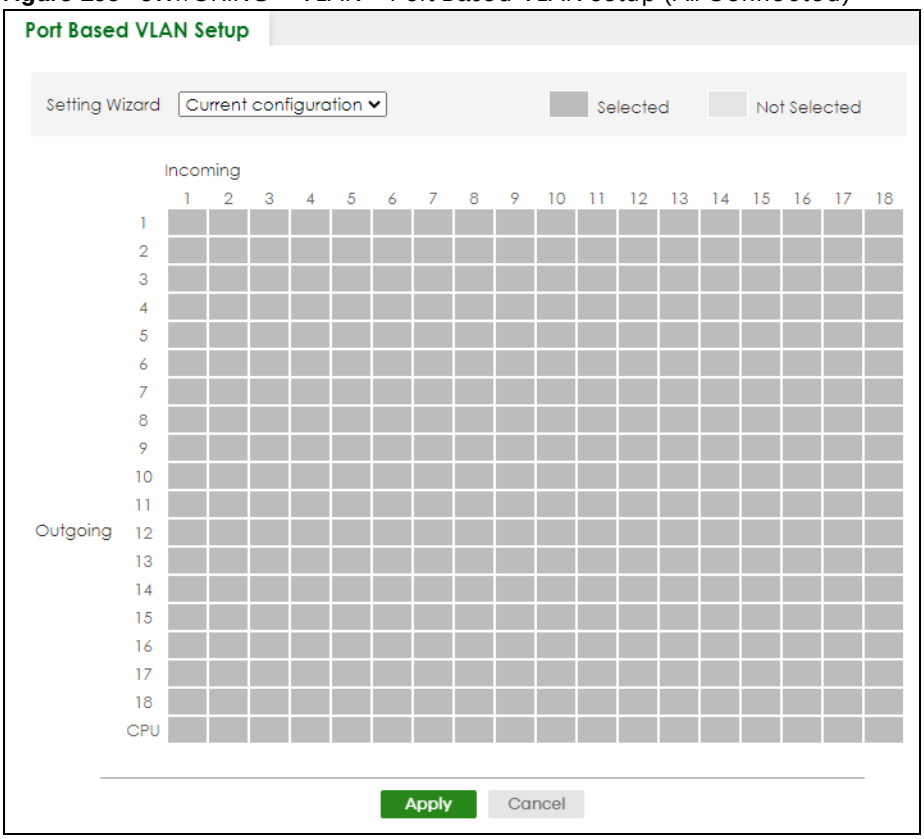
48.10 Configure a Port-Based VLAN

Select **Port Based** as the VLAN Type in the **SYSTEM** > **Switch Setup** screen and then click **SWITCHING** > **VLAN** from the navigation panel to display the next screen.

Select either **All Connected** or **Port Isolated** from the drop-down list depending on your VLAN and VLAN security requirements. If VLAN members need to communicate directly with each other, then select **All Connected**. Select **Port Isolated** if you want to restrict users from communicating directly. Click **Apply** to save your settings.

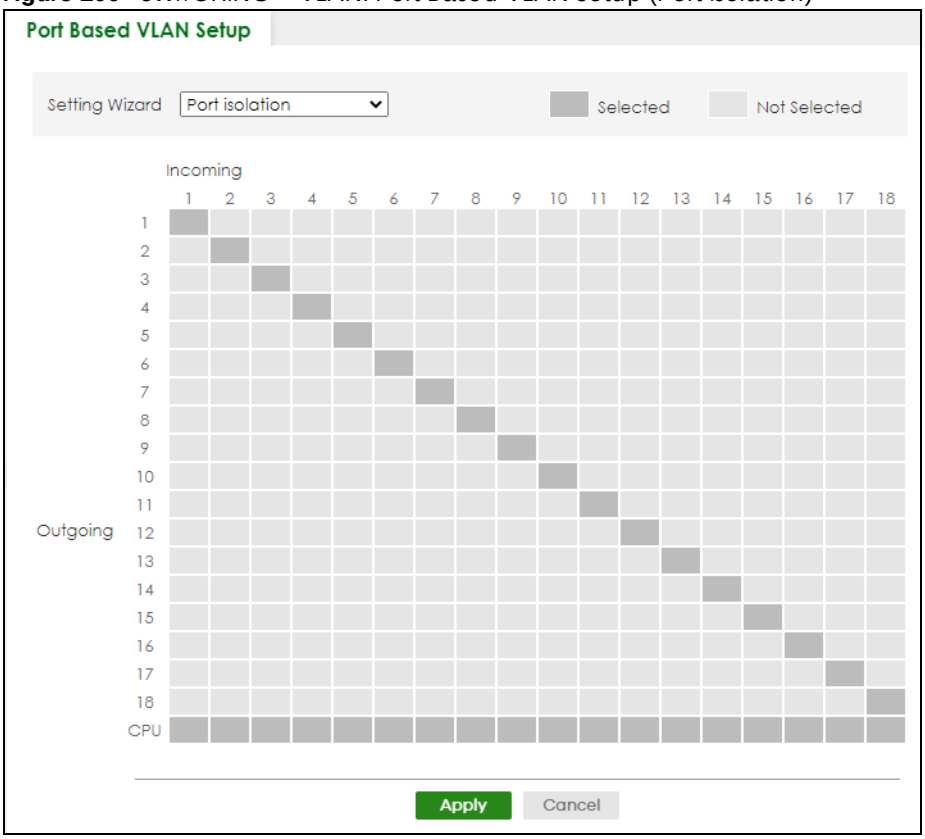
The following screen shows users on a port-based, all-connected VLAN configuration.

Figure 199 SWITCHING > VLAN > Port Based VLAN Setup (All Connected)



The following screen shows users on a port-based, port-isolated VLAN configuration.

Figure 200 SWITCHING > VLAN: Port Based VLAN Setup (Port Isolation)



The following table describes the labels in this screen.

Table 154 SWITCHING > VLAN > Port Based VLAN Setup

LABEL	DESCRIPTION
Setting Wizard	Choose **Current configuration** to display the Switch's current port-based VLAN configuration. Choose **All connected** or **Port isolation** wizard to quickly set up a port-based VLAN according to the below descriptions. **All connected** means all ports can communicate with each other, that is, there are no virtual LANs. All incoming and outgoing ports are selected. This option is the most flexible but also the least secure. **Port isolation** means that each port can only communicate with the CPU management port and cannot communicate with each other. All incoming ports are selected while only the CPU outgoing port is selected. This option is the most limiting but also the most secure. After selecting the setting wizard, you can customize the port settings. Click on the ports to add or delete incoming or outgoing ports. The configuration will be saved only after you click **Apply** at the bottom of the screen.
Incoming	These are the ingress ports; an ingress port is an incoming port, that is, a port through which a data packet enters. If you wish to allow two subscriber ports to talk to each other, you must define the ingress port for both ports. The numbers in the top row denote the incoming port for the corresponding port listed on the left (its outgoing port). **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.

Table 154 SWITCHING > VLAN > Port Based VLAN Setup (continued)

LABEL	DESCRIPTION
Outgoing	These are the egress ports; an egress port is an outgoing port, that is, a port through which a data packet leaves. If you wish to allow two subscriber ports to talk to each other, you must define the egress port for both ports. **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 49
NETWORKING

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

Quick links to chapters:

CHAPTER 50
ARP Setup

50.1 ARP Overview

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

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

50.1.1 What You Can Do

Use the **ARP Learning** screen (Section 50.2 on page 286) to configure ARP learning mode on a per-port basis.

Use the **Static ARP** screen (Section 50.3 on page 287) to create static ARP entries that will display in the **MONITOR** > **ARP Table** screen and will not age out.

50.1.2 What You Need to Know

Read on for concepts on ARP that can help you configure the screen in this chapter.

50.1.2.1 How ARP Works

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

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

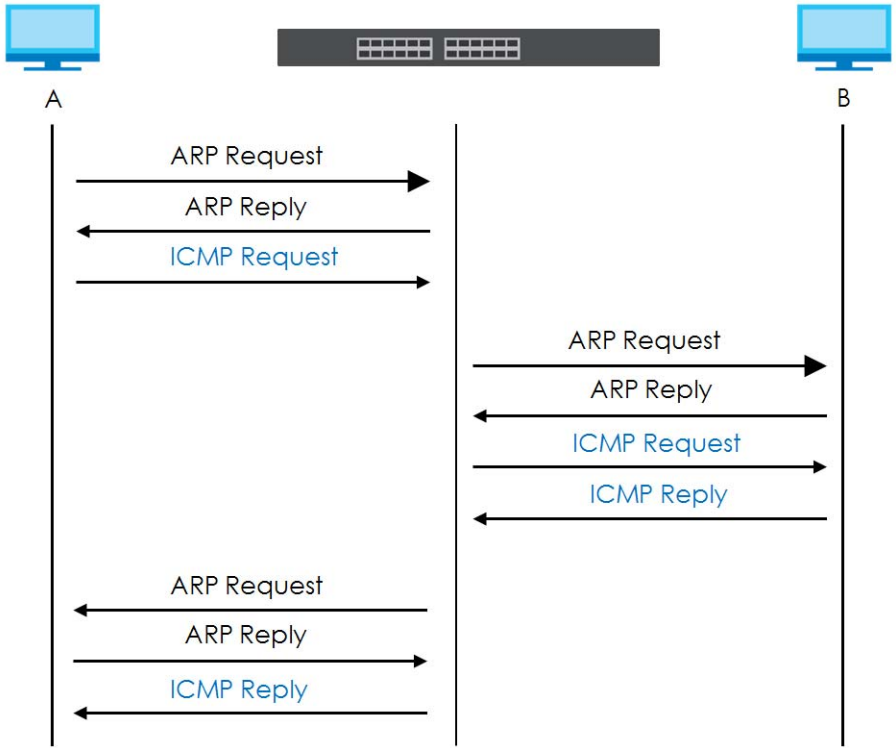
50.1.2.2 ARP Learning Mode

The Switch supports three ARP learning modes: ARP-Reply, Gratuitous-ARP, and ARP-Request.

ARP-Reply

The Switch in ARP-Reply learning mode updates the ARP table only with the ARP replies to the ARP requests sent by the Switch. This can help prevent ARP spoofing.

In the following example, the Switch does not have IP address and MAC address mapping information for hosts **A** and **B** in its ARP table, and host **A** wants to ping host **B**. Host **A** sends an ARP request to the Switch and then sends an ICMP request after getting the ARP reply from the Switch. The Switch finds no matched entry for host **B** in the ARP table and broadcasts the ARP request to all the devices on the LAN. When the Switch receives the ARP reply from host **B**, it updates its ARP table and also forwards host **A**'s ICMP request to host **B**. After the Switch gets the ICMP reply from host **B**, it sends out an ARP request to get host **A**'s MAC address and updates the ARP table with host **A**'s ARP reply. The Switch then can forward host **B**'s ICMP reply to host **A**.



Gratuitous-ARP

A gratuitous ARP is an ARP request in which both the source and destination IP address fields are set to the IP address of the device that sends this request and the destination MAC address field is set to the broadcast address. There will be no reply to a gratuitous ARP request.

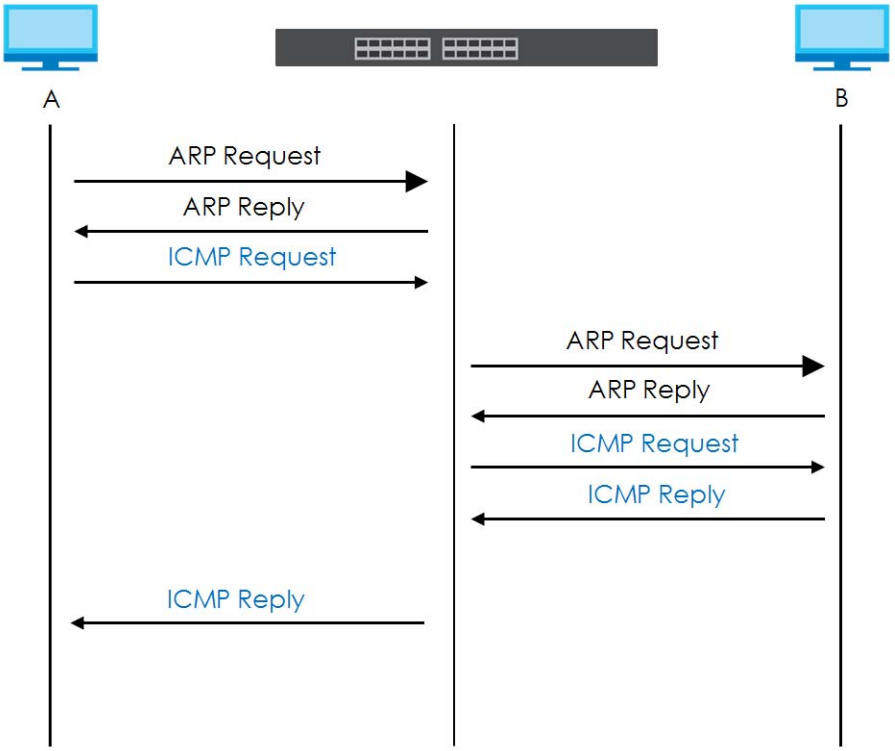
A device may send a gratuitous ARP packet to detect IP collisions. If a device restarts or its MAC address is changed, it can also use gratuitous ARP to inform other devices in the same network to update their ARP table with the new mapping information.

In Gratuitous-ARP learning mode, the Switch updates its ARP table with either an ARP reply or a gratuitous ARP request.

ARP-Request

When the Switch is in ARP-Request learning mode, it updates the ARP table with both ARP replies, gratuitous ARP requests and ARP requests.

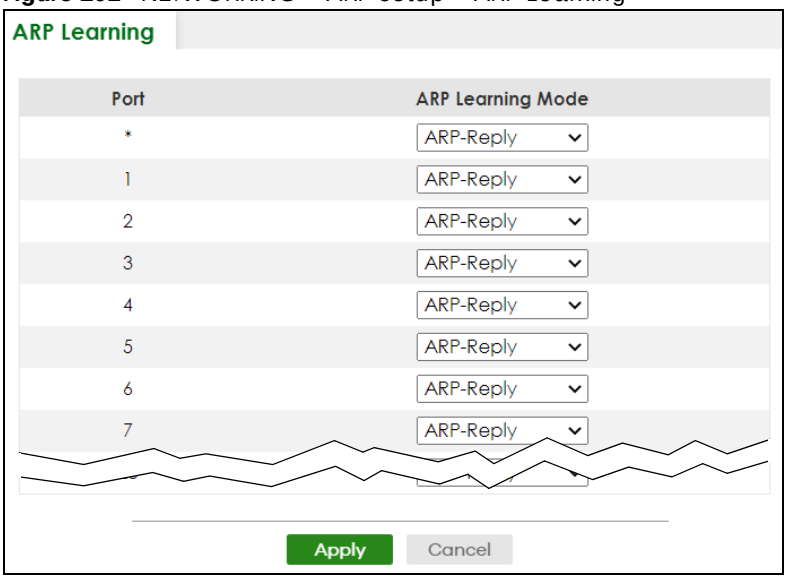
Therefore in the following example, the Switch can learn host **A**'s MAC address from the ARP request sent by host **A**. The Switch then forwards host **B**'s ICMP reply to host **A** right after getting host **B**'s MAC address and ICMP reply.



50.2 ARP Learning

Use this screen to configure each port's ARP learning mode. Click **NETWORKING** > **ARP Setup** > **ARP Learning** in the navigation panel to display the screen as shown next.

Figure 201 NETWORKING > ARP Setup > ARP Learning



The following table describes the labels in this screen.

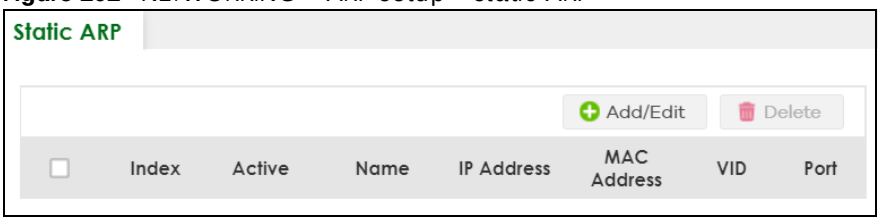
Table 155 NETWORKING > ARP Setup > ARP Learning

LABEL	DESCRIPTION
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
ARP Learning Mode	Select the ARP learning mode the Switch uses on the port. Select **ARP-Reply** to have the Switch update the ARP table only with the ARP replies to the ARP requests sent by the Switch. Select **Gratuitous-ARP** to have the Switch update its ARP table with either an ARP reply or a gratuitous ARP request. Select **ARP-Request** to have the Switch update the ARP table with both ARP replies, gratuitous ARP requests and ARP requests.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

50.3 Static ARP

Use this screen to view and configure static ARP entries that will display in the **MONITOR** > **ARP Table** screen and will not age out. Click **NETWORKING** > **ARP Setup** > **Static ARP** to display the screen as shown.

Figure 202 NETWORKING > ARP Setup > Static ARP



The following table describes the related labels in this screen.

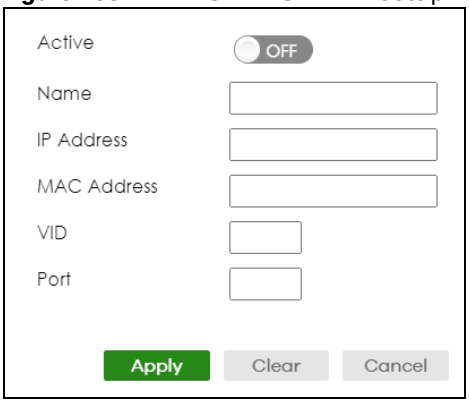
Table 156 NETWORKING > ARP Setup > Static ARP

LABEL	DESCRIPTION
Index	This field displays the index number of an entry.
Active	This field displays whether the entry is activated.
Name	This field displays the descriptive name for this entry. This is for identification purposes only.
IP Address	This is the IP address of a device connected to a Switch port with the corresponding MAC address below.
MAC Address	This is the MAC address of the device with the corresponding IP address above.
VID	This field displays the VLAN to which the device belongs.
Port	This field displays the port to which the device connects.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

50.3.1 Add/Edit Static ARP

Use this screen to add/edit static ARP entries. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **ARP Setup** > **Static ARP** to display this screen.

Figure 203 NETWORKING > ARP Setup > Static ARP > Add/Edit



The following table describes the related labels in this screen.

Table 157 NETWORKING > ARP Setup > Static ARP > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by clearing this check box.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
IP Address	Enter the IP address of a device connected to a Switch port with the corresponding MAC address below.
MAC Address	Enter the MAC address of the device with the corresponding IP address above.
VID	Enter the ID number of VLAN to which the device belongs.
Port	Enter the number of port to which the device connects.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 51 DHCP

51.1 DHCP Overview

This chapter shows you how to configure the DHCP feature.

DHCP (Dynamic Host Configuration Protocol RFC 2131 and RFC 2132) allows individual computers to obtain TCP/IP configuration at start-up from a server. If you configure the Switch as a DHCP relay agent, then the Switch forwards DHCP requests to DHCP server on your network. If you do not configure the Switch as a DHCP relay agent then you must have a DHCP server in the broadcast domain of the client computers or else the client computers must be configured manually.

51.1.1 What You Can Do

- Use the **DHCPv4 Relay Status** screen (Section 51.2 on page 291) to display the relay mode and status.
- Use the **DHCPv4 Option 82 Profile** screen (Section 51.4 on page 293) to create DHCPv4 option 82 profiles.
- Use the **DHCPv4 Smart Relay** screen (Section 51.5 on page 294) to configure global DHCPv4 relay. You can also use this screen to apply different DHCP option 82 profile to certain ports on the Switch.
- Use the **DHCPv4 Relay VLAN Setting** screen (Section 51.6 on page 298) to configure your DHCPv4 settings based on the VLAN domain of the DHCPv4 clients. You can also use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.
- Use the **DHCPv6 Relay** screen (Section 51.7 on page 301) to enable and configure DHCPv6 relay.

51.1.2 What You Need to Know

Read on for concepts on DHCP that can help you configure the screens in this chapter.

DHCP Modes

If there is already a DHCP server on your network, then you can configure the Switch as a DHCP relay agent. When the Switch receives a request from a computer on your network, it contacts the DHCP server for the necessary IP information, and then relays the assigned information back to the computer.

DHCPv4 Configuration Options

The DHCPv4 configuration on the Switch is divided into **Smart Relay** and **VLAN** screens. The screen you should use for configuration depends on the DHCP services you want to offer the DHCP clients on your network. Choose the configuration screen based on the following criteria:

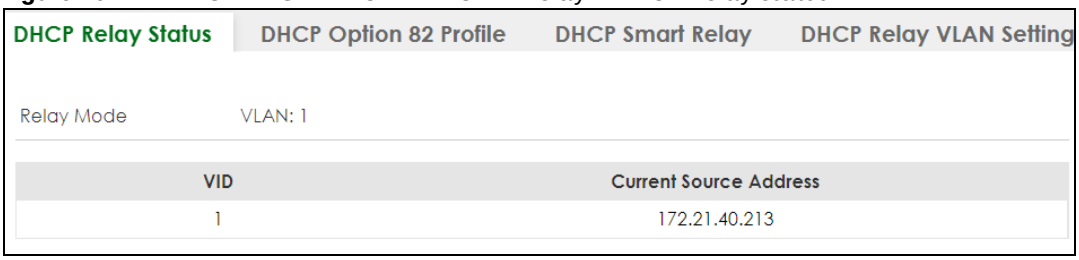
- **Smart Relay** – The Switch forwards all DHCP requests to the same DHCP server.

- **VLAN** – The Switch is configured on a VLAN by VLAN basis. The Switch can be configured to relay DHCP requests to different DHCP servers for clients in different VLAN.

51.2 DHCPv4 Relay Status

Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** in the navigation panel. The **DHCP Relay Status** screen displays.

Figure 204 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay Status



The following table describes the labels in this screen.

Table 158 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay Status

LABEL	DESCRIPTION
Relay Mode	This field displays: **None** – if the Switch is not configured as a DHCP relay agent. **Smart**– if the Switch is configured as a DHCP relay agent only. **VLAN** – followed by a VLAN ID or multiple VLAN IDs if it is configured as a relay agent for specific VLANs.
VID	This field displays the ID number of the VLAN for which the Switch acts as a DHCP relay agent.
Current Source Address	This field displays the source IP address of the DHCP requests that the Switch forwards to a DHCP server.

51.3 DHCPv4 Relay

Configure DHCP relay on the Switch if the DHCP clients and the DHCP server are not in the same broadcast domain. During the initial IP address leasing, the Switch helps to relay network information (such as the IP address and subnet mask) between a DHCP client and a DHCP server. Once the DHCP client obtains an IP address and can connect to the network, network information renewal is done between the DHCP client and the DHCP server without the help of the Switch.

The Switch can be configured as a global DHCP relay. This means that the Switch forwards all DHCP requests from all domains to the same DHCP server. You can also configure the Switch to relay DHCP information based on the VLAN membership of the DHCP clients.

51.3.1 DHCPv4 Relay Agent Information

The Switch can add information about the source of client DHCP requests that it relays to a DHCP server by adding **Relay Agent Information**. This helps provide authentication about the source of the requests. The DHCP server can then provide an IP address based on this information. Please refer to RFC 3046 for more details.

The DHCP **Relay Agent Information** feature adds an Agent Information field (also known as the **Option 82** field) to DHCP requests. The **Option 82** field is in the DHCP headers of client DHCP request frames that the Switch relays to a DHCP server.

Relay Agent Information can include the **System Name** of the Switch if you select this option. You can change the **System Name** in **SYSTEM** > **General Setup**.

The following describes the DHCP relay agent information that the Switch sends to the DHCP server:

Table 159 Relay Agent Information

FIELD LABELS	DESCRIPTION
Slot ID	(1 byte) This value is always 0 for stand-alone switches.
Port ID	(1 byte) This is the port that the DHCP client is connected to.
VLAN ID	(2 bytes) This is the VLAN that the port belongs to.
Information	(up to 64 bytes) This optional, read-only field is set according to system name set in **SYSTEM** > **General Setup**.

51.3.1.1 DHCPv4 Relay Agent Information Format

A DHCP Relay Agent Information option has the following format.

Table 160 DHCP Relay Agent Information Option Format

Code (82)	Length (N)	i1	i2	...	iN

i1, i2 and iN are DHCP relay agent sub-options, which contain additional information about the DHCP client. You need to define at least one sub-option.

51.3.1.2 Sub-Option Format

There are two types of sub-option: “Agent Circuit ID Sub-option” and “Agent Remote ID Sub-option”. They have the following formats.

Table 161 DHCP Relay Agent Circuit ID Sub-option Format

SubOpt Code	Length	Value
1 (1 byte)	N (1 byte)	Slot ID, Port ID, VLAN ID, System Name or String

Table 162 DHCP Relay Agent Remote ID Sub-option Format

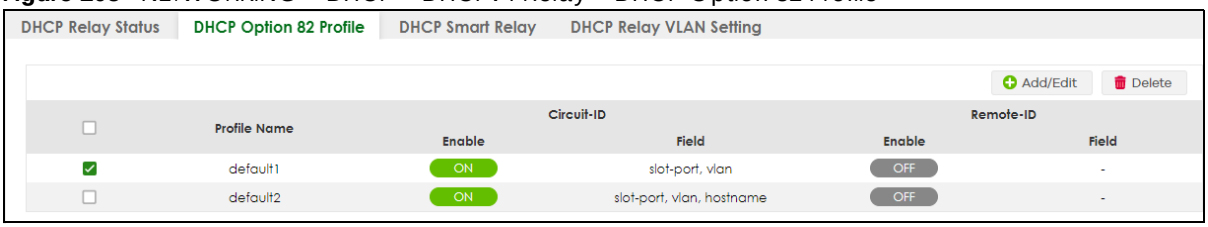
SubOpt Code	Length	Value
2 (1 byte)	N (1 byte)	MAC Address or String

The 1 in the first field identifies this as an Agent Circuit ID sub-option and two identifies this as an Agent Remote ID sub-option. The next field specifies the length of the field.

51.4 DHCPv4 Option 82 Profile

Use this screen to view and configure DHCPv4 option 82 profiles. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Option 82 Profile** link to display the screen as shown.

Figure 205 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile



The following table describes the labels in this screen.

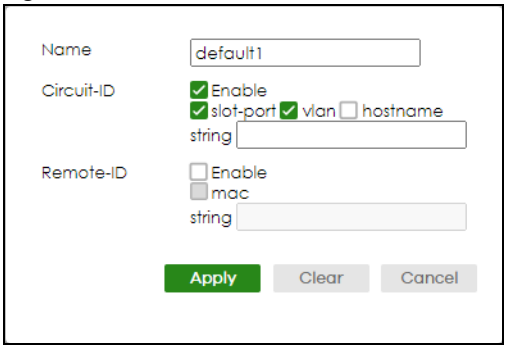
Table 163 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile

LABEL	DESCRIPTION
Profile Name	This field displays the descriptive name of the profile.
Circuit-ID	This section displays the Circuit ID sub-option including information that is specific to the relay agent (the Switch).
Enable	This field displays whether the Circuit ID sub-option is added to client DHCP requests.
Field	This field displays the information that is included in the Circuit ID sub-option.
Remote-ID	This section displays the Remote ID sub-option including information that identifies the relay agent (the Switch).
Enable	This field displays whether the Remote ID sub-option is added to client DHCP requests.
Field	This field displays the information that is included in the Remote ID sub-option.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

51.4.1 Add/Edit a DHCPv4 Option 82 Profile

Use this screen to create DHCPv4 option 82 profiles. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Option 82 Profile** link to display this screen.

Figure 206 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile > Add/Edit



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

The following table describes the labels in this screen.

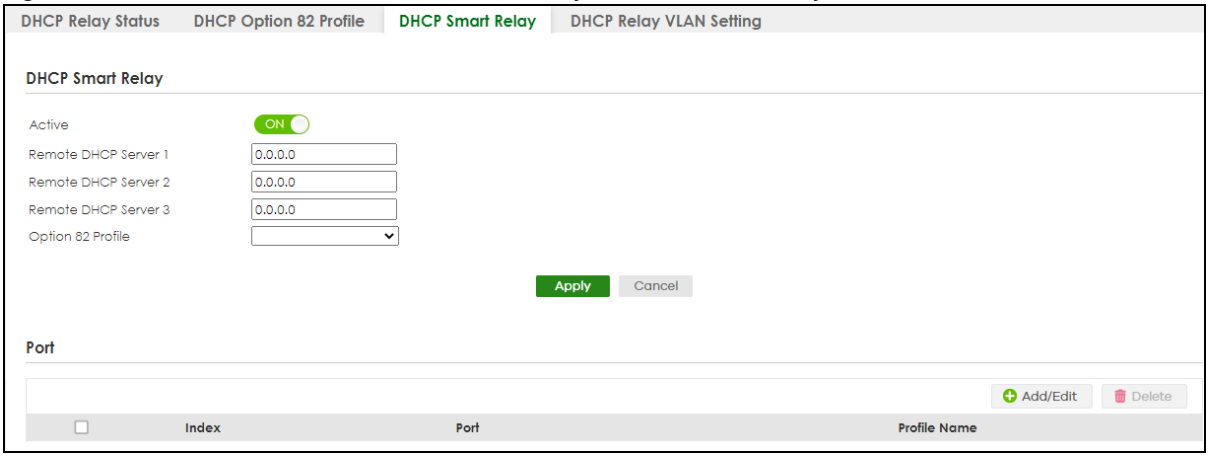
Table 164 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for the profile for identification purposes. You can use up to 32 printable ASCII characters.
Circuit-ID	Use this section to configure the Circuit ID sub-option to include information that is specific to the relay agent (the Switch).
Enable	Select this option to have the Switch add the Circuit ID sub-option to client DHCP requests that it relays to a DHCP server.
slot-port	Select this option to have the Switch add the number of port that the DHCP client is connected to.
vlan	Select this option to have the Switch add the ID of VLAN which the port belongs to.
hostname	This is the system name you configure in the **SYSTEM** > **General Setup** screen. Select this option for the Switch to add the system name to the client DHCP requests that it relays to a DHCP server.
string	Enter a string of up to 64 printable ASCII characters that the Switch adds into the client DHCP requests.
Remote-ID	Use this section to configure the Remote ID sub-option to include information that identifies the relay agent (the Switch).
Enable	Select this option to have the Switch append the Remote ID sub-option to the option 82 field of DHCP requests.
mac	Select this option to have the Switch add its MAC address to the client DHCP requests that it relays to a DHCP server.
string	Enter a string of up to 64 printable ASCII characters for the remote ID information in this field.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

51.5 Configuring DHCPv4 Smart Relay

Use this screen to configure global DHCPv4 relay. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay** to display the screen as shown.

Figure 207 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay



The following table describes the labels in this screen.

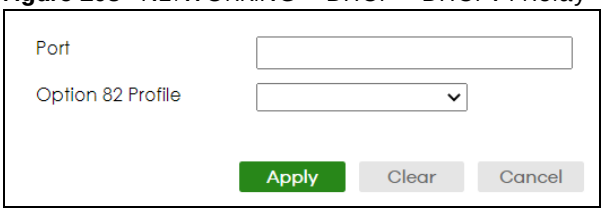
Table 165 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay

LABEL	DESCRIPTION
DHCP Smart Relay	
Active	Select this check box to enable DHCPv4 relay.
Remote DHCP Server 1 .. 3	Enter the IP address of a DHCPv4 server in dotted decimal notation.
Option 82 Profile	Select a pre-defined DHCPv4 option 82 profile that the Switch applies to all ports. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Port Use this section to apply a different DHCP option 82 profile to certain ports on the Switch.	
Index	This field displays a sequential number for each entry.
Port	This field displays the ports to which the Switch applies the settings.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

51.5.1 Add/Edit DHCPv4 Global Relay Port

Use this screen to apply a different DHCP option 82 profile to certain ports on the Switch. To open this screen, Click **Add/Edit**, or select an entry and click **Add/Edit** in the **Port** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay** screen.

Figure 208 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay > Add/Edit



The following table describes the labels in this screen.

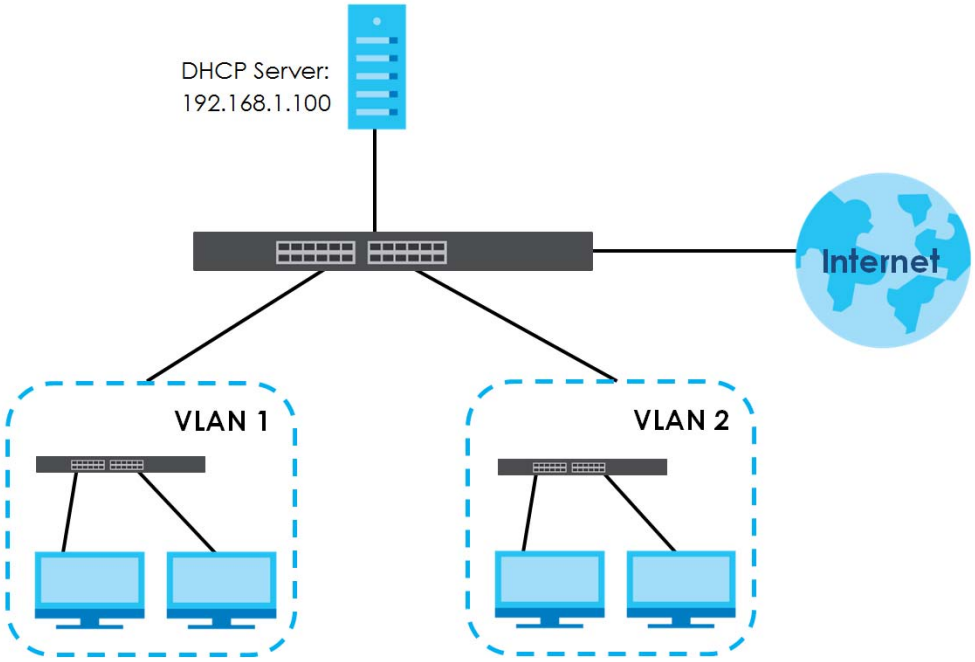
Table 166 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay > Add/Edit

LABEL	DESCRIPTION
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server. The profile you select here has priority over the one you select in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCPv4 Smart Relay** screen.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

51.5.2 DHCP Smart Relay Configuration Example

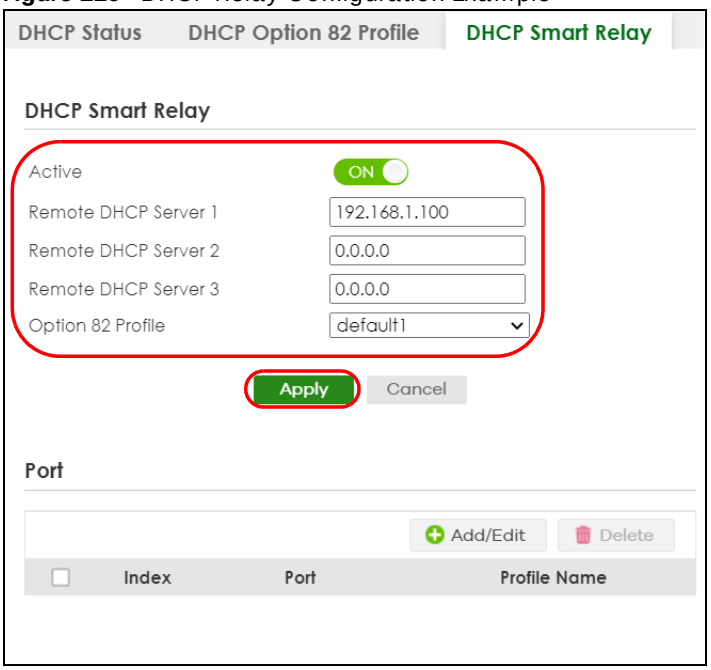
The follow figure shows a network example where the Switch is used to relay DHCP requests for the **VLAN1** and **VLAN2** domains. There is only one DHCP server that services the DHCP clients in both domains.

Figure 209 DHCP Smart Relay Network Example



Configure the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay** screen as shown. Make sure you select a DHCP option 82 profile (**default1** in this example) to set the Switch to send additional information (such as the VLAN ID) together with the DHCP requests to the DHCP server. This allows the DHCP server to assign the appropriate IP address according to the VLAN ID. Click **Apply** after you finish the configuration.

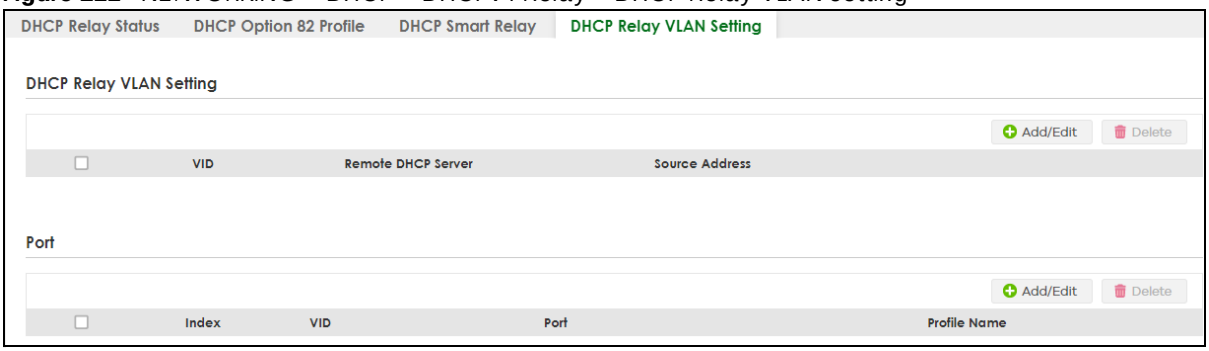
Figure 210 DHCP Relay Configuration Example



51.6 DHCPv4 VLAN Setting

Use this screen to configure your DHCP settings based on the VLAN domain of the DHCP clients. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** to display the screen as shown.

Figure 211 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting



The following table describes the labels in this screen.

Table 167 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting

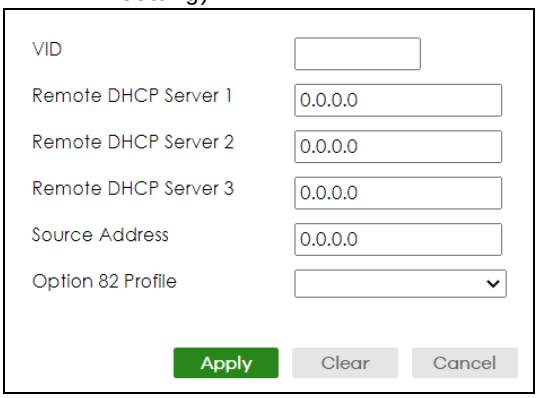
LABEL	DESCRIPTION
DHCP Relay VLAN Setting	
VID	This field displays the ID number of the VLAN group to which this DHCP settings apply.
Remote DHCP Server	This displays the IP address of a DHCP server in dotted decimal notation.
Source Address	This field displays the source IP address you configured for DHCP requests from clients on this VLAN.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.
Port Use this section to apply a different DHCP option 82 profile to certain ports in a VLAN.	
Index	This field displays a sequential number for each entry. Click an index number to change the settings.
VID	This field displays the VLAN to which the ports belongs.
Port	This field displays the ports to which the Switch applies the settings.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports in this VLAN.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

51.6.1 Add/Edit DHCPv4 VLAN Setting

Use this screen to add/edit your DHCP settings based on the VLAN domain of the DHCP clients. Click the **Add/Edit** button in the **DHCP Relay VLAN Setting** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen to access this screen.

Note: You must set up a management IP address for each VLAN that you want to configure DHCP settings for on the Switch.

Figure 212 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (DHCP Relay VLAN Setting)



The following table describes the labels in this screen.

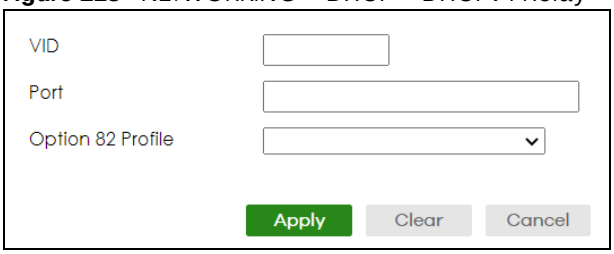
Table 168 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (DHCP Relay VLAN Setting)

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN to which these DHCP settings apply.
Remote DHCP Server 1 .. 3	Enter the IP address of a DHCP server in dotted decimal notation.
Source Address	Enter the source IP address that the Switch adds to DHCP requests from clients on this VLAN before forwarding them. If you leave this field set to **0.0.0.0**, the Switch automatically sets the source IP address of the DHCP requests to the IP address of the interface on which the packet is received. The source IP address helps DHCP clients obtain an appropriate IP address when you configure multiple routing domains on a VLAN.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to all ports in this VLAN. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

51.6.2 Add/Edit DHCPv4 VLAN Port

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN. Click the **Add/Edit** button in the **Port** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen to access this screen.

Figure 213 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Port)



The following table describes the labels in this screen.

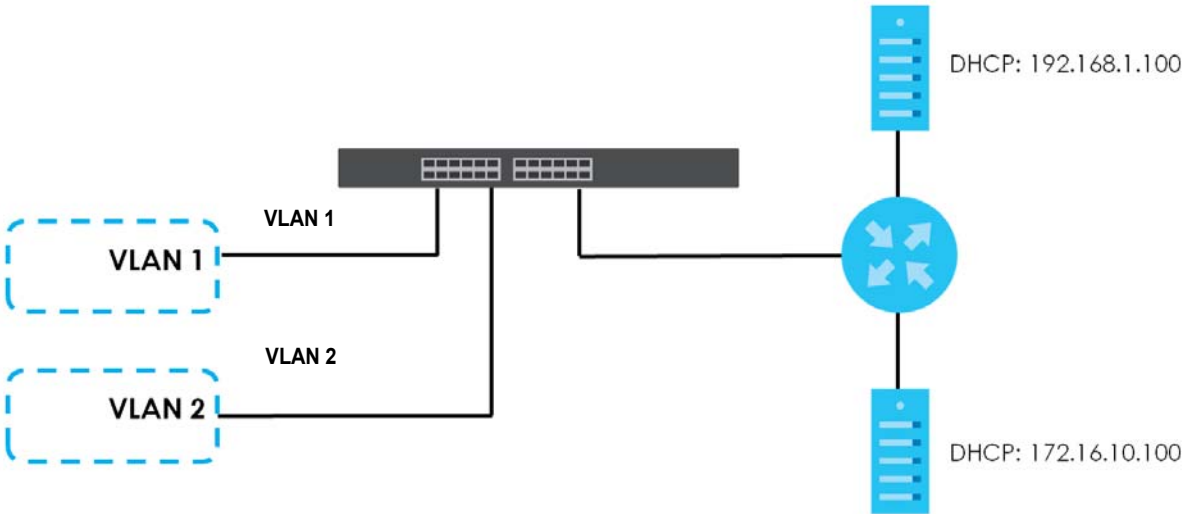
Table 169 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Port)

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN you want to configure here.
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports in this VLAN. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server. The profile you select here has priority over the one you select in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** (the **DHCP Relay VLAN Setting** section)> **Add/Edit** screen.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

51.6.3 Example: DHCP Relay for Two VLANs

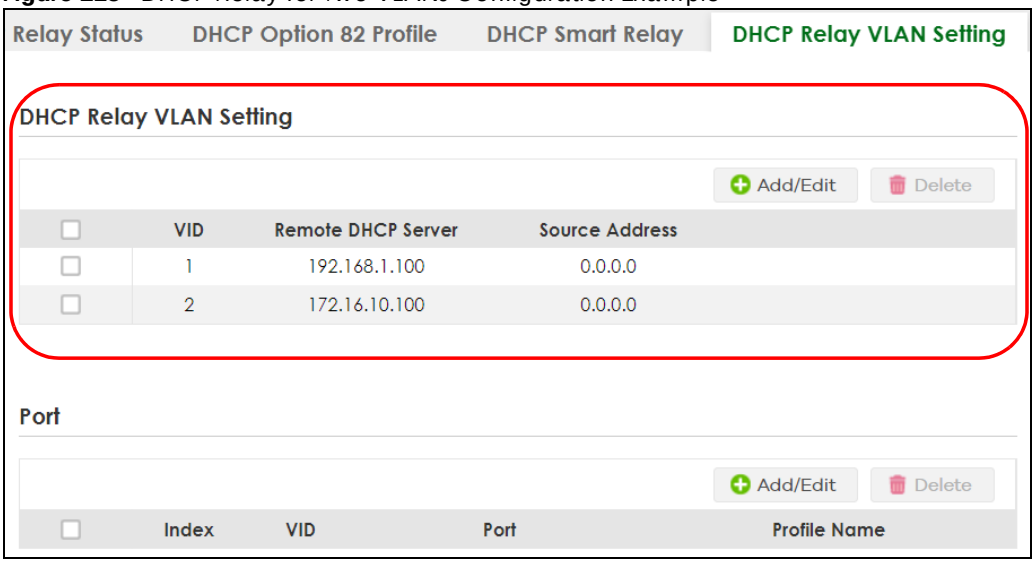
The following example displays two VLANs (VIDs 1 and 2) for a campus network. Two DHCP servers are installed to serve each VLAN. The system is set up to forward DHCP requests from the dormitory rooms (VLAN 1) to the DHCP server with an IP address of 192.168.1.100. Requests from the academic buildings (VLAN 2) are sent to the other DHCP server with an IP address of 172.16.10.100.

Figure 214 DHCP Relay for Two VLANs



For the example network, add two entries in **DHCP Relay VLAN Setting** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen as shown.

Figure 215 DHCP Relay for Two VLANs Configuration Example



51.7 DHCPv6 Relay

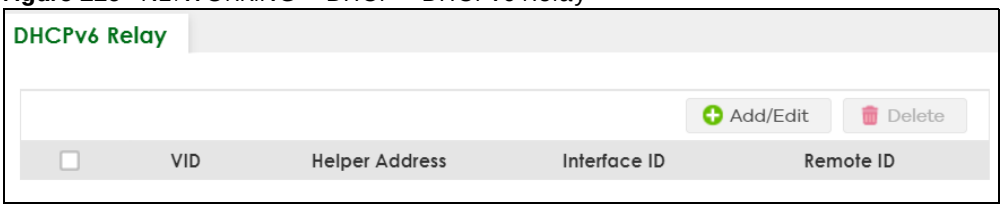
A DHCPv6 relay agent is on the same network as the DHCPv6 clients and helps forward messages between the DHCPv6 server and clients. When a client cannot use its link-local address and a well-known multicast address to locate a DHCPv6 server on its network, it then needs a DHCPv6 relay agent to send a message to a DHCPv6 server that is not attached to the same network.

The DHCPv6 relay agent can add the remote identification (remote-ID) option and the interface-ID option to the Relay-Forward DHCPv6 messages. The remote-ID option carries a user-defined string, such as the system name. The interface-ID option provides slot number, port information and the VLAN ID to the DHCPv6 server. The remote-ID option (if any) is stripped from the Relay-Reply messages before the

relay agent sends the packets to the clients. The DHCPv6 server copies the interface-ID option from the Relay-Forward message into the Relay-Reply message and sends it to the relay agent. The interface-ID should not change even after the relay agent restarts.

Use this screen to view and configure DHCPv6 relay settings for a specific VLAN on the Switch. Click **NETWORKING** > **DHCP** > **DHCPv6 Relay** in the navigation panel to display the screen as shown.

Figure 216 NETWORKING > DHCP > DHCPv6 Relay



The following table describes the labels in this screen.

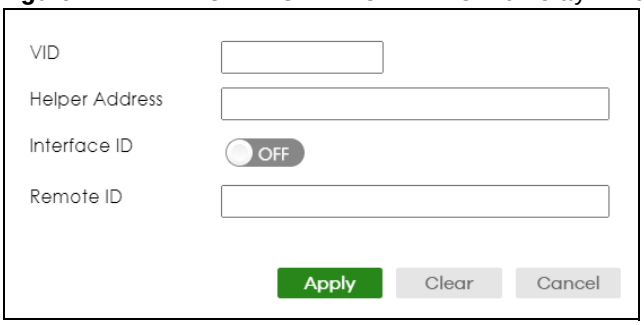
Table 170 NETWORKING > DHCP > DHCPv6 Relay

LABEL	DESCRIPTION
VID	This field displays the VLAN ID number.
Helper Address	This field displays the IPv6 address of the remote DHCPv6 server for this VLAN.
Interface ID	This field displays whether the interface-ID option is added to DHCPv6 requests from clients in this VLAN.
Remote ID	This field displays whether the remote-ID option is added to DHCPv6 requests from clients in this VLAN.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

51.7.1 Add/Edit DHCPv6 Relay

Use this screen to add/edit DHCPv6 relay settings for a specific VLAN on the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv6 Relay** screen to display this screen.

Figure 217 NETWORKING > DHCP > DHCPv6 Relay > Add/Edit



The following table describes the labels in this screen.

Table 171 NETWORKING > DHCP > DHCPv6 Relay > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN to which the DHCPv6 server that will assign IP information belongs here.
Helper Address	Enter the IPv6 address of the DHCPv6 server that will assign IP information here. An 128-bit IPv6 address is written as eight 16-bit hexadecimal blocks separated by colons (:). This is an example IPv6 address '2001:0db8:1a2b:0015:0000:0000:1a2f:0000'. IPv6 addresses can be abbreviated in two ways: • Leading zeros in a block can be omitted. So '2001:0db8:1a2b:0015:0000:0000:1a2f:0000' can be written as '2001:db8:1a2b:15:0:0:1a2f:0'. • Any number of consecutive blocks of zeros can be replaced by a double colon. A double colon can only appear once in an IPv6 address. So '2001:0db8:0000:0000:1a2f:0000:0000:0015' can be written as '2001:0db8::1a2f:0000:0000:0015', '2001:0db8:0000:0000:1a2f::0015', '2001:db8::1a2f:0:0:15' or '2001:db8:0:0:1a2f::15'.
Interface ID	Enable the switch button to have the Switch add the interface-ID option in the DHCPv6 requests from the clients in the specified VLAN before the Switch forwards them to a DHCPv6 server.
Remote ID	Enter a string of up to 64 printable ASCII characters (except [?], [|], ['], ["] or [,]) to be carried in the remote-ID option. The Switch adds the remote-ID option in the DHCPv6 requests from the clients in the specified VLAN before the Switch forwards them to a DHCPv6 server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 52
Static Route

52.1 Static Routing Overview

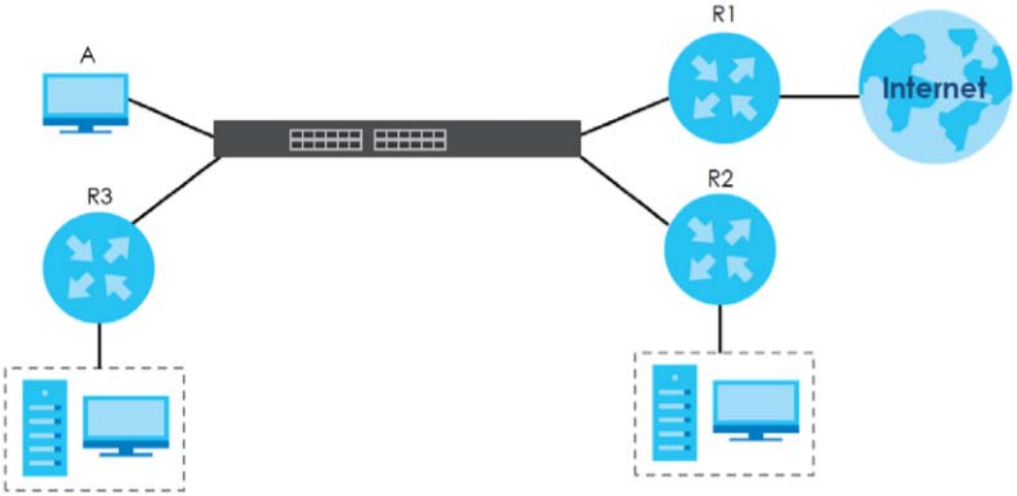
This chapter shows you how to configure static routes.

The Switch uses IP for communication with management computers, for example using HTTP, Telnet, SSH, or SNMP. Use IP static routes to have the Switch respond to remote management stations that are not reachable through the default gateway. The Switch can also use static routes to send data to a server or device that is not reachable through the default gateway, for example when sending SNMP traps or using ping to test IP connectivity.

The Switch usually uses the default gateway to route outbound traffic from computers on the LAN to the Internet. To have the Switch send data to devices not reachable through the default gateway, use static routes.

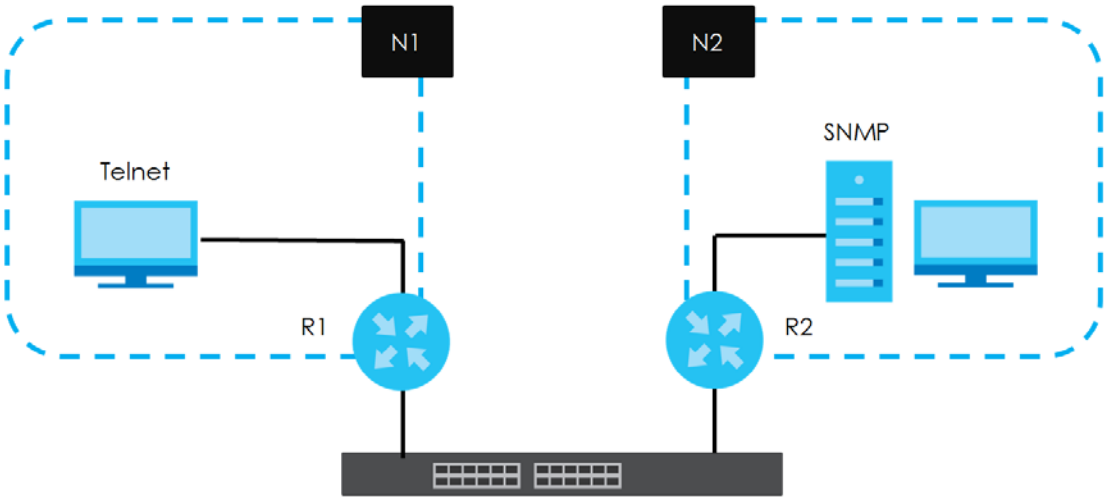
For example, the next figure shows a computer (**A**) connected to the Switch. The Switch routes most traffic from **A** to the Internet through the Switch's default gateway (**R1**). You create one static route to connect to services offered by your ISP behind router **R2**. You create another static route to communicate with a separate network behind a router **R3** connected to the Switch.

Figure 218 Example of Static Routing Topology



This figure shows a **Telnet** session coming in from network **N1**. The Switch sends reply traffic to default gateway **R1** which routes it back to the manager's computer. The Switch needs a static route to tell it to use router **R2** to send traffic to an SNMP trap server on network **N2**.

Figure 219 Static Routing Overview



52.1.1 What You Can Do

Use the **IPv4 Static Route** screen (Section 52.2 on page 305) to configure and enable an IPv4 static route.

Use the **IPv6 Static Route** screen (Section 52.3 on page 307) to configure and enable an IPv6 static route.

52.2 IPv4 Static Route

Click **NETWORKING** > **Static Routing** > **IPv4 Static Route** to display the screen as shown.

Figure 220 NETWORKING > Static Routing > IPv4 Static Route

The following table describes the related labels you use to create a static route.

Table 172 NETWORKING > Static Routing > IPv4 Static Route

LABEL	DESCRIPTION
Index	This field displays the index number of the route.
Active	This field displays whether the static route is activated or not.
Name	This field displays the descriptive name for this route. This is for identification purposes only.
Destination Address	This field displays the IP network address of the final destination.
Subnet Mask	This field displays the subnet mask for this destination.
Gateway Address	This field displays the IP address of the gateway. The gateway is an immediate neighbor of your Switch that will forward the packet to the destination.
Metric	This field displays the cost of transmission for routing purposes.

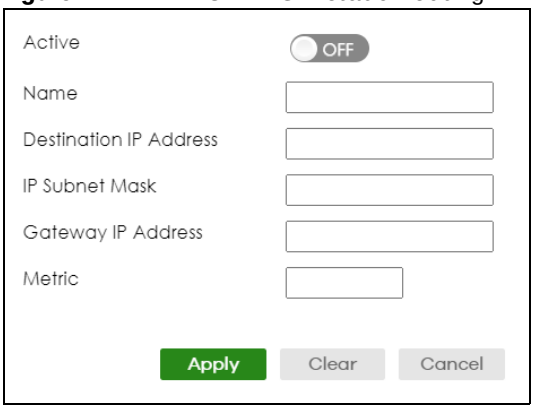
Table 172 NETWORKING > Static Routing > IPv4 Static Route (continued)

LABEL	DESCRIPTION
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

52.2.1 Add/Edit IPv4 Static Route

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Static Routing** > **IPv4 Static Route** screen to display this screen.

Figure 221 NETWORKING > Static Routing > IPv4 Static Route > Add/Edit



The following table describes the related labels you use to create a static route.

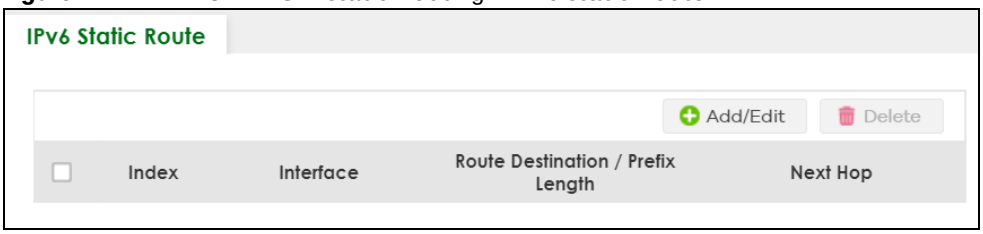
Table 173 NETWORKING > Static Routing > IPv4 Static Route > Add/Edit

LABEL	DESCRIPTION
Active	This field allows you to activate or deactivate this static route.
Name	Enter a descriptive name (up to 10 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
Destination IP Address	This parameter specifies the IP network address of the final destination.
IP Subnet Mask	Enter the subnet mask for this destination. Routing is always based on network number. If you need to specify a route to a single host, use a subnet mask of 255.255.255.255 in the subnet mask field to force the network number to be identical to the host ID.
Gateway IP Address	Enter the IP address of the gateway. The gateway is an immediate neighbor of your Switch that will forward the packet to the destination. The gateway must be a router on the same segment as your Switch.
Metric	The metric represents the "cost" of transmission for routing purposes. IP routing uses hop count as the measurement of cost, with a minimum of 1 for directly connected networks. Enter a number that approximates the cost for this link. The number need not be precise, but it must be between 1 and 15. In practice, 2 or 3 is usually a good number.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

52.3 IPv6 Static Route

Click **NETWORKING** > **Static Routing** > **IPv6 Static Route** to display the screen as shown.

Figure 222 NETWORKING > Static Routing > IPv6 Static Route



The following table describes the related labels you use to create a static route.

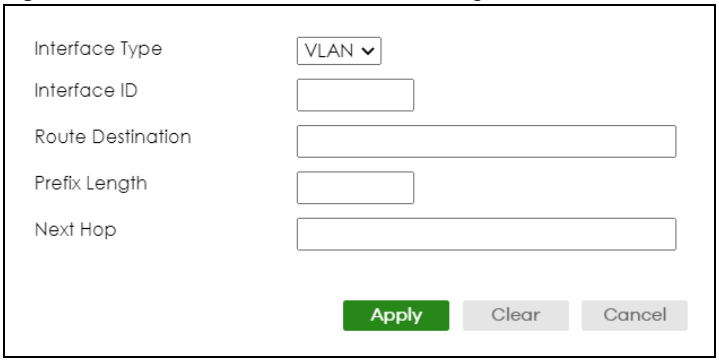
Table 174 NETWORKING > Static Routing > IPv6 Static Route

LABEL	DESCRIPTION
Index	This field displays the index number of the route.
Interface	This field displays the descriptive name of the interface that is used to forward the packets to the destination.
Route Destination / Prefix Length	This field displays the IPv6 subnet prefix and prefix length of the final destination.
Next Hop	This field displays the IPv6 address of the gateway that helps forward the packet to the destination.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

52.3.1 Add/Edit IPv6 Static Route

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Static Routing** > **IPv6 Static Route** to display this screen.

Figure 223 NETWORKING > Static Routing > IPv6 Static Route > Add/Edit



The following table describes the related labels you use to create a static route.

Table 175 NETWORKING > Static Routing > IPv6 Static Route > Add/Edit

LABEL	DESCRIPTION
Interface Type	Select the type of the IPv6 interface through which the IPv6 packets are forwarded. The Switch supports only the VLAN interface type at the time of writing.
Interface ID	Enter the ID number of the IPv6 interface through which the IPv6 packets are forwarded.
Route Destination	Enter the IPv6 address of the final destination.
Prefix Length	Enter the prefix length number of up to 64 for this destination.
Next Hop	Enter the IPv6 address of the next-hop router.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 53
SECURITY

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

Quick links to chapters:

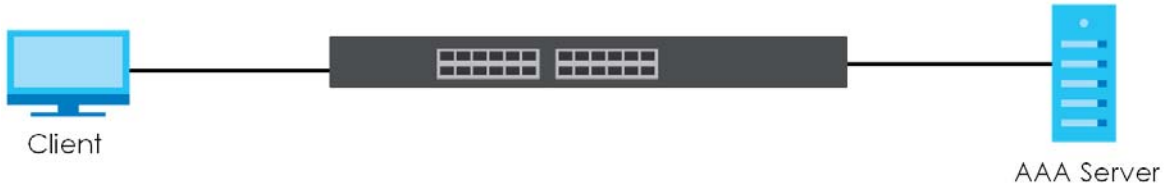
CHAPTER 54
AAA

54.1 Authentication, Authorization and Accounting (AAA)

This chapter describes how to configure authentication, authorization and accounting settings on the Switch.

The external servers that perform authentication, authorization and accounting functions are known as AAA servers. The Switch supports RADIUS (Remote Authentication Dial-In User Service) as the external authentication, authorization, and accounting server.

Figure 224 AAA Server



54.1.1 What You Can Do

- use the **RADIUS Server Setup** screen (Section 54.2 on page 311) to configure your RADIUS server settings.
- Use the **AAA Setup** screen (Section 54.3 on page 313) to configure authentication, authorization and accounting settings, such as the methods used to authenticate users accessing the Switch and which database the Switch should use first.

54.1.2 What You Need to Know

Authentication is the process of determining who a user is and validating access to the Switch. The Switch can authenticate users who try to log in based on user accounts configured on the Switch itself. The Switch can also use an external authentication server to authenticate a large number of users.

Authorization is the process of determining what a user is allowed to do. Different user accounts may have higher or lower privilege levels associated with them. For example, user A may have the right to create new login accounts on the Switch but user B cannot. The Switch can authorize users based on user accounts configured on the Switch itself or it can use an external server to authorize a large number of users.

Accounting is the process of recording what a user is doing. The Switch can use an external server to track when users log in, log out, execute commands and so on. Accounting can also record system related actions such as boot up and shut down times of the Switch.

Local User Accounts

By storing user profiles locally on the Switch, your Switch is able to authenticate and authorize users without interacting with a network AAA server. However, there is a limit on the number of users you may authenticate in this way.

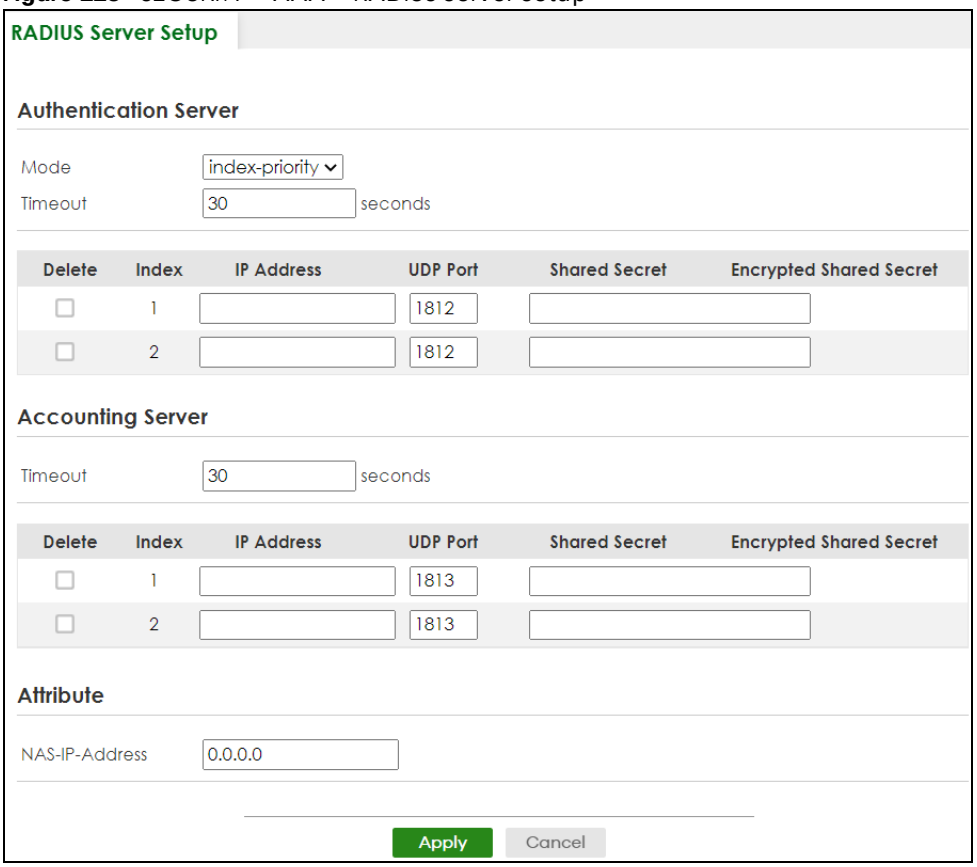
RADIUS

RADIUS is a security protocol used to authenticate users by means of an external server instead of (or in addition to) an internal device user database that is limited to the memory capacity of the device. In essence, RADIUS authentication allows you to validate an unlimited number of users from a central location.

54.2 RADIUS Server Setup

Use this screen to configure your RADIUS server settings. Click **SECURITY** > **AAA** > **RADIUS Server Setup** to view the screen as shown.

Figure 225 SECURITY > AAA > RADIUS Server Setup



The following table describes the labels in this screen.

Table 176 SECURITY > AAA > RADIUS Server Setup

LABEL	DESCRIPTION
Authentication Server Use this section to configure your RADIUS authentication settings.	
Mode	This field is only valid if you configure multiple RADIUS servers. Select **index-priority** and the Switch tries to authenticate with the first configured RADIUS server, if the RADIUS server does not respond then the Switch tries to authenticate with the second RADIUS server. Select **round-robin** to alternate between the RADIUS servers that it sends authentication requests to.
Timeout	Specify the amount of time in seconds that the Switch waits for an authentication request response from the RADIUS server. If you are using two RADIUS servers then the timeout value is divided between the two RADIUS servers. For example, if you set the timeout value to 30 seconds, then the Switch waits for a response from the first RADIUS server for 15 seconds and then tries the second RADIUS server.
Delete	Check this box if you want to remove an existing RADIUS server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a RADIUS server entry.
IP Address	Enter the IPv4 address or IPv6 address of an external RADIUS server.
UDP Port	The default port of a RADIUS server for authentication is **1812**. You need not change this value unless your network administrator instructs you to do so.
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["] or [,]) as the key to be shared between the external RADIUS server and the Switch. This key is not sent over the network. This key must be the same on the external RADIUS server and the Switch.
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Accounting Server Use this section to configure your RADIUS accounting server settings.	
Timeout	Specify the amount of time in seconds that the Switch waits for an accounting request response from the RADIUS accounting server.
Delete	Check this box if you want to remove an existing RADIUS accounting server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a RADIUS accounting server entry.
IP Address	Enter the IPv4 address or IPv6 address of an external RADIUS accounting server.
UDP Port	The default port of a RADIUS accounting server for accounting is **1813**. You need not change this value unless your network administrator instructs you to do so.
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["] or [,]) as the key to be shared between the external RADIUS accounting server and the Switch. This key is not sent over the network. This key must be the same on the external RADIUS accounting server and the Switch.

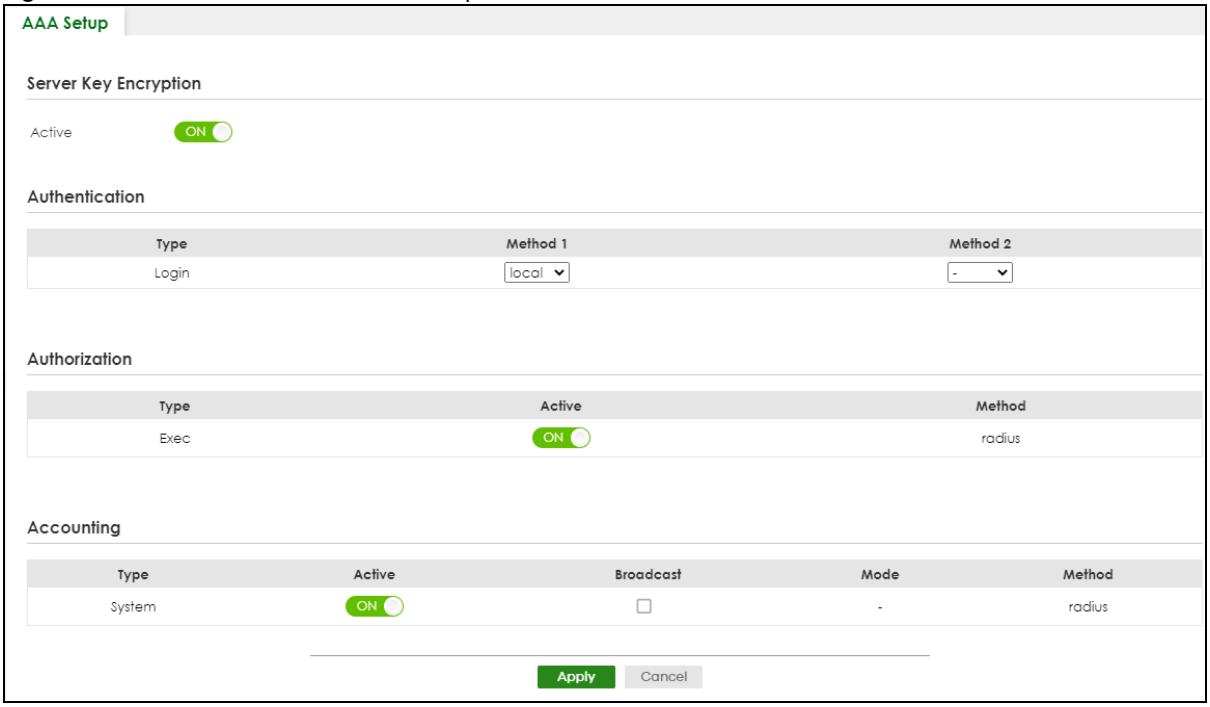
Table 176 SECURITY > AAA > RADIUS Server Setup (continued)

LABEL	DESCRIPTION
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Attribute Use this section to define the RADIUS server attribute for its account.	
NAS-IP-Address	Enter the IP address of the NAS (Network Access Server).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

54.3 AAA Setup

Use this screen to configure authentication, authorization and accounting settings on the Switch. Click **SECURITY** > **AAA** > **AAA Setup** to view the screen as shown.

Figure 226 SECURITY > AAA > AAA Setup



The following table describes the labels in this screen.

Table 177 SECURITY > AAA > AAA Setup

LABEL	DESCRIPTION
Server Key Encryption Use this section to configure server key encryption settings.	
Active	Enable the switch button to enable server key (shared secret) encryption for RADIUS server for security enhancement. The shared secret will be stored on the Switch in an encrypted format and displayed as '*' in the **SECURITY** > **AAA** > **RADIUS Server Setup** screen.
Authentication Use this section to specify the methods used to authenticate users accessing the Switch.	
Login	These fields specify which database the Switch should use (first and second) to authenticate administrator accounts (users for Switch management). Configure the local user accounts in the **SYSTEM** > **Logins** screen. The RADIUS is an external server. Before you specify the priority, make sure you have set up the corresponding database correctly first. You can specify up to two methods for the Switch to authenticate administrator accounts. The Switch checks the methods in the order you configure them (first **Method 1**, and then **Method 2**). You must configure the settings in the **Method 1** field. If you want the Switch to check another source for administrator accounts, specify them in the **Method 2** field. Select **local** to have the Switch check the administrator accounts configured in the **SYSTEM** > **Logins** screen. Select **radius** to have the Switch check the administrator accounts configured through your RADIUS server.
Authorization Use this section to configure authorization settings on the Switch.	
Type	Set whether the Switch provides the following services to a user. • **Exec**: Allow an administrator which logs into the Switch through Telnet or SSH to have a different access privilege level assigned through the external server.
Active	Enable the switch button to activate authorization for a specified event type.
Method	RADIUS is the only method for authorization of the **Exec** type of service.
Accounting Use this section to configure accounting settings on the Switch.	
Type	The Switch supports the following types of events to be sent to the accounting servers: • **System** – Configure the Switch to send information when the following system events occur: system boots up, system shuts down, system accounting is enabled, system accounting is disabled.
Active	Enable the switch button to activate accounting for a specified event type.
Broadcast	Select this to have the Switch send accounting information to all configured accounting servers at the same time. If you do not select this and you have two accounting servers set up, then the Switch sends information to the first accounting server and if it does not get a response from the accounting server then it tries the second accounting server.
Mode	This should show '-' by default.
Method	RADIUS is the only method for recording **System** type of event.

Table 177 SECURITY > AAA > AAA Setup (continued)

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

54.4 Technical Reference

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

54.4.1 Vendor Specific Attribute

RFC 2865 standard specifies a method for sending vendor-specific information between a RADIUS server and a network access device (for example, the Switch). A company can create Vendor Specific Attributes (VSAs) to expand the functionality of a RADIUS server.

The Switch supports VSAs that allow you to perform the following actions based on user authentication:

- Limit bandwidth on incoming or outgoing traffic for the port the user connects to.
- Assign account privilege levels (See the CLI Reference Guide for more information on account privilege levels) for the authenticated user.

The VSAs are composed of the following:

- **Vendor-ID**: An identification number assigned to the company by the IANA (Internet Assigned Numbers Authority). Zyxel's vendor ID is 890.
- **Vendor-Type**: A vendor specified attribute, identifying the setting you want to modify.
- **Vendor-data**: A value you want to assign to the setting.

Note: Refer to the documentation that comes with your RADIUS server on how to configure VSAs for users authenticating through the RADIUS server.

The following table describes the VSAs supported on the Switch. Note that these attributes only work when you enable authorization (see Section 54.3 on page 313).

Table 178 Supported VSAs

FUNCTION	ATTRIBUTE
Privilege Assignment	Vendor-ID = **890** Vendor-Type = **3** Vendor-Data = "**shell:priv-lvl=**N" or Vendor-ID = **9** (CISCO) Vendor-Type = **1** (CISCO-AVPAIR) Vendor-Data = "**shell:priv-lvl=**N" where N is a privilege level (from 0 to 14). Note: If you set the privilege level of a login account differently on the RADIUS servers and the Switch, the user is assigned a privilege level from the database (RADIUS or local) the Switch uses first for user authentication.

54.4.2 Supported RADIUS Attributes

Remote Authentication Dial-In User Service (RADIUS) attributes are data used to define specific authentication elements in a user profile, which is stored on the RADIUS server. This section lists the RADIUS attributes supported by the Switch.

Refer to RFC 2865 for more information about RADIUS attributes used for authentication.

This section lists the attributes used by authentication functions on the Switch. In cases where the attribute has a specific format associated with it, the format is specified.

54.4.3 Attributes Used for Authentication

The following sections list the attributes sent from the Switch to the RADIUS server when performing authentication.

54.4.3.1 Attributes Used to Login Users

User-Name

User-Password

NAS-Identifier

NAS-IP-Address

54.4.4 Attributes Used for Accounting

The following sections list the attributes sent from the Switch to the RADIUS server when performing authentication.

54.4.4.1 Attributes Used for Accounting System Events

NAS-IP-Address

NAS-Identifier

Acct-Status-Type

Acct-Session-ID

– The format of Acct-Session-Id is **date+time+8-digit sequential number**, for example, 200704191721030000000l. (date: 2007/04/19, time: 17:21:03, serial number: 00000001)

Acct-Delay-Time

CHAPTER 55
Access Control

55.1 Access Control Overview

This chapter describes how to control access to the Switch.

A console port and FTP are allowed one session each, Telnet and SSH share nine sessions, up to five web sessions (five different user names and passwords) and/or limitless SNMP access control sessions are allowed.

Table 179 Access Control Overview

Console Port	SSH	Telnet	FTP	Web	SNMP
One session	Share up to 9 sessions		One session	Up to 5 accounts	No limit

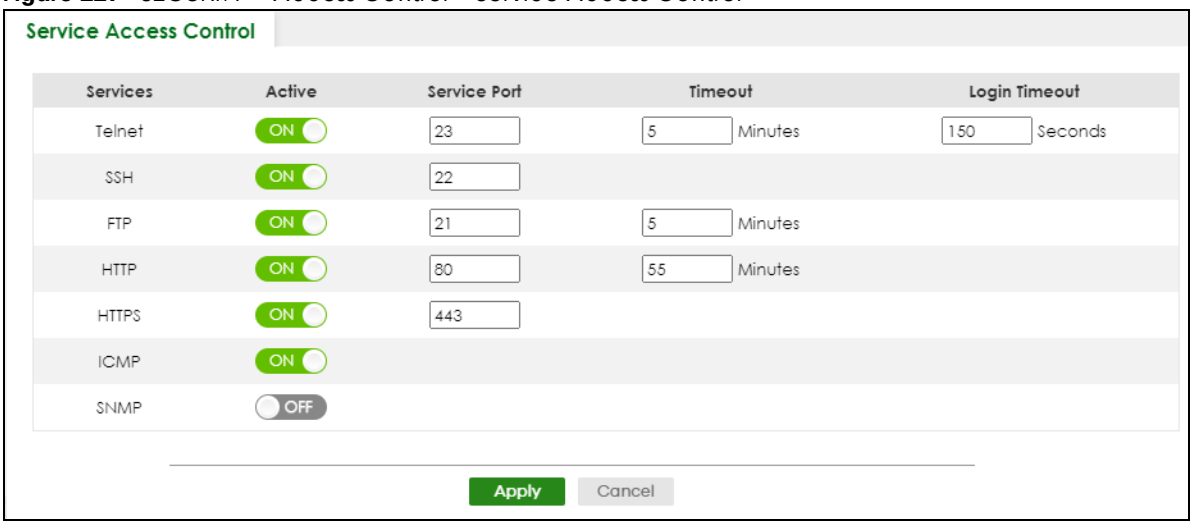
55.1.1 What You Can Do

- Use the **Service Access Control** screen (Section 55.2 on page 318) to decide what services you may use to access the Switch.
- Use the **Remote Management** screen (Section 55.3 on page 319) to specify a group of one or more "trusted computers" from which an administrator may use a service to manage the Switch.
- Use the **Account Security** screen (Section 55.4 on page 320) to encrypt all passwords configured in the Switch. You can also display the authentication, authorization, external authentication server information (RADIUS), system and SNMP user account information in the configuration file saved.

55.2 Service Access Control

Service Access Control allows you to decide what services you may use to access the Switch. You may also change the default service port and configure "trusted computers" for each service in the **SECURITY** > **Access Control** > **Remote Management** screen (see Section 55.3 on page 319 for more information). Click **SECURITY** > **Access Control** > **Service Access Control** to display the following screen.

Figure 227 SECURITY > Access Control > Service Access Control



The following table describes the fields in this screen.

Table 180 SECURITY > Access Control > Service Access Control

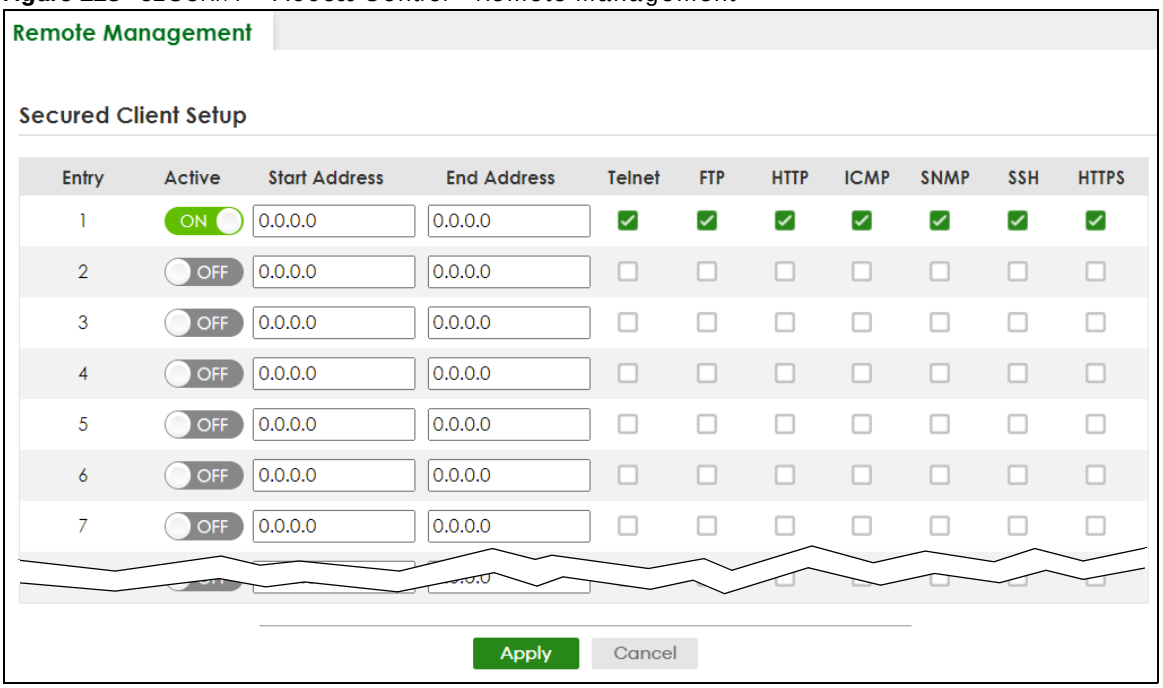
LABEL	DESCRIPTION
Services	Services you may use to access the Switch are listed here.
Active	Enable the switch button for the corresponding services that you want to allow to access the Switch.
Service Port	For Telnet, SSH, FTP, HTTP or HTTPS services, you may change the default service port by typing the new port number in the **Service Port** field. If you change the default port number then you will have to let people (who wish to use the service) know the new port number for that service.
Timeout	Enter how many minutes (from 1 to 255) a management session can be left idle before the session times out. After it times out you have to log in with your password again. Very long idle timeouts may have security risks.
Login Timeout	The Telnet or SSH server do not allow multiple user logins at the same time. Enter how many seconds (from 30 to 300 seconds) a login session times out. After it times out you have to start the login session again. Very long login session timeouts may have security risks. For example, if User A attempts to connect to the Switch (through SSH), but during the login stage, do not enter the user name and/or password, User B cannot connect to the Switch (through SSH) before the **Login Timeout** for User A expires (default 150 seconds).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

55.3 Remote Management

Use this screen to specify a group of one or more "trusted computers" from which an administrator may use a service to manage the Switch.

Click **SECURITY** > **Access Control** > **Remote Management** to view the screen as shown next.

Figure 228 SECURITY > Access Control > Remote Management



The following table describes the labels in this screen.

Table 181 SECURITY > Access Control > Remote Management

LABEL	DESCRIPTION
Entry	This is the client set index number. A "client set" is a group of one or more "trusted computers" from which an administrator may use a service to manage the Switch.
Active	Enable the switch button to activate this secured client set. Clear the check box if you wish to temporarily disable the set without deleting it.
Start Address End Address	Configure the IP address range of trusted computers from which you can manage this Switch. The Switch checks if the client IP address of a computer requesting a service or protocol matches the range set here. The Switch immediately disconnects the session if it does not match.
Telnet / FTP / HTTP / ICMP / SNMP / SSH / HTTPS	Select services that may be used for managing the Switch from the specified trusted computers.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

55.4 Account Security

Use this screen to encrypt all passwords configured in the Switch. This setting will affect how the password is shown (as plain text or encrypted text) in the configuration file saved in **MAINTENANCE** > **Configuration** > **Save Configuration**.

Note: Make sure to enable **Password Encryption** to avoid displaying passwords as plain text in the configuration file.

Note: Be careful who can access configuration files with plain text passwords!

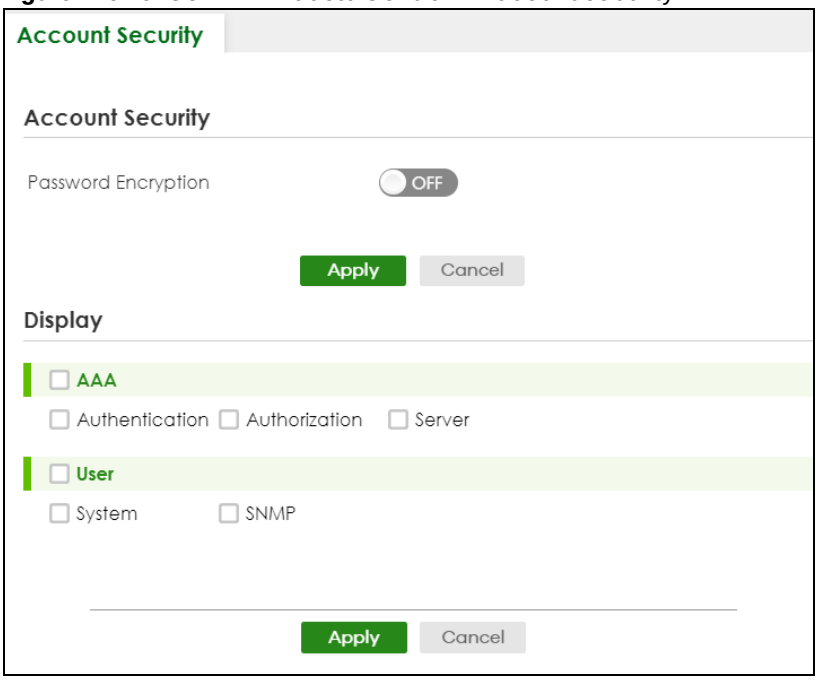
Password Encryption encrypts all passwords in the configuration file. However, if you want to show some passwords as plain text in the configuration file, select them as below:

- **Authentication** information configured for **Authentication** in the **SECURITY** > **AAA** > **AAA Setup** screen (**Method 1**/**2** setting in the **Login** field).
- **Authorization** information configured for **Authorization** in the **SECURITY** > **AAA** > **AAA Setup** screen (**Active**/**Method** setting in the **Exec** field).
- **Server** information configured for **Authentication Server** in the **SECURITY** > **AAA** > **RADIUS Server Setup** screen (**Mode**/**Timeout** fields).
- **System** account information configured in the Switch (admin, user login name, and password).
- **SNMP** user account information configured in the **SYSTEM** > **SNMP** > **SNMP User** screen (password for SNMP user authentication in the **Authentication** field, and the password for the encryption method for SNMP communication in the **Privacy** field).

Note: The passwords will appear as encrypted text when **Password Encryption** is **Active**.

Click **SECURITY** > **Access Control** > **Account Security** to view the screen as shown next.

Figure 229 SECURITY > Access Control > Account Security



The following table describes the labels in this screen.

Table 182 SECURITY > Access Control > Account Security

LABEL	DESCRIPTION
Account Security	
Password Encryption	Select this check box to encrypt all passwords configured on the Switch. This displays the password as encrypted text, in a saved configuration file. Otherwise, the passwords configured on the Switch are displayed in plain text.
Apply	Click **Apply** to save your changes for **Account Security** to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring **Account Security** afresh.
Display	
AAA	Select which specific information to display in plain text, in the saved configuration file. • **Authentication** • **Authorization** • **Server**
User	Select which user account information to display in plain text, in the saved configuration file. • **System** • **SNMP**
Apply	Click **Apply** to save your changes for **Display** to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring **Display** afresh.

55.5 Technical Reference

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

55.5.1 SSH Overview

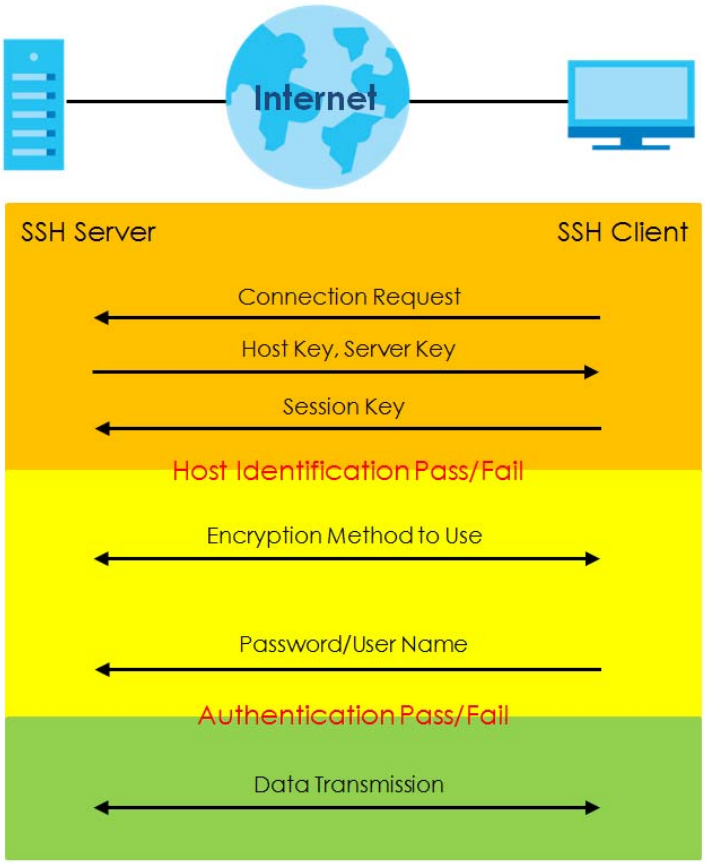
Unlike Telnet or FTP, which transmit data in clear text, SSH (Secure Shell) is a secure communication protocol that combines authentication and data encryption to provide secure encrypted communication between two hosts over an unsecured network.

Figure 230 SSH Communication Example

55.5.1.1 How SSH Works

The following table summarizes how a secure connection is established between two remote hosts.

Figure 231 How SSH Works



1 Host Identification

The SSH client sends a connection request to the SSH server. The server identifies itself with a host key. The client encrypts a randomly generated session key with the host key and server key and sends the result back to the server.

The client automatically saves any new server public keys. In subsequent connections, the server public key is checked against the saved version on the client computer.

2 Encryption Method

Once the identification is verified, both the client and server must agree on the type of encryption method to use.

3 Authentication and Data Transmission

After the identification is verified and data encryption activated, a secure tunnel is established between the client and the server. The client then sends its authentication information (user name and password) to the server to log in to the server.

55.5.1.2 SSH Implementation on the Switch

Your Switch supports SSH version 2 using RSA authentication and three encryption methods (DES, 3DES and Blowfish). The SSH server is implemented on the Switch for remote management and file transfer on port 22. Only one SSH connection is allowed at a time.

55.5.1.3 Requirements for Using SSH

You must install an SSH client program on a client computer (Windows or Linux operating system) that is

used to connect to the Switch over SSH.

55.5.2 Introduction to HTTPS

HTTPS (HyperText Transfer Protocol over Secure Socket Layer, or HTTP over SSL) is a web protocol that encrypts and decrypts web pages. Secure Socket Layer (SSL) is an application-level protocol that enables secure transactions of data by ensuring confidentiality (an unauthorized party cannot read the transferred data), authentication (one party can identify the other party) and data integrity (you know if data has been changed).

It relies upon certificates, public keys, and private keys.

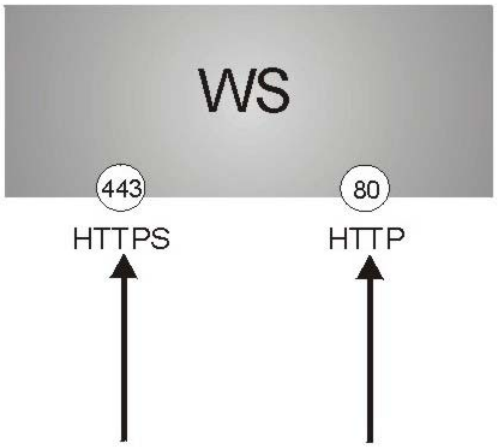
HTTPS on the Switch is used so that you may securely access the Switch using the Web Configurator. The SSL protocol specifies that the SSL server (the Switch) must always authenticate itself to the SSL client (the computer which requests the HTTPS connection with the Switch), whereas the SSL client only should authenticate itself when the SSL server requires it to do so. Authenticating client certificates is optional and if selected means the SSL-client must send the Switch a certificate. You must apply for a certificate for the browser from a Certificate Authority (CA) that is a trusted CA on the Switch.

Please refer to the following figure.

1 HTTPS connection requests from an SSL-aware web browser go to port 443 (by default) on the Switch's WS (web server).

2 HTTP connection requests from a web browser go to port 80 (by default) on the Switch's WS (web server).

Figure 232 HTTPS Implementation



Note: If you disable HTTP in the Service Access Control screen, then the Switch blocks all HTTP connection attempts.

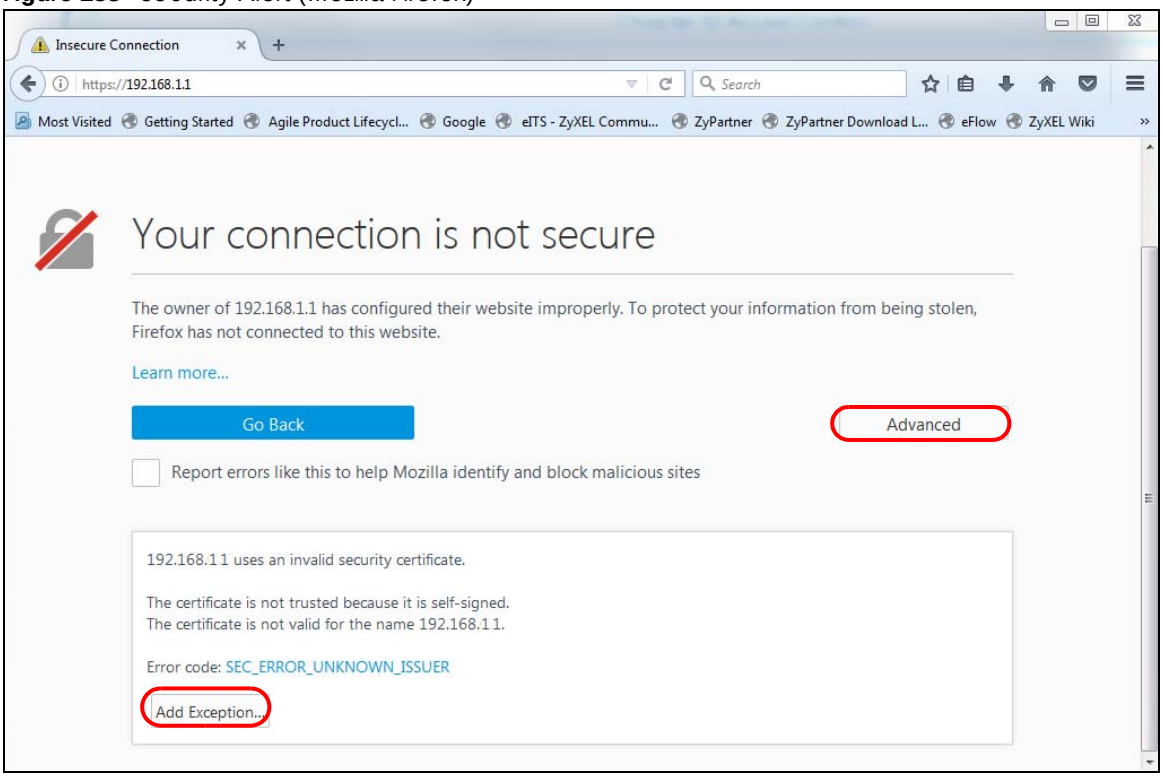
55.5.2.1 HTTPS Example

If you have not changed the default HTTPS port on the Switch, then in your browser enter "https://Switch IP Address/" as the web site address where "Switch IP Address" is the IP address or domain name of the Switch you wish to access.

Mozilla Firefox Warning Messages

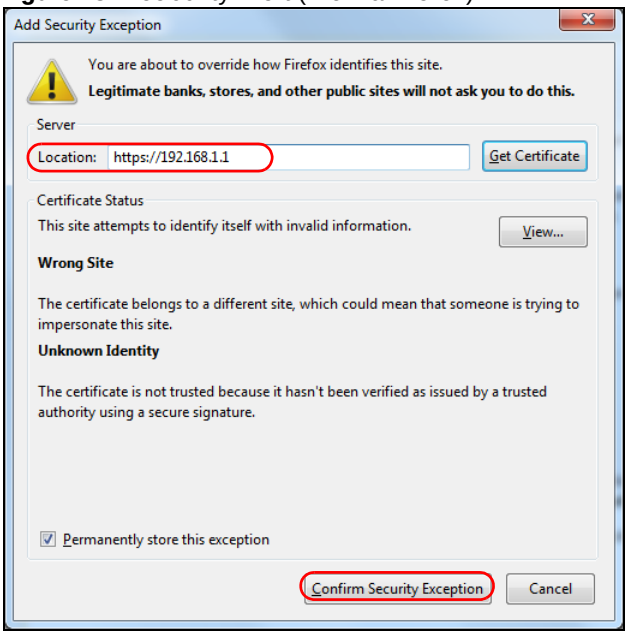
When you attempt to access the Switch HTTPS server, a **Your connection is not secure** screen may display. If that is the case, click **I Understand the Risks** and then the **Add Exception...** button.

Figure 233 Security Alert (Mozilla Firefox)



Confirm the HTTPS server URL matches. Click **Confirm Security Exception** to proceed to the Web Configurator login screen.

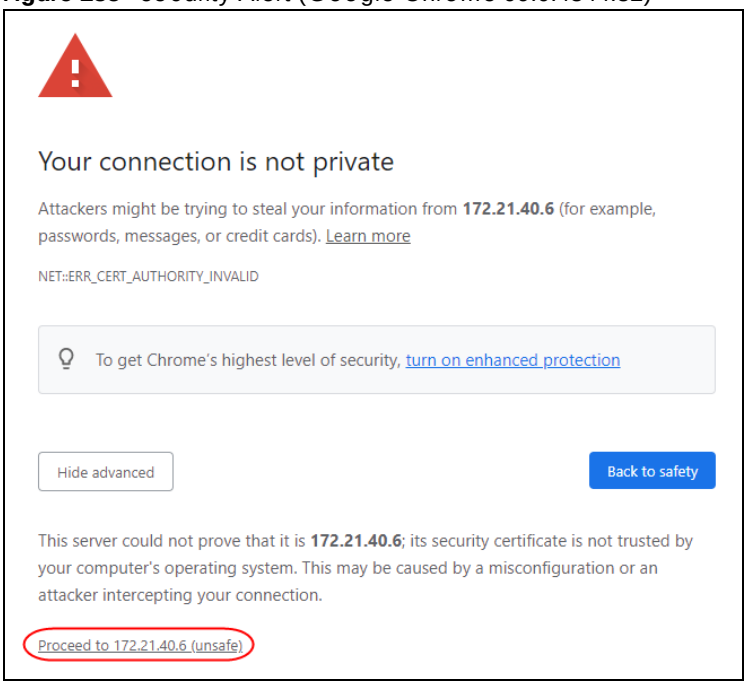
Figure 234 Security Alert (Mozilla Firefox)



55.5.3 Google Chrome Warning Messages

When you attempt to access the Switch HTTPS server, a **Your connection is not private** screen may display. If that is the case, click **Advanced** and then **Proceed to x.x.x.x (unsafe)** to proceed to the Web Configurator login screen.

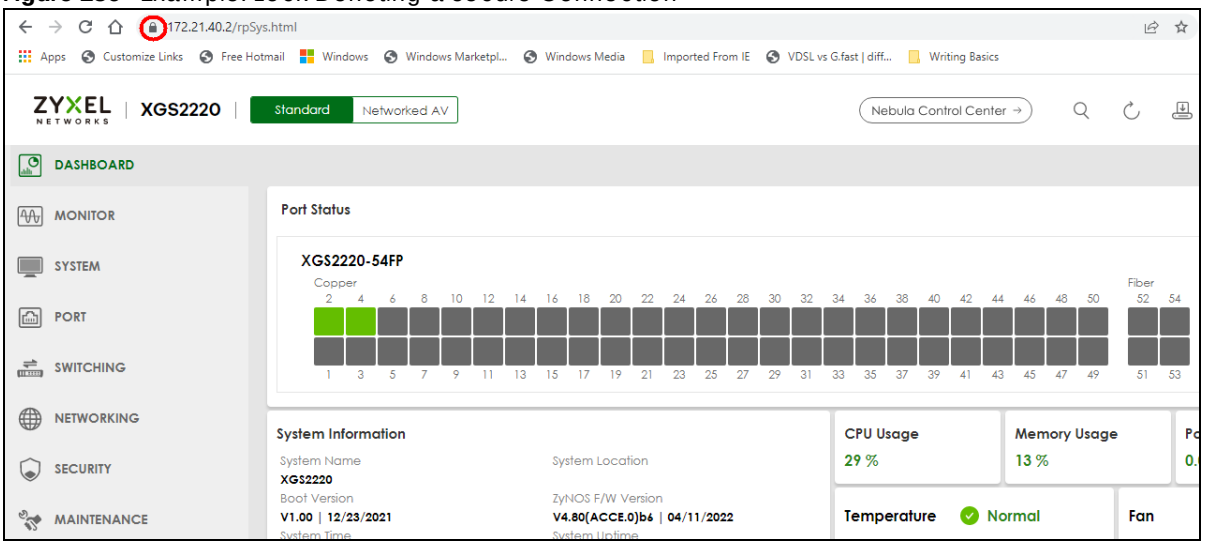
Figure 235 Security Alert (Google Chrome 99.0.4844.82)



55.5.3.1 Main Settings

After you accept the certificate and enter the login user name and password, the Switch main screen appears. The lock displayed in the bottom right of the browser status bar or next to the website address denotes a secure connection.

Figure 236 Example: Lock Denoting a Secure Connection



CHAPTER 56
Storm Control

56.1 Storm Control Overview

This chapter introduces and shows you how to configure the storm control feature.

Storm control limits the number of broadcast, multicast and destination lookup failure (DLF) packets the Switch receives per second on the ports. When the maximum number of allowable broadcast, multicast and/or DLF packets is reached per second, the subsequent packets are discarded. Enable this feature to reduce broadcast, multicast and/or DLF packets in your network. You can specify limits for each packet type on each port.

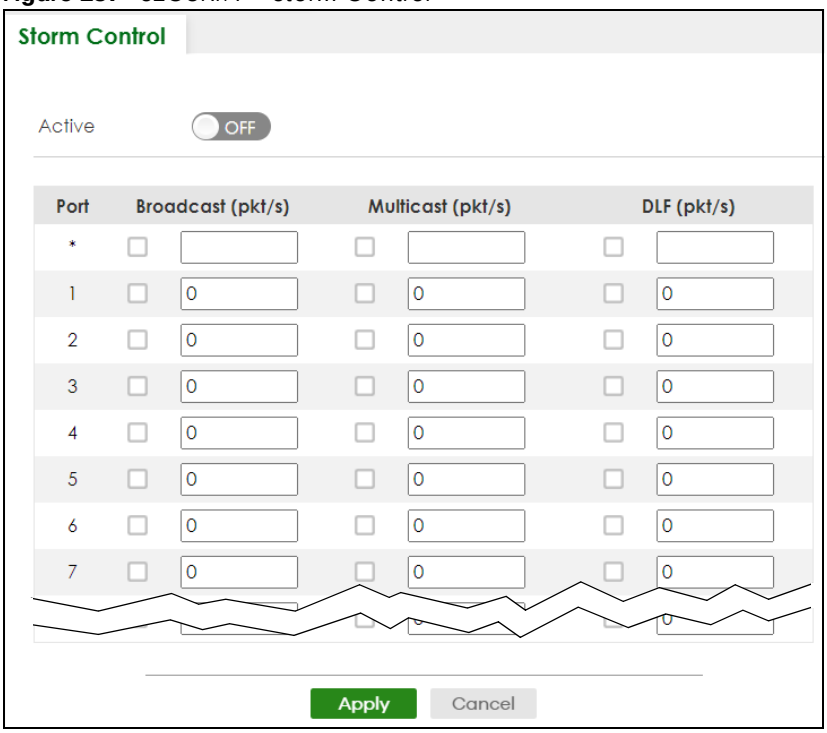
56.1.1 What You Can Do

Use the **Storm Control** screen (Section 56.2 on page 327) to limit the number of broadcast, multicast and destination lookup failure (DLF) packets the Switch receives per second on the ports.

56.2 Storm Control Setup

Click **SECURITY** > **Storm Control** in the navigation panel to display the screen as shown next.

Figure 237 SECURITY > Storm Control



The following table describes the labels in this screen.

Table 183 SECURITY > Storm Control

LABEL	DESCRIPTION
Active	Enable the switch button to enable traffic storm control on the Switch. Disable the switch button to disable this feature.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Broadcast (pkt/s)	Select this option and specify how many broadcast packets the port receives per second.
Multicast (pkt/s)	Select this option and specify how many multicast packets the port receives per second.
DLF (pkt/s)	Select this option and specify how many destination lookup failure (DLF) packets the port receives per second.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 57
Error-Disable

57.1 Error-Disable Overview

This chapter shows you how to configure the rate limit for control packets on a port, and set the Switch to take an action (such as to shut down a port or stop sending packets) on a port when the Switch detects a pre-configured error. It also shows you how to configure the Switch to automatically undo the action after the error is gone.

57.1.1 CPU Protection Overview

Switches exchange protocol control packets in a network to get the latest networking information. If a switch receives large numbers of control packets, such as ARP, BPDU or IGMP packets, which are to be processed by the CPU, the CPU may become overloaded and be unable to handle regular tasks properly.

The CPU protection feature allows you to limit the rate of ARP, BPDU and IGMP packets to be delivered to the CPU on a port. This enhances the CPU efficiency and protects against potential DoS attacks or errors from other networks. You then can choose to drop control packets that exceed the specified rate limit or disable a port on which the packets are received.

57.1.2 Error-Disable Recovery Overview

Some features, such as loop guard or CPU protection, allow the Switch to shut down a port or discard specific packets on a port when an error is detected on the port. For example, if the Switch detects that packets sent out the ports loop back to the Switch, the Switch can shut down the ports automatically. After that, you need to enable the ports or allow the packets on a port manually through the Web Configurator or the commands. With error-disable recovery, you can set the disabled ports to become active or start receiving the packets again after the time interval you specify.

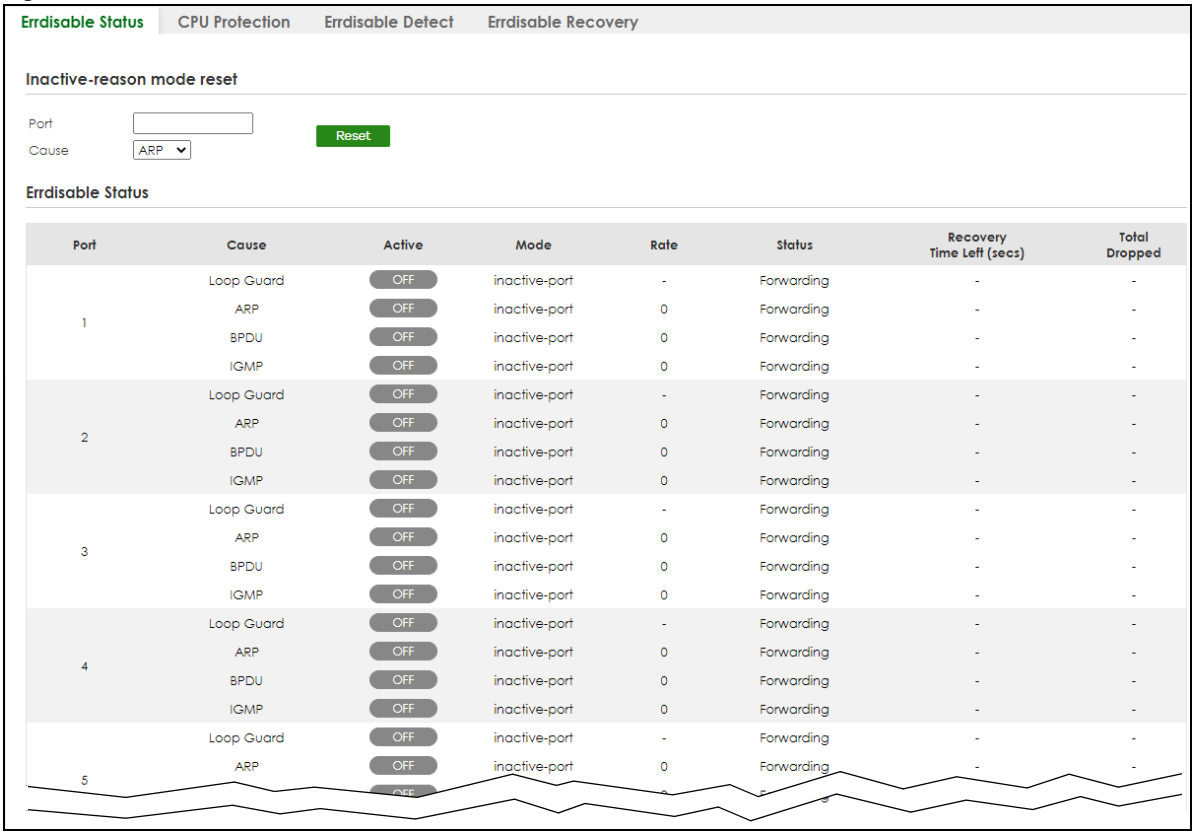
57.1.3 What You Can Do

- Use the **Errdisable Status** screen (Section 57.2 on page 330) to view whether the Switch detected that control packets exceeded the rate limit configured for a port or a port is disabled according to the feature requirements and what action you configure, and related information.
- Use the **CPU Protection** screen (Section 57.3 on page 331) to limit the maximum number of control packets (ARP, BPDU and/or IGMP) that the Switch can receive or transmit on a port.
- Use the **Errdisable Detect** screen (Section 57.4 on page 332) to have the Switch detect whether the control packets exceed the rate limit configured for a port and configure the action to take once the limit is exceeded.
- Use the **Errdisable Recovery** screen (Section 57.5 on page 333) to set the Switch to automatically undo an action after the error is gone.

57.2 Error-Disable Status

Use this screen to view whether the Switch detected that control packets exceeded the rate limit configured for a port or a port is disabled according to the feature requirements and what action you configure, and related information. Click **SECURITY** > **Errdisable** > **Errdisable Status** to display the screen as shown.

Figure 238 SECURITY > Errdisable > Errdisable Status



The following table describes the labels in this screen.

Table 184 SECURITY > Errdisable > Errdisable Status

LABEL	DESCRIPTION
Inactive-reason mode reset	
Port	Enter the number of the ports (separated by a comma) on which you want to reset inactive-reason status.
Cause	Select the cause of inactive-reason mode you want to reset here.
Reset	Click to reset the specified ports to handle ARP, BPDU or IGMP packets instead of ignoring them, if the ports is in inactive-reason mode.
Errdisable Status	
Port	This is the number of the port on which you want to configure Errdisable Status.
Cause	This displays the type of the control packet received on the port or the feature enabled on the port and causing the Switch to take the specified action.
Active	This field displays whether the control packets (ARP, BPDU, and/or IGMP) detecting are enabled or not. It also shows whether loop guard is enabled on the port. You can configure these settings under **SECURITY** > **Errdisable** > **Errdisable Detect** and **SWITCHING** > **Loop Guard** screen.

Table 184 SECURITY > Errdisable > Errdisable Status (continued)

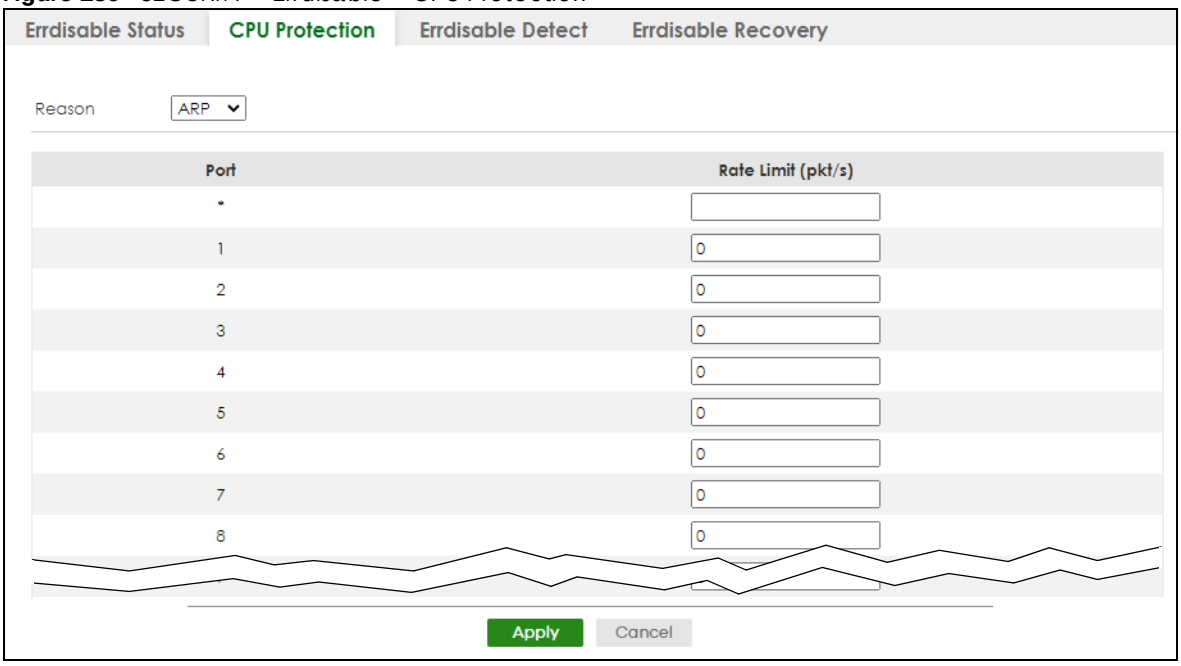
LABEL	DESCRIPTION
Mode	This field shows the action that the Switch takes for the cause. • **inactive-port** – The Switch disables the port. • **inactive-reason** – The Switch drops all the specified control packets (such as BPDU) on the port. • **rate-limitation** – The Switch drops the additional control packets the ports has to handle in every one second.
Rate	This field displays how many control packets this port can receive or transmit per second. It can be adjusted in **CPU Protection**. **0** means no rate limit.
Status	This field displays the errdisable status. • **Forwarding**: The Switch is forwarding packets. Rate-limitation mode is always in **Forwarding** status. • **Err-disable**: The Switch disables the port on which the control packets are received (**inactive-port**) or drops specified control packets on the port (**inactive-reason**).
Recovery Time Left (secs)	This field displays the time (seconds) left before the ports becomes active of Errdisable Recovery.
Total Dropped	This field displays the total packet number dropped by this port where the packet rate exceeds the rate of mode rate-limitation.

57.3 CPU Protection Setup

Use this screen to limit the maximum number of control packets (ARP, BPDU and/or IGMP) that the Switch can receive or transmit on a port. Click **SECURITY** > **Errdisable** > **CPU Protection** to display the screen as shown.

Note: After you configure this screen, make sure you also enable error detection for the specific control packets in the **SECURITY** > **Errdisable** > **Errdisable Detect** screen.

Figure 239 SECURITY > Errdisable > CPU Protection



The following table describes the labels in this screen.

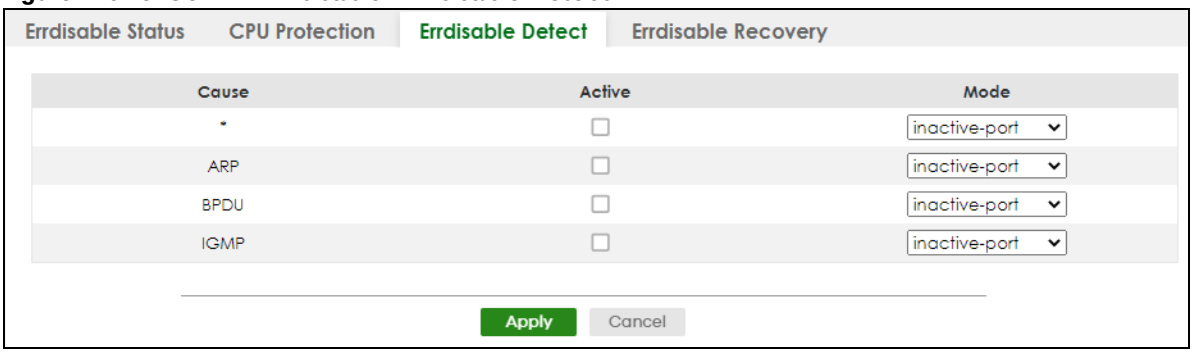
Table 185 SECURITY > Errdisable > CPU Protection

LABEL	DESCRIPTION
Reason	Select the type of control packet you want to configure here.
Port	This field displays the port number.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Rate Limit (pkt/s)	Enter a number from 0 to 256 to specify how many control packets this port can receive or transmit per second. **0** means no rate limit. You can configure the action that the Switch takes when the limit is exceeded.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

57.4 Error-Disable Detect Setup

Use this screen to have the Switch detect whether the control packets exceed the rate limit configured for a port and configure the action to take once the limit is exceeded. Click **SECURITY** > **Errdisable** > **Errdisable Detect** to display the screen as shown.

Figure 240 SECURITY > Errdisable > Errdisable Detect



The following table describes the labels in this screen.

Table 186 SECURITY > Errdisable > Errdisable Detect

LABEL	DESCRIPTION
Cause	This field displays the types of control packet that may cause CPU overload.
*	Use this row to make the setting the same for all entries. Use this row first and then make adjustments to each entry if necessary. Changes in this row are copied to all the entries as soon as you make them.
Active	Select this option to have the Switch detect if the configured rate limit for a specific control packet is exceeded and take the action selected below.

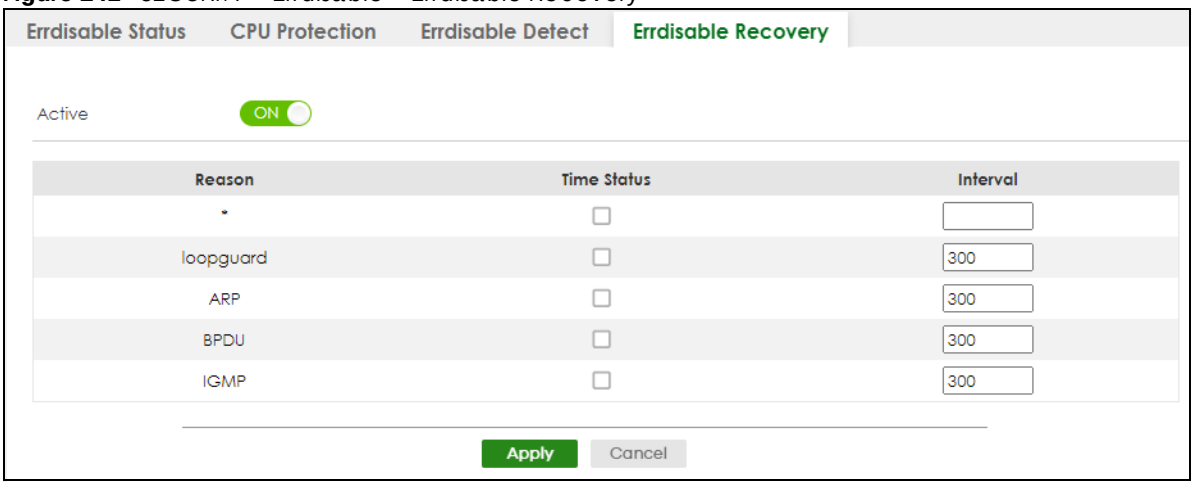
Table 186 SECURITY > Errdisable > Errdisable Detect (continued)

LABEL	DESCRIPTION
Mode	Select the action that the Switch takes when the number of control packets exceed the rate limit on a port, set in the **SECURITY** > **Errdisable** > **CPU Protection** screen. • **inactive-port** – The Switch disables the port on which the control packets are received. • **inactive-reason** – The Switch drops all the specified control packets (such as BPDU) on the port. • **rate-limitation** – The Switch drops the additional control packets the ports has to handle in every one second.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

57.5 Error-Disable Recovery Setup

Use this screen to configure the Switch to automatically undo an action after the error is gone. Click **SECURITY** > **Errdisable** > **Errdisable Recovery** to display the screen as shown.

Figure 241 SECURITY > Errdisable > Errdisable Recovery



The following table describes the labels in this screen.

Table 187 SECURITY > Errdisable > Errdisable Recovery

LABEL	DESCRIPTION
Active	Enable the switch button to turn on the error-disable recovery function on the Switch.
Reason	This field displays the supported features that allow the Switch to shut down a port or discard packets on a port according to the feature requirements and what action you configure.
*	Use this row to make the setting the same for all entries. Use this row first and then make adjustments to each entry if necessary. Changes in this row are copied to all the entries as soon as you make them.
Time Status	Select this check box to allow the Switch to wait for the specified time interval to activate a port or allow specific packets on a port, after the error was gone. Clear the check box to turn off this rule.
Interval	Enter the number of seconds (from 30 to 2592000) for the time interval.

Table 187 SECURITY > Errdisable > Errdisable Recovery (continued)

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

CHAPTER 58
DHCP Snooping

58.1 DHCP Snooping Overview

DHCP snooping filters unauthorized DHCP server packets. The Switch allows only the authorized DHCP server on a trusted port to assign IP addresses. Clients on your network will only receive DHCP packets from the authorized DHCP server.

The Switch also builds a DHCP snooping binding table dynamically by snooping DHCP packets (dynamic bindings). A DHCP snooping binding table contains the IP binding information the Switch learns from DHCP packets in your network. A binding contains these key attributes:

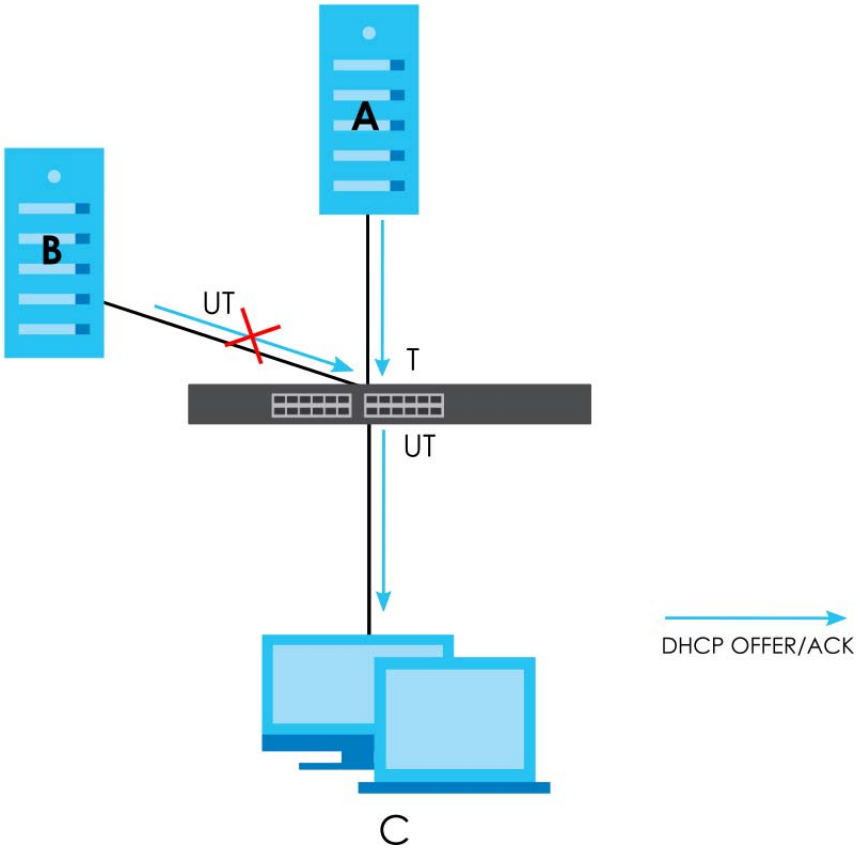
- MAC address
- VLAN ID
- IP address
- Port number

The following settings demonstrates DHCP snooping on the Switch.

- An authorized DHCP server (A) on a snooped VLAN from the trusted port (T)
- An unauthorized DHCP server (B) on a snooped VLAN from an untrusted port (UT)
- DHCP clients (C) on the untrusted ports (UT).

With DHCP snooping, the Switch blocks all DHCP server packets (DHCP OFFER/ACK) coming from the untrusted ports (UT). The Switch only forwards the DHCP server packets from the trusted port (T). This assures that DHCP clients on your network only receive IP addresses assigned by the authorized DHCP server (A).

Figure 242 DHCP Snooping Example Application



58.1.1 What You Can Do

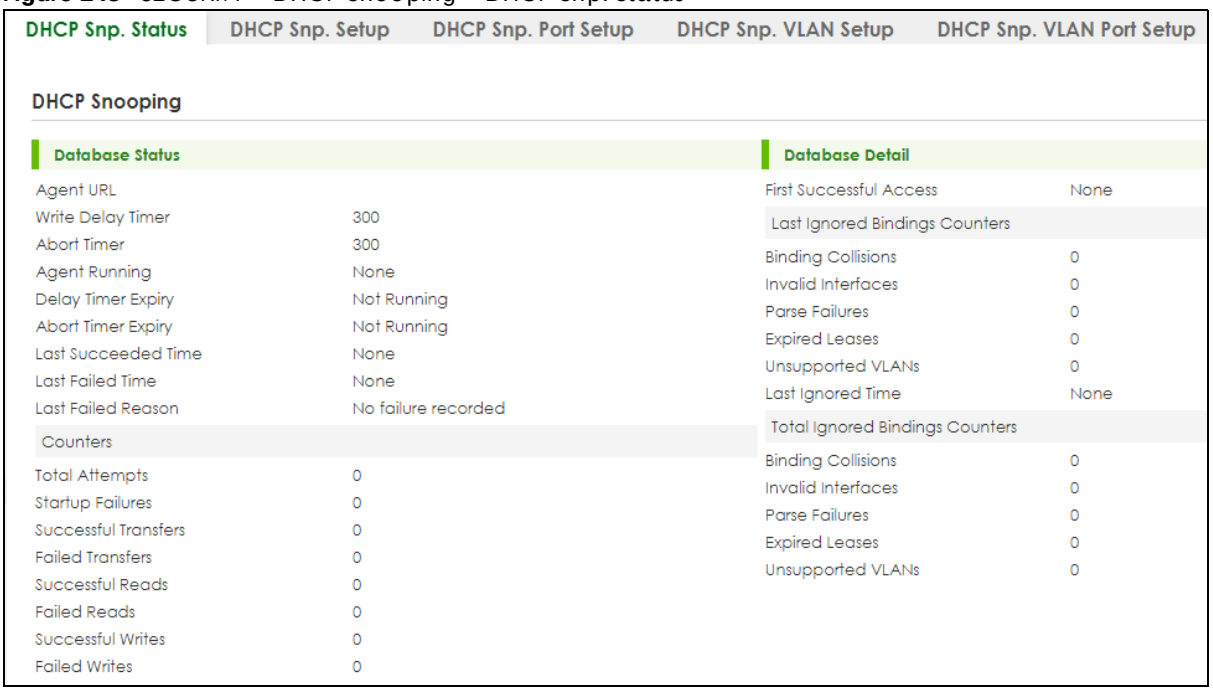
- Use the **DHCP Snooping Status** screen (Section 58.2 on page 336) to look at various statistics about the DHCP snooping database.
- Use this **DHCP Snooping Setup** screen (Section 58.3 on page 339) to enable DHCP snooping on the Switch (not on specific VLAN), specify the VLAN where the default DHCP server is located, and configure the DHCP snooping database.
- Use the **DHCP Snooping Port Setup** screen (Section 58.4 on page 340) to specify whether ports are trusted or untrusted ports for DHCP snooping.
- Use the **DHCP Snooping VLAN Setup** screen (Section 58.5 on page 342) to enable DHCP snooping on each VLAN and to specify whether or not the Switch adds DHCP relay agent option 82 information to DHCP requests that the Switch relays to a DHCP server for each VLAN.
- Use the **DHCP Snooping VLAN Port Setup** screen (Section 58.6 on page 343) to apply a different DHCP option 82 profile to certain ports in a VLAN.

58.2 DHCP Snooping Status

Use this screen to look at various statistics about the DHCP snooping database.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snp. Status**.

Figure 243 SECURITY > DHCP Snooping > DHCP Snp. Status



The following table describes the labels in this screen.

Table 188 SECURITY > DHCP Snooping > DHCP Snp. Status

LABEL	DESCRIPTION
Database Status This section displays the current settings for the DHCP snooping database. You can configure them in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. Setup** screen.	
Agent URL	This field displays the location of the DHCP snooping database.
Write Delay Timer	This field displays how long (in seconds) the Switch tries to complete a specific update in the DHCP snooping database before it gives up.
Abort Timer	This field displays how long (in seconds) the Switch waits to update the DHCP snooping database after the current bindings change.
Agent Running	This field displays the status of the current update or access of the DHCP snooping database. **None**: The Switch is not accessing the DHCP snooping database. **Read**: The Switch is loading dynamic bindings from the DHCP snooping database. **Write**: The Switch is updating the DHCP snooping database.
Delay Timer Expiry	This field displays how much longer (in seconds) the Switch tries to complete the current update before it gives up. It displays **Not Running** if the Switch is not updating the DHCP snooping database right now.
Abort Timer Expiry	This field displays when (in seconds) the Switch is going to update the DHCP snooping database again. It displays **Not Running** if the current bindings have not changed since the last update.
Last Succeeded Time	This field displays the last time the Switch updated the DHCP snooping database successfully.
Last Failed Time	This field displays the last time the Switch updated the DHCP snooping database unsuccessfully.

Table 188 SECURITY > DHCP Snooping > DHCP Snp. Status (continued)

LABEL	DESCRIPTION
Last Failed Reason	This field displays the reason the Switch updated the DHCP snooping database unsuccessfully.
Counters This section displays historical information about the number of times the Switch successfully or unsuccessfully read or updated the DHCP snooping database.	
Total Attempts	This field displays the number of times the Switch has tried to access the DHCP snooping database for any reason.
Startup Failures	This field displays the number of times the Switch could not create or read the DHCP snooping database when the Switch started up or a new URL is configured for the DHCP snooping database.
Successful Transfers	This field displays the number of times the Switch read bindings from or updated the bindings in the DHCP snooping database successfully.
Failed Transfers	This field displays the number of times the Switch was unable to read bindings from or update the bindings in the DHCP snooping database.
Successful Reads	This field displays the number of times the Switch read bindings from the DHCP snooping database successfully.
Failed Reads	This field displays the number of times the Switch was unable to read bindings from the DHCP snooping database.
Successful Writes	This field displays the number of times the Switch updated the bindings in the DHCP snooping database successfully.
Failed Writes	This field displays the number of times the Switch was unable to update the bindings in the DHCP snooping database.
Database Detail	
First Successful Access	This field displays the first time the Switch accessed the DHCP snooping database for any reason.
Last Ignored Bindings Counters This section displays the number of times and the reasons the Switch ignored bindings the last time it read bindings from the DHCP binding database. You can clear these counters by restarting the Switch or using CLI commands. See the Ethernet Switch CLI Reference Guide.	
Binding Collisions	This field displays the number of bindings the Switch ignored because the Switch already had a binding with the same MAC address and VLAN ID.
Invalid Interfaces	This field displays the number of bindings the Switch ignored because the port number was a trusted interface or does not exist anymore.
Parse Failures	This field displays the number of bindings the Switch ignored because the Switch was unable to understand the binding in the DHCP binding database.
Expired Leases	This field displays the number of bindings the Switch ignored because the lease time had already expired.
Unsupported VLANs	This field displays the number of bindings the Switch ignored because the VLAN ID does not exist anymore.
Last Ignored Time	This field displays the last time the Switch ignored any bindings for any reason from the DHCP binding database.
Total Ignored Bindings Counters This section displays the reasons the Switch has ignored bindings any time it read bindings from the DHCP binding database. You can clear these counters by restarting the Switch or using CLI commands. See the Ethernet Switch CLI Reference Guide.	
Binding Collisions	This field displays the number of bindings the Switch has ignored because the Switch already had a binding with the same MAC address and VLAN ID.
Invalid Interfaces	This field displays the number of bindings the Switch has ignored because the port number was a trusted interface or does not exist anymore.

Table 188 SECURITY > DHCP Snooping > DHCP Snp. Status (continued)

LABEL	DESCRIPTION
Parse Failures	This field displays the number of bindings the Switch has ignored because the Switch was unable to understand the binding in the DHCP binding database.
Expired Leases	This field displays the number of bindings the Switch has ignored because the lease time had already expired.
Unsupported VLANs	This field displays the number of bindings the Switch has ignored because the VLAN ID does not exist anymore.

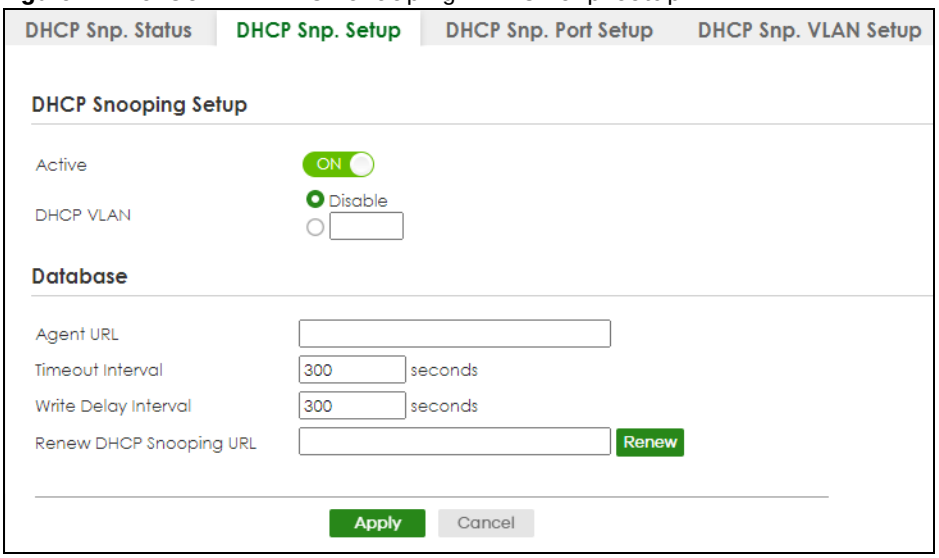
58.3 DHCP Snooping Setup

Use this screen to enable DHCP snooping on the Switch (not on specific VLAN), specify the VLAN where the default DHCP server is located, and configure the DHCP snooping database. The DHCP snooping database stores the current bindings on a secure, external TFTP server so that they are still available after a restart.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snp. Setup**.

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

Figure 244 SECURITY > DHCP Snooping > DHCP Snp. Setup



The following table describes the labels in this screen.

Table 189 SECURITY > DHCP Snooping > DHCP Snp. Setup

LABEL	DESCRIPTION
DHCP Snooping Setup	
Active	Enable the switch button to enable DHCP snooping on the Switch. You still have to enable DHCP snooping on specific VLAN and specify trusted ports. Note: If DHCP is enabled and there are no trusted ports, DHCP requests will not succeed.

Table 189 SECURITY > DHCP Snooping > DHCP Snp. Setup (continued)

LABEL	DESCRIPTION
DHCP VLAN	Select a VLAN ID if you want the Switch to forward DHCP packets to DHCP servers on a specific VLAN. Note: You have to enable DHCP snooping on the DHCP VLAN too. You can enable **Option 82 Profile** in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Setup** screen to help the DHCP servers distinguish between DHCP requests from different VLAN. Select **Disable** if you do not want the Switch to forward DHCP packets to a specific VLAN.
Database If **Timeout Interval** is greater than **Write Delay Interval**, it is possible that the next update is scheduled to occur before the current update has finished successfully or timed out. In this case, the Switch waits to start the next update until it completes the current one.	
Agent URL	Enter the location of the DHCP snooping database. The location should be expressed like this: **tftp://{domain name or IP address}/directory, if applicable/file name**; for example, **tftp://192.168.10.1/database.txt**. You can enter up to 256 printable ASCII characters except [?], [|], ['], ["] or [,].
Timeout Interval	Enter how long (10 – 65535 seconds) the Switch tries to complete a specific update in the DHCP snooping database before it gives up.
Write Delay Interval	Enter how long (10 – 65535 seconds) the Switch waits to update the DHCP snooping database the first time the current bindings change after an update. Once the next update is scheduled, additional changes in current bindings are automatically included in the next update.
Renew DHCP Snooping URL	Enter the location of a DHCP snooping database, and click **Renew** if you want the Switch to load it. You can use this to load dynamic bindings from a different DHCP snooping database than the one specified in **Agent URL**. When the Switch loads dynamic bindings from a DHCP snooping database, it does not discard the current dynamic bindings first. If there is a conflict, the Switch keeps the dynamic binding in volatile memory and updates the **Binding Collisions** counter in the **DHCP Snooping Status** screen (Section 58.2 on page 336).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

58.4 DHCP Snooping Port Setup

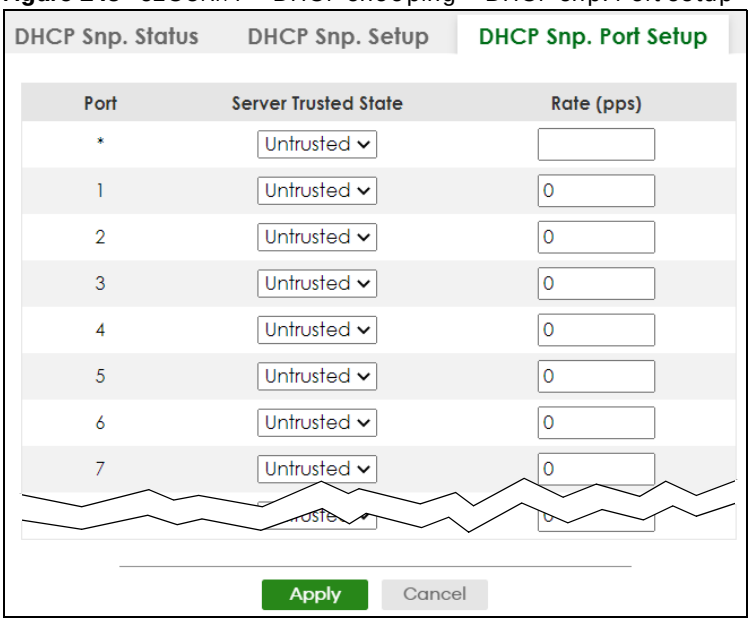
Use this screen to specify whether ports are trusted or untrusted ports for DHCP snooping.

Note: If DHCP snooping is enabled but there are no trusted ports, DHCP requests cannot reach the DHCP server.

You can also specify the maximum number for DHCP packets that each port (trusted or untrusted) can receive each second.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snp. Port Setup**.

Figure 245 SECURITY > DHCP Snooping > DHCP Snp. Port Setup



The following table describes the labels in this screen.

Table 190 SECURITY > DHCP Snooping > DHCP Snp. Port Setup

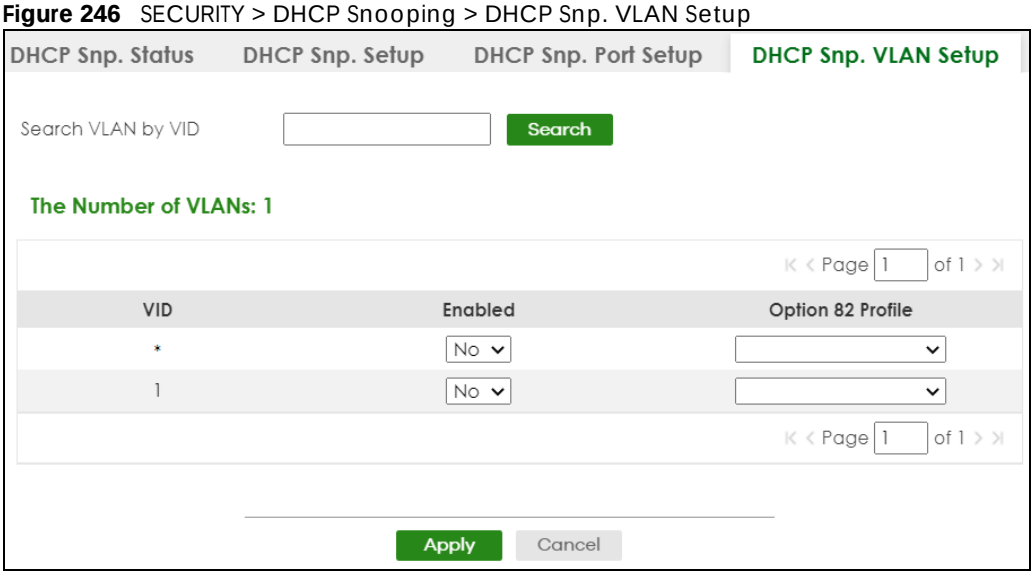
LABEL	DESCRIPTION
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Server Trusted state	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). Trusted ports are connected to DHCP servers or other switches, and the Switch discards DHCP packets from trusted ports only if the rate at which DHCP packets arrive is too high. Untrusted ports are connected to subscribers, and the Switch discards DHCP packets from untrusted ports in the following situations: • The packet is a DHCP server packet (for example, OFFER, ACK, or NACK). • The source MAC address and source IP address in the packet do not match any of the current bindings. • The packet is a RELEASE or DECLINE packet, and the source MAC address and source port do not match any of the current bindings. • The rate at which DHCP packets arrive is too high.
Rate (pps)	Specify the maximum number for DHCP packets (1 – 256) that the Switch receives from each port each second. The Switch discards any additional DHCP packets. Enter 0 to disable this limit, which is recommended for trusted ports.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

58.5 DHCP Snooping VLAN Setup

Use this screen to enable DHCP snooping on each VLAN and to specify whether or not the Switch adds DHCP relay agent option 82 information to DHCP requests that the Switch relays to a DHCP server for each VLAN.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Setup**.

Figure 246 SECURITY > DHCP Snooping > DHCP Snp. VLAN Setup



The following table describes the labels in this screen.

Table 191 SECURITY > DHCP Snooping > DHCP Snp. VLAN Setup

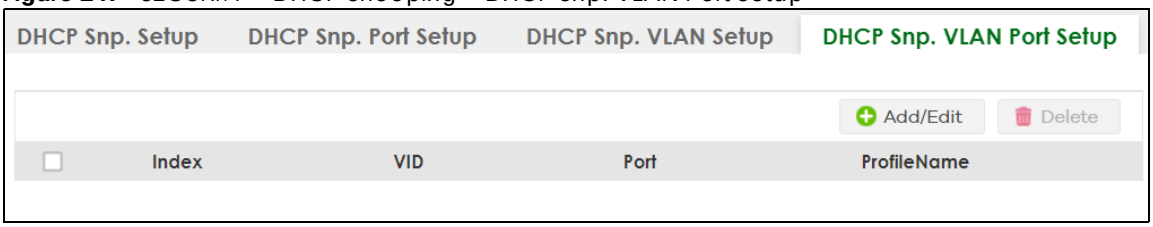
LABEL	DESCRIPTION
Search VLAN by VID	Enter the VLAN ID you want to manage. Use a comma (,) to separate individual VLANs or a hyphen (-) to indicates a range of VLANs. For example, “3,4” or “3-9”.
Search	Click this to display the specified range of VLANs in the section below.
The Number of VLANs	This displays the number of VLAN search results.
VID	This field displays the VLAN ID of each VLAN in the range specified above. If you configure the ***** VLAN, the settings are applied to all VLANs.
Enabled	Select **Yes** to enable DHCP snooping on the VLAN. You still have to enable DHCP snooping on the Switch and specify trusted ports. Note: The Switch will drop all DHCP requests if you enable DHCP snooping and there are no trusted ports.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to all ports in the specified VLANs. The Switch adds the information (such as slot number, port number, VLAN ID and/or system name) specified in the profile to DHCP requests that it broadcasts to the DHCP VLAN, if specified, or VLAN. You can specify the DHCP VLAN in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. Setup** screen.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

58.6 DHCP Snooping VLAN Port Setup

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Port Setup**.

Figure 247 SECURITY > DHCP Snooping > DHCP Snp. VLAN Port Setup



The following table describes the labels in this screen.

Table 192 SECURITY > DHCP Snooping > DHCP Snp. VLAN Port Setup

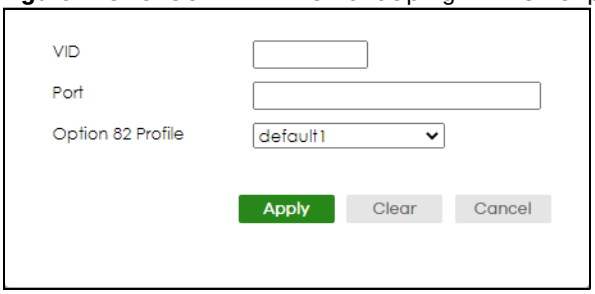
LABEL	DESCRIPTION
Index	This field displays a sequential number for each entry.
VID	This field displays the VLAN to which the ports belongs.
Port	This field displays the ports to which the Switch applies the settings.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

58.6.1 Add/EDIT DHCP Snooping VLAN Ports

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Port Setup** screen to display this screen.

Figure 248 SECURITY > DHCP Snooping > DHCP Snp. VLAN Port Setup > Add/Edit



The following table describes the labels in this screen.

Table 193 SECURITY > DHCP Snooping > DHCP Snp. VLAN Port Setup > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN you want to configure here.
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports in this VLAN. The Switch adds the information (such as slot number, port number, VLAN ID and/or system name) specified in the profile to DHCP requests that it broadcasts to the DHCP VLAN, if specified, or VLAN. You can specify the DHCP VLAN in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. Setup** screen. Note: The profile you select here has priority over the one you select in the **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Setup** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

58.7 Technical Reference

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

58.7.1 DHCP Snooping Overview

Use DHCP snooping to filter unauthorized DHCP packets on the network and to build the binding table dynamically. This can prevent clients from getting IP addresses from unauthorized DHCP servers.

58.7.1.1 Trusted vs. Untrusted Ports

Every port is either a trusted port or an untrusted port for DHCP snooping. This setting is independent of the trusted or untrusted setting for ARP inspection. You can also specify the maximum number for DHCP packets that each port (trusted or untrusted) can receive each second.

Trusted ports are connected to DHCP servers or other switches. The Switch discards DHCP packets from trusted ports only if the rate at which DHCP packets arrive is too high. The Switch learns dynamic bindings from trusted ports.

Note: If DHCP is enabled and there are no trusted ports, DHCP requests will not succeed.

Untrusted ports are connected to subscribers. The Switch discards DHCP packets from untrusted ports in the following situations:

- The packet is a DHCP server packet (for example, OFFER, ACK, or NACK).
- The rate at which DHCP packets arrive is too high.

58.7.1.2 DHCP Snooping Database

The Switch stores the binding table in volatile memory. If the Switch restarts, it loads static bindings from permanent memory but loses the dynamic bindings, in which case the devices in the network have to send DHCP requests again. As a result, it is recommended you configure the DHCP snooping database.

The DHCP snooping database maintains the dynamic bindings for DHCP snooping and ARP inspection in a file on an external TFTP server. If you set up the DHCP snooping database, the Switch can reload the dynamic bindings from the DHCP snooping database after the Switch restarts.

You can configure the name and location of the file on the external TFTP server. The file has the following format:

Figure 249 DHCP Snooping Database File Format

```
<initial-checksum>
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
<binding-1> <checksum-1>
<binding-2> <checksum-1-2>
...
...
<binding-n> <checksum-1-2-..-n>
END
```

The <initial-checksum> helps distinguish between the bindings in the latest update and the bindings from previous updates. Each binding consists of 72 bytes, a space, and another checksum that is used to validate the binding when it is read. If the calculated checksum is not equal to the checksum in the file, that binding and all others after it are ignored.

58.7.1.3 DHCP Relay Option 82 Information

The Switch can add information to DHCP requests that it does not discard. This provides the DHCP server more information about the source of the requests. The Switch can add the following information:

- Slot ID (1 byte), port ID (1 byte), and source VLAN ID (2 bytes)
- System name (up to 32 bytes)

This information is stored in an Agent Information field in the option 82 field of the DHCP headers of client DHCP request frames.

When the DHCP server responds, the Switch removes the information in the Agent Information field before forwarding the response to the original source.

You can configure this setting for each source VLAN. This setting is independent of the DHCP relay settings.

58.7.1.4 Configuring DHCP Snooping

Follow these steps to configure DHCP snooping on the Switch.

1. Enable DHCP snooping on the Switch.
2. Enable DHCP snooping on each VLAN, and configure DHCP relay option 82.

3 Configure trusted and untrusted ports, and specify the maximum number of DHCP packets that each port can receive per second.

4 Configure static bindings.

CHAPTER 59
Port Security

59.1 Port Security Overview

This chapter shows you how to set up port security.

59.2 About Port Security

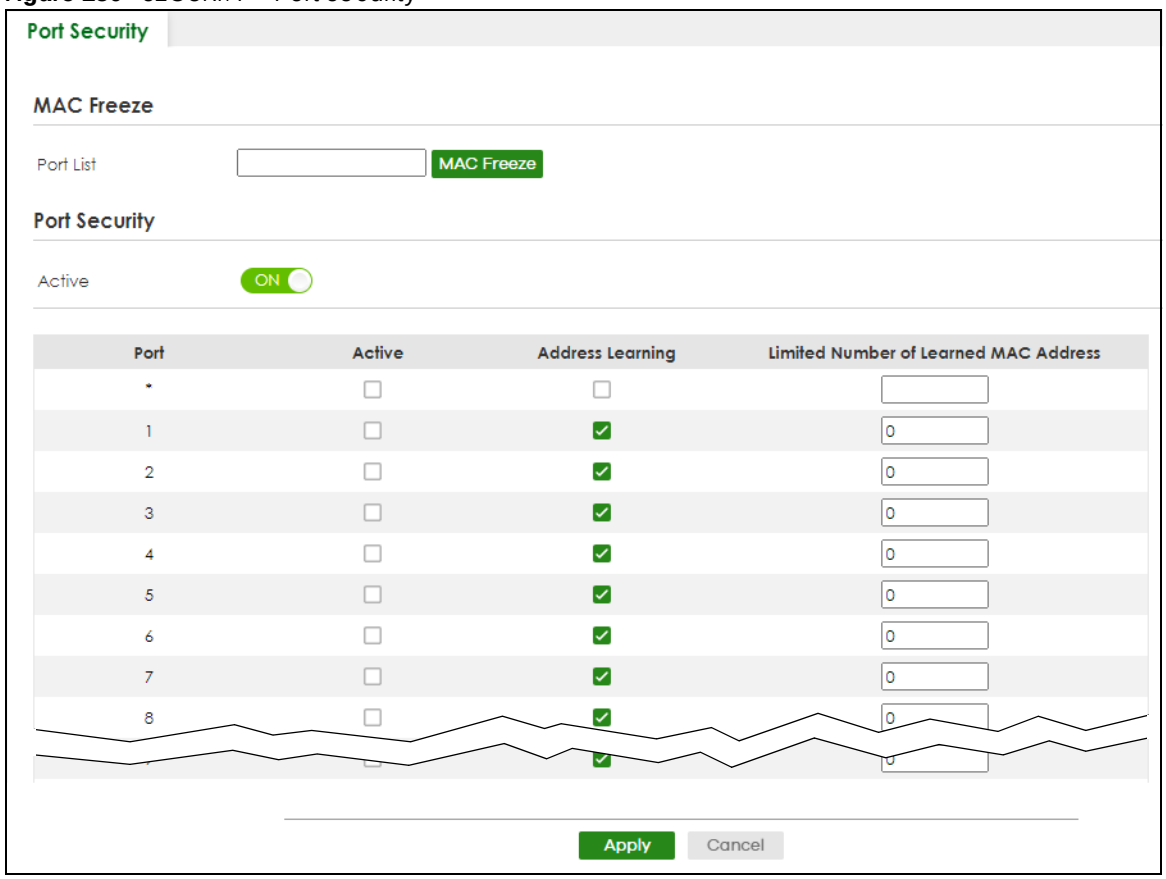
Port security allows only packets with dynamically learned MAC addresses and/or configured static MAC addresses to pass through a port on the Switch. The Switch can learn up to 16K MAC addresses in total with no limit on individual ports other than the sum cannot exceed 16K.

For maximum port security, enable this feature, disable MAC address learning and configure static MAC addresses for a port. It is not recommended you disable port security together with MAC address learning as this will result in many broadcasts. By default, MAC address learning is still enabled even though the port security is not activated.

59.3 Port Security Setup

Click **SECURITY** > **Port Security** in the navigation panel to display the screen as shown.

Figure 250 SECURITY > Port Security



The following table describes the labels in this screen.

Table 194 SECURITY > Port Security

LABEL	DESCRIPTION
MAC Freeze	
Port List	Enter the number of the ports (separated by a comma) on which you want to enable port security and disable MAC address learning. After you click **MAC Freeze**, all previously learned MAC addresses on the specified ports will become static MAC addresses and display in the **SWITCHING** > **Static MAC Forwarding** screen.
MAC Freeze	Click **MAC Freeze** to have the Switch automatically select the **Active** check boxes and clear the **Address Learning** check boxes only for the ports specified in the **Port List**.
Port Security	
Active	Enable the switch button to enable port security on the Switch.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 194 SECURITY > Port Security (continued)

LABEL	DESCRIPTION
Active	Select this check box to enable the port security feature on this port. The Switch forwards packets whose MAC addresses is in the MAC address table on this port. Packets with no matching MAC addresses are dropped. Clear this check box to disable the port security feature. The Switch forwards all packets on this port.
Address Learning	MAC address learning reduces outgoing broadcast traffic. For MAC address learning to occur on a port, the port itself must be active with address learning enabled.
Limited Number of Learned MAC Address	Use this field to limit the number of (dynamic) MAC addresses that may be learned on a port. For example, if you set this field to "5" on port 2, then only the devices with these five learned MAC addresses may access port 2 at any one time. A sixth device must wait until one of the five learned MAC addresses ages out. MAC address aging out time can be set in the **SYSTEM** > **Switch Setup** screen. The valid range is from "0" to "16K". "0" means this feature is disabled.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 60
MAINTENANCE

60.1 Overview

This chapter explains how to configure the screens that let you maintain the firmware and configuration files.

60.1.1 What You Can Do

- Use the **Certificates** screen (Section 60.2 on page 350) to see the **Certificates** screen and import the Switch's CA-signed certificates.
- Use the **Cluster Management** screens (Section 60.5 on page 355) to manage the switches within a cluster and view cluster status.
- Use the **Restore Configuration** screen (Section 60.8 on page 360) to upload a stored device configuration file.
- Use the **Backup Configuration** screen (Section 60.9 on page 360) to save your configurations for later use.
- Use the **Erase Running-Configuration** screen (Section 60.10 on page 361) to reset the configuration to the Zyxel default configuration settings.
- Use the **Save Configuration** screen (Section 60.11 on page 362) to save the current configuration settings to a specific configuration file on the Switch.
- Use the **Configure Clone** screen (Section 60.12 on page 362) to copy the basic and advanced settings from a source port to a destination port or ports.
- Use the **Diagnostic** screen (Section 60.13 on page 364) to ping IP addresses, run a traceroute, perform port tests or show the Switch's location between devices.
- Use the **Firmware Upgrade** screen (Section 60.14 on page 365) to upload the latest firmware.
- Use the **Reboot System** screen (Section 60.15 on page 367) to restart the Switch without physically turning the power off and load a specific configuration file.
- Use the **Tech-Support** screen (Section 60.16 on page 368) to create reports for customer support if there are problems with the Switch.

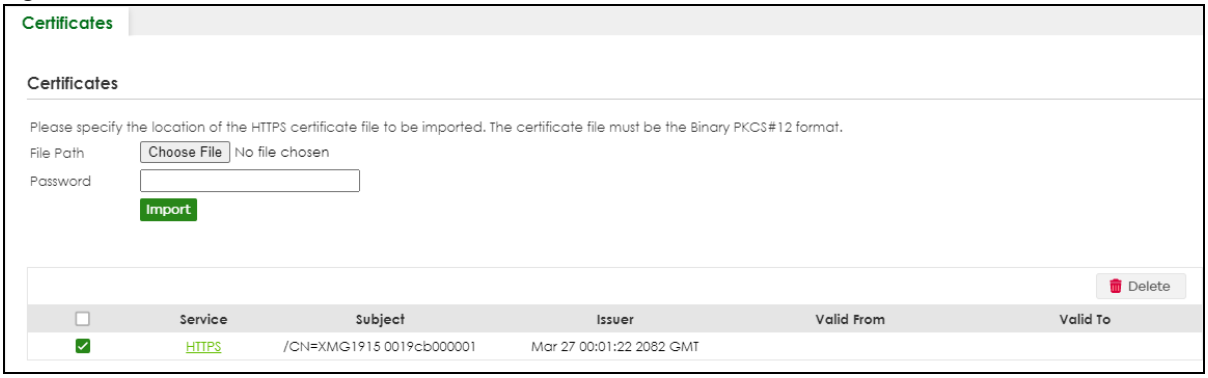
60.2 Certificates

The Switch can use HTTPS certificates that are verified by a third party to create secure HTTPS connections between your computer and the Switch. This way, you may securely access the Switch using the Web Configurator. See Section 55.5.2 on page 324 for more information about HTTPS.

Certificates are based on public-private key pairs. A certificate contains the certificate owner's identity and public key. Certificates provide a way to exchange public keys for use in authentication.

Click **MAINTENANCE** > **Certificates** to open the following screen. Use this screen to import the Switch's CA-signed certificates.

Figure 251 MAINTENANCE > Certificates



The following table describes the labels in this screen.

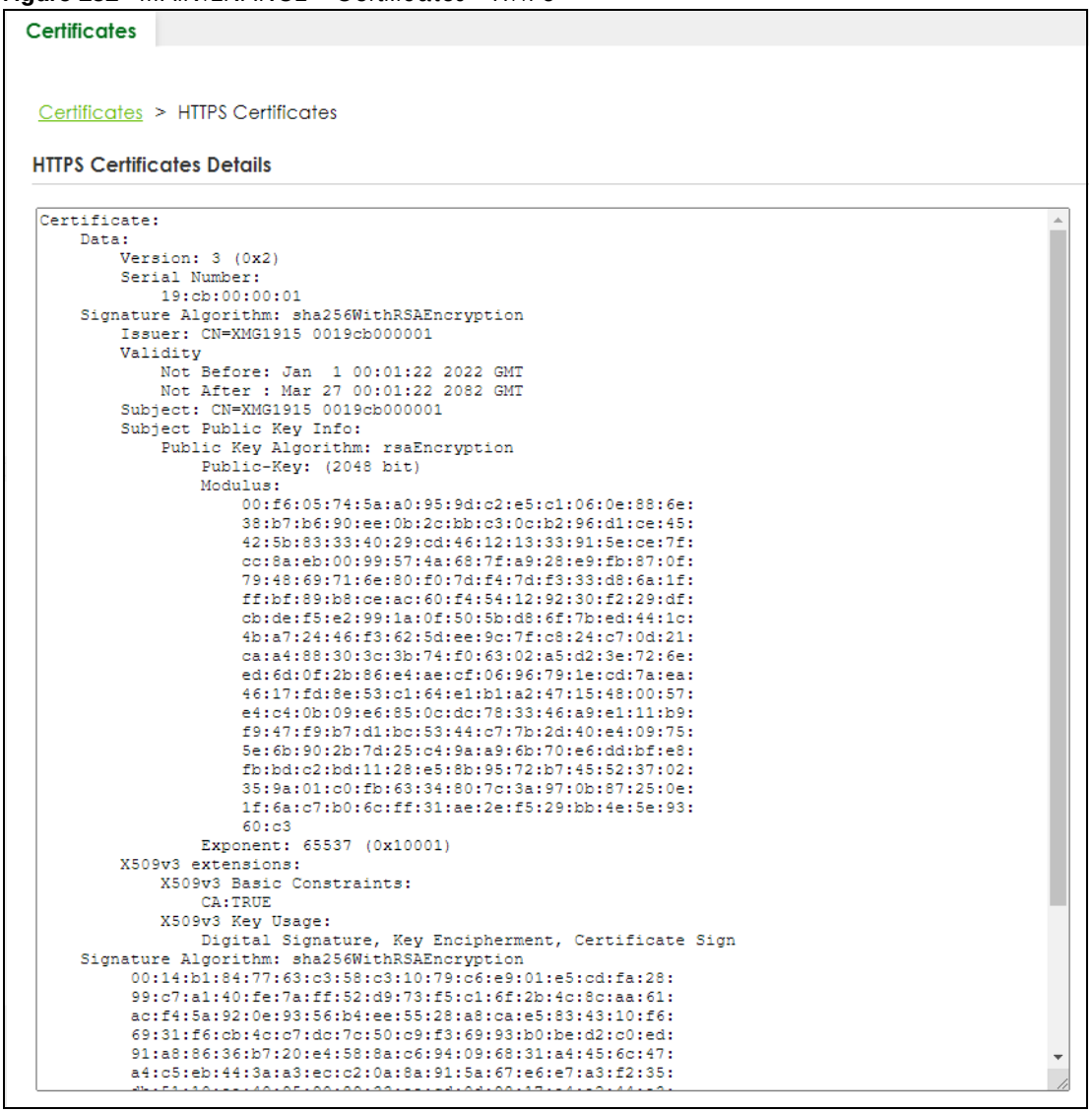
Table 195 MAINTENANCE > Certificates

LABEL	DESCRIPTION
File Path	Click **Choose File** or **Browse** to find the certificate file you want to upload.
Password	Enter the certificate file's password that was created when the PKCS #12 file was exported. The password consists of up to 32 printable ASCII characters except [?], [|], ['], ["] or [,].
Import	Click this button to save the certificate that you have enrolled from a certification authority from your computer to the Switch.
Service	This field displays the service type that this certificate is for.
Subject	This field displays identifying information about the certificate's owner, such as CN (Common Name), OU (Organizational Unit or department), O (Organization or company) and C (Country). It is recommended that each certificate have unique subject information.
Issuer	This field displays identifying information about the certificate's issuing certification authority, such as a common name, organizational unit or department, organization or company and country.
Valid From	This field displays the date that the certificate becomes applicable.
Valid To	This field displays the date that the certificate expires.
	Select an entry's check box to select a specific entry.
Delete	Click this button to delete the certificate (or certification request). You cannot delete a certificate that one or more features is configured to use.

60.2.1 HTTPS Certificates

Use this screen to view the HTTPS certificate details. Click a hyperlink in the **Service** column in the **MAINTENANCE** > **Certificates** screen to open the following screen.

Figure 252 MAINTENANCE > Certificates > HTTPS



60.3 Technical Reference

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

60.3.1 FTP Command Line

This section shows some examples of uploading to or downloading files from the Switch using FTP commands. First, understand the filename conventions.

60.3.2 Filename Conventions

The configuration file (also known as the romfile or ROM) contains the Zyxel factory default configuration settings in the screens such as password, Switch setup, IP Setup, and so on. Once you have customized the Switch's settings, they can be saved back to your computer under a filename of your choosing.

ZyNOS (Zyxel Network Operating System sometimes referred to as the "ras" file) is the system firmware and has a "bin" filename extension.

Table 196 Filename Conventions

FILE TYPE	INTERNAL NAME	EXTERNAL NAME	DESCRIPTION
Configuration File	config1 config2	*.cfg	This is the configuration filename on the Switch. Uploading the config file replaces the specified configuration file system, including your Switch configurations, system-related data (including the default password), the error log and the trace log.
Firmware	ras	*.bin	This is the generic name for the ZyNOS firmware on the Switch.

You can store up to two images, or firmware files of the same device model, on the Switch. Only one image is used at a time.

- Run the `boot image <1|2>` command to specify which image is updated when firmware is loaded using the Web Configurator and to specify which image is loaded when the Switch starts up.
- You can also use FTP commands to upload firmware to any image.

60.3.2.1 Example FTP Commands

```
ftp> put firmware.bin ras-0
```

This is a sample FTP session showing the transfer of the computer file "firmware.bin" to the Switch's **Firmware 1**.

```
ftp> get config1 config1.cfg
```

This is a sample FTP session saving the Switch's configuration file 1 (**Config1**) to a file called "config1.cfg" on your computer.

If your (T)FTP client does not allow you to have a destination filename different than the source, you will need to rename them as the Switch only recognizes "config" and "ras". Be sure you keep unaltered copies of both files for later use.

Be sure to upload the correct model firmware as uploading the wrong model firmware may damage your device.

60.3.3 FTP Command Line Procedure

1. Launch the FTP client on your computer.
2. Enter open, followed by a space and the IP address of your Switch.
3. Press [ENTER] when prompted for a user name.

4 Enter your password as requested (the default is "1234").

5 Enter `bin` to set transfer mode to binary.

6 Use `put` to transfer files from the computer to the Switch, for example, `put firmware.bin ras` transfers the firmware on your computer (firmware.bin) to the Switch and renames it to "ras". Similarly, `put config.cfg config1` transfers the configuration file on your computer (config.cfg) to the Switch and renames it to "config1". Likewise `get config1 config.cfg` transfers the configuration file on the Switch to your computer and renames it to "config.cfg". See Table 196 on page 353 for more information on filename conventions.

7 Enter `quit` to exit the ftp prompt.

60.3.4 GUI-based FTP Clients

The following table describes some of the commands that you may see in GUI-based FTP clients.

Table 197 General Commands for GUI-based FTP Clients

COMMAND	DESCRIPTION
Host Address	Enter the address of the host server.
Login Type	Anonymous. This is when a user I.D. and password is automatically supplied to the server for anonymous access. Anonymous logins will work only if your ISP or service administrator has enabled this option. Normal. The server requires a unique User ID and Password to login.
Transfer Type	Transfer files in either single-byte printable characters (plain text format) or in binary mode. Configuration and firmware files should be transferred in binary mode.
Initial Remote Directory	Specify the default remote directory (path).
Initial Local Directory	Specify the default local directory (path).

60.3.5 FTP Restrictions

FTP will not work when:

- FTP service is disabled in the **SECURITY** > **Access Control** > **Service Access Control** screen.
- The IP addresses in the **SECURITY** > **Access Control** > **Remote Management** screen does not match the client IP address. If it does not match, the Switch will disconnect the FTP session immediately.

60.4 Cluster Management Overview

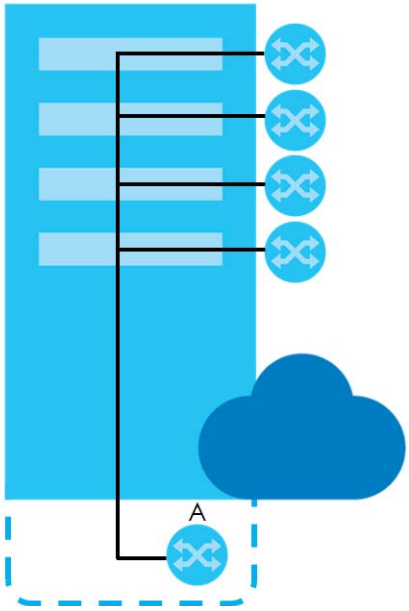
Cluster Management allows you to manage switches through one Switch, called the cluster manager. The switches must be directly connected and be in the same VLAN group so as to be able to communicate with one another.

Table 198 Zyxel Clustering Management Specifications

Maximum number of cluster members	24
Cluster Member Models	Must be compatible with Zyxel cluster management implementation.
Cluster Manager	The Switch through which you manage the cluster member switches.
Cluster Members	The switches being managed by the cluster manager Switch.

In the following example, switch **A** in the basement is the cluster manager and the other switches on the upper floors of the building are cluster members.

Figure 253 Clustering Application Example



60.4.1 What You Can Do

- Use the **Cluster Management Status** screen (Section 60.5 on page 355) to view the role of the Switch within the cluster and to access a cluster member Switch's Web Configurator.
- Use the **Cluster Management Setup** screen (Section 60.6 on page 356) to configure clustering management.

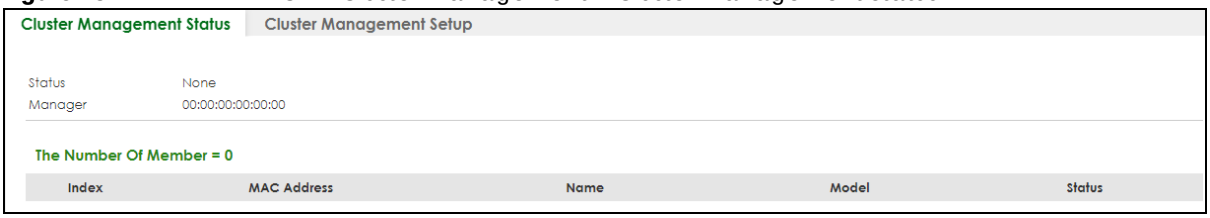
60.5 Cluster Management Status

Use this screen to view the role of the Switch within the cluster and to access a cluster member Switch's Web Configurator.

Click **MAINTENANCE** > **Cluster Management** in the navigation panel to display the following screen.

Note: A cluster can only have one manager.

Figure 254 MAINTENANCE > Cluster Management > Cluster Management Status



The following table describes the labels in this screen.

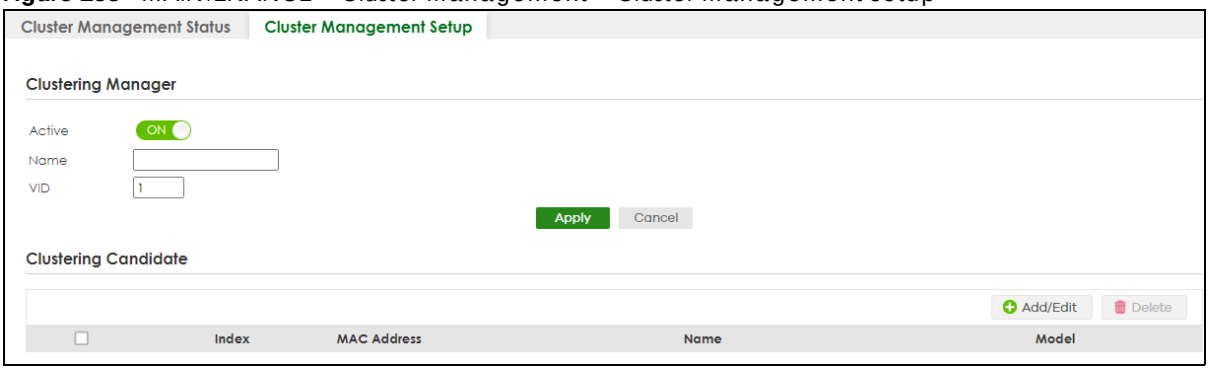
Table 199 MAINTENANCE > Cluster Management > Cluster Management Status

LABEL	DESCRIPTION
Status	This field displays the role of this Switch within the cluster. **Manager** **Member** (you see this if you access this screen in the cluster member Switch directly and not through the cluster manager) **None** (neither a manager nor a member of a cluster)
Manager	This field displays the cluster manager Switch's hardware MAC address.
The Number Of Member	This field displays the number of switches that make up this cluster. The following fields describe the cluster member switches.
Index	You can manage cluster member switches through the cluster manager Switch. Each number in the **Index** column is a hyperlink leading to the cluster member Switch's Web Configurator.
MAC Address	This is the cluster member Switch's hardware MAC address.
Name	This is the cluster member Switch's **System Name**.
Model	This field displays the model name.
Status	This field displays: **Online** (the cluster member Switch is accessible) **Error** (for example the cluster member Switch password was changed or the Switch was set as the manager and so left the member list, and so on) **Offline** (the Switch is disconnected – **Offline** shows approximately 1.5 minutes after the link between cluster member and manager goes down)

60.6 Clustering Management Setup

Use this screen to configure clustering management. Click **MAINTENANCE** > **Cluster Management** > **Cluster Management Setup** to display the next screen.

Figure 255 MAINTENANCE > Cluster Management > Cluster Management Setup



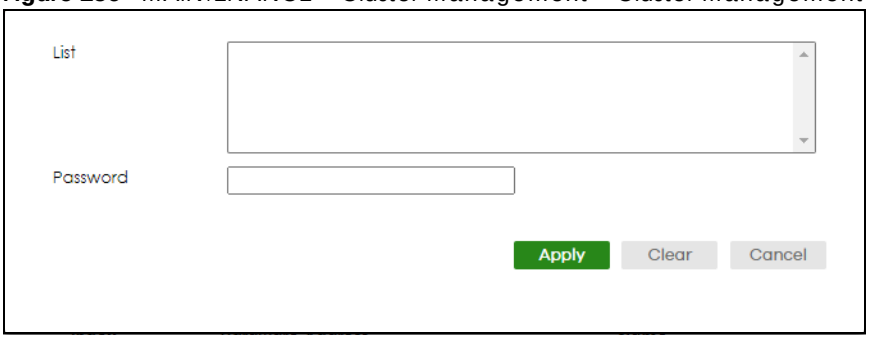
The following table describes the labels in this screen.

Table 200 MAINTENANCE > Cluster Management > Cluster Management Setup

LABEL	DESCRIPTION
Clustering Manager	The following fields relate to configuring the cluster manager.
Active	Enable the switch button to have this Switch become the cluster manager switch. A cluster can only have one manager. Other (directly connected) switches that are set to be cluster managers will not be visible in the **Clustering Candidates** list. If a Switch that was previously a cluster member is later set to become a cluster manager, then its **Status** is displayed as **Error** in the **Cluster Management Status** screen and a warning icon (⚠) appears in the member summary list below.
Name	Type a name to identify the **Clustering Manager.** You may use up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]. (spaces are allowed).
VID	This is the VLAN ID and is only applicable if the Switch is set to **802.1Q** VLAN. All switches must be directly connected and in the same VLAN group to belong to the same cluster. Switches that are not in the same VLAN group are not visible in the **Clustering Candidates** list. This field is ignored if the **Clustering Manager** is using **Port-based** VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Clustering Candidate	The next summary table shows the information for the clustering members configured.
Add/Edit	Click this button to create or configure a clustering candidate.
Delete	Click this button to remove the clustering candidate.
	Select an entry's check box to select a specific entry. Otherwise, select the check box in the table heading row to select all entries.
Index	This is the index number of a cluster member switch.
MAC Address	This is the cluster member switch's hardware MAC address.
Name	This is the cluster member switch's **System Name**.
Model	This is the cluster member switch's model name.

Click the **Add/Edit** button to open the **Add/Edit** screen. Use this screen to configure a clustering candidate for the Switch.

Figure 256 MAINTENANCE > Cluster Management > Cluster Management Setup > Add/Edit



The following table describes the labels in this screen.

Table 201 MAINTENANCE > Cluster Management > Cluster Management Setup > Add/Edit

LABEL	DESCRIPTION
List	A list of suitable candidates found by auto-discovery is shown here. The switches must be directly connected. Directly connected switches that are set to be cluster managers will not be visible in the **Clustering Candidate** list. Switches that are not in the same management VLAN group will not be visible in the **Clustering Candidate** list.
Password	Each cluster member's password is its Web Configurator password. Select a member in the **Clustering Candidate** list and then enter its Web Configurator password. If that switch administrator changes the Web Configurator password afterwards, then it cannot be managed from the **Cluster Manager**. Its **Status** is displayed as **Error** in the **Cluster Management Status** screen. If multiple devices have the same password then hold [SHIFT] and click those switches to select them. Then enter their common Web Configurator password. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["] or [,].
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to reset the fields to the factory defaults.
Cancel	Click **Cancel** to begin configuring this screen afresh.

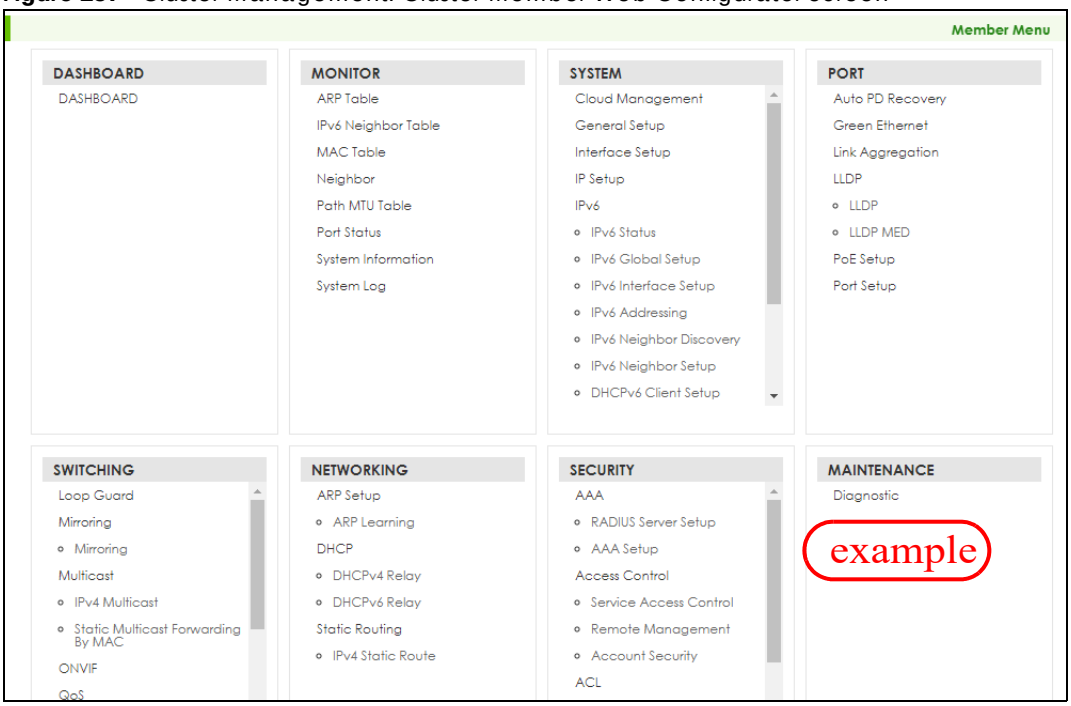
60.7 Technical Reference

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

60.7.1 Cluster Member Switch Management

Go to the **MAINTENANCE** > **Clustering Management** > **Clustering Management Status** screen of the cluster manager switch and then select an **Index** hyperlink from the list of members to go to that cluster member switch's Web Configurator home page. This cluster member Web Configurator home page and the home page that you would see if you accessed it directly are different.

Figure 257 Cluster Management: Cluster Member Web Configurator Screen



60.7.1.1 Uploading Firmware to a Cluster Member Switch

You can use FTP to upload firmware to a cluster member switch through the cluster manager switch as shown in the following example.

Figure 258 Example: Uploading Firmware to a Cluster Member Switch

```
C:\>ftp 192.168.1.1
Connected to 192.168.1.1.
220 Switch FTP version 1.0 ready at Thu Jan  1 00:58:46 1970
User (192.168.0.1:(none)): admin
331 Enter PASS command
Password:
230 Logged in
ftp> ls
200 Port command okay
150 Opening data connection for LIST
--w--w--w-   1 owner    group         3042210 Jul 01 12:00 ras
-rw-rw-rw-   1 owner    group          393216 Jul 01 12:00 config
--w--w--w-   1 owner    group               0 Jul 01 12:00 fw-00-a0-c5-01-23-46
-rw-rw-rw-   1 owner    group               0 Jul 01 12:00 config-00-a0-c5-01-23-46
226 File sent OK
ftp: 297 bytes received in 0.00Seconds 297000.00Kbytes/sec.
ftp> bin
200 Type I OK
ftp> put 470ACAQ0.bin fw-00-a0-c5-01-23-46
200 Port command okay
150 Opening data connection for STOR fw-00-a0-c5-01-23-46
226 File received OK
ftp: 262144 bytes sent in 0.63Seconds 415.44Kbytes/sec.
ftp>
```

The following table explains some of the FTP parameters.

Table 202 FTP Upload to Cluster Member Example

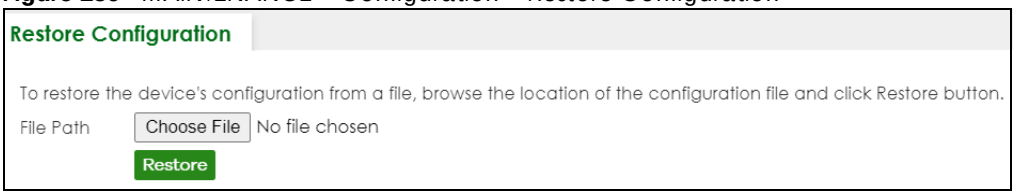
FTP PARAMETER	DESCRIPTION
User	Enter "admin".
Password	The Web Configurator password default is 1234.
ls	Enter this command to list the name of cluster member switch's firmware and configuration file.
470ACAQ0.bin	This is the name of the firmware file you want to upload to the cluster member switch.
fw-00-a0-c5-01-23-46	This is the cluster member switch's firmware name as seen in the cluster manager switch.
config-00-a0-c5-01-23-46	This is the cluster member switch's configuration file name as seen in the cluster manager switch.

60.8 Restore Configuration

Use this screen to restore a previously saved configuration file (See Section 60.9 on page 360 for more information on how to back up a configuration file) from your computer to the Switch.

Click **MAINTENANCE** > **Configuration** > **Restore Configuration** to access this screen.

Figure 259 MAINTENANCE > Configuration > Restore Configuration

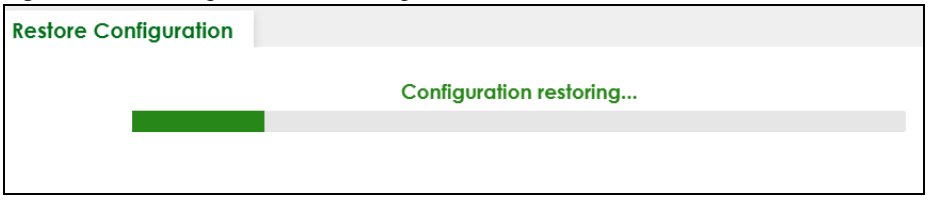


1 Click **Choose File** or **Browse** to locate the configuration file you wish to restore.

2 After you have specified the file, click **Restore**.

The Switch will run on the restored configuration after the restore process.

Figure 260 Configuration Restoring

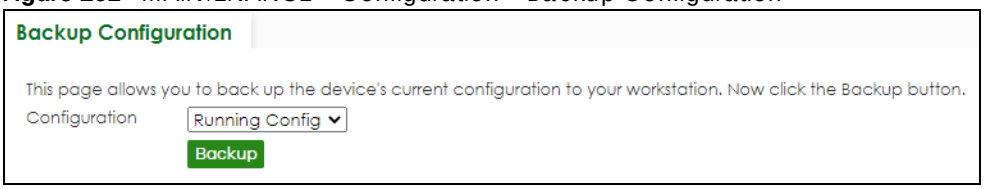


60.9 Backup Configuration

Backing up your Switch configurations allows you to create various "snap shots" of your device from which you may restore at a later date. Use this screen to back up your current Switch configuration to a computer.

To access this screen, click **MAINTENANCE** > **Configuration** > **Backup Configuration** in the navigation panel.

Figure 261 MAINTENANCE > Configuration > Backup Configuration



Follow the steps below to back up the current Switch configuration to your computer in this screen.

1 Select which Switch configuration file you want to download to your computer.

2 Click **Backup**.

3 If the current configuration file is open and/or downloaded to your computer automatically, you can click **File** > **Save As** on your computer to save the file to a specific place.

If a dialog box pops up asking whether you want to open or save the file, click **Save** or **Save File** to download it to the default downloads folder on your computer. If a **Save As** screen displays after you click **Save** or **Save File**, choose a location to save the file on your computer from the **Save in** drop-down list box and type a descriptive name for it in the **File name** list box. Click **Save** to save the configuration file to your computer.

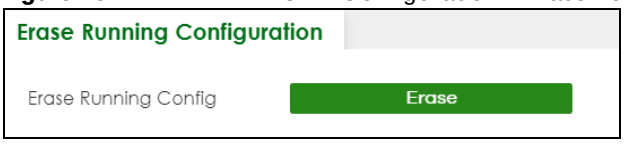
60.10 Erase Running-Configuration

Follow the steps below to reset the Switch back to the Zyxel default configuration settings.

To access this screen, click **MAINTENANCE** > **Configuration** > **Erase Running Configuration** in the navigation panel.

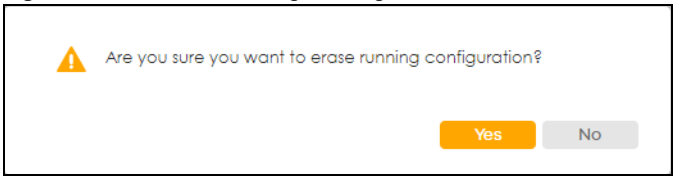
1 In the **Erase Running Configuration** screen, click the **Erase** button to clear all Switch configuration information you configured and return to the Zyxel default configuration settings.

Figure 262 MAINTENANCE > Configuration > Erase Running Configuration



2 Click **YES** to remove the running configuration on the Switch.

Figure 263 Erase Running Configuration: Confirmation



3 In the Web Configurator, click the **Save** button in the top of the screen to make the changes take effect. If you want to access the Switch Web Configurator again, you may need to change the IP address of your computer to be in the same subnet as that of the default Switch IP address (192.168.1.1 or DHCP-assigned IP).

60.11 Save Configuration

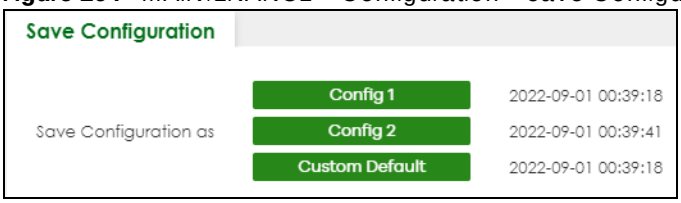
To access this screen, click **MAINTENANCE** > **Configuration** > **Save Configuration** in the navigation panel.

Click **Config 1** to save the current configuration settings permanently to **Configuration 1** on the Switch. These configurations are set up according to your network environment.

Click **Config 2** to save the current configuration settings permanently to **Configuration 2** on the Switch. These configurations are set up according to your network environment.

Click **Custom Default** to save the current configuration settings permanently to a customized default file on the Switch. If configuration changes cause the Switch to behave abnormally, click **Custom Default** (in the **MAINTENANCE** > **Reboot System** screen) to have the Switch automatically reboot and restore the saved **Custom Default** configuration file.

Figure 264 MAINTENANCE > Configuration > Save Configuration



Note: If a customized default file was not saved, clicking **Custom Default** in the **MAINTENANCE** > **Reboot System** screen loads the factory default configuration on the Switch.

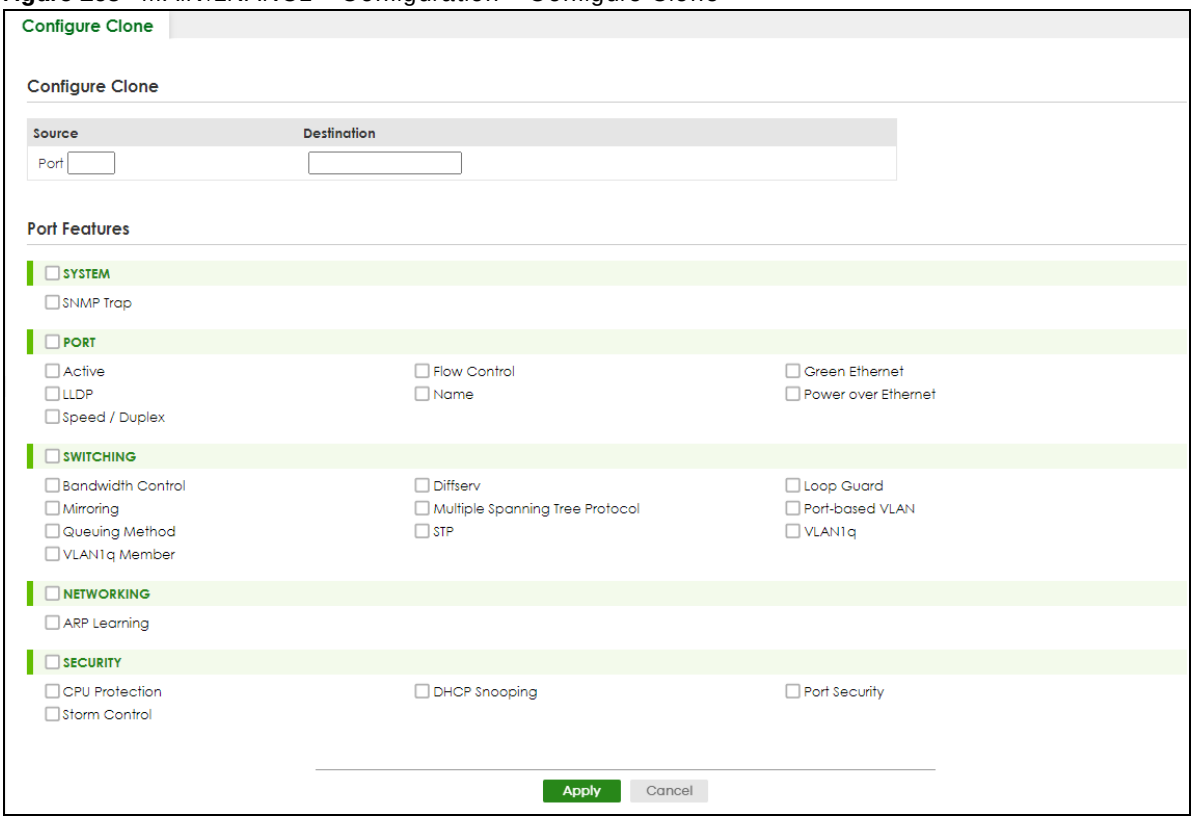
Alternatively, click **Save** on the top right in any screen to save the configuration changes to the current configuration.

Note: Clicking the **Apply** button after making configuration does NOT save the changes permanently. All unsaved changes are erased after you reboot the Switch.

60.12 Configure Clone

Cloning allows you to copy the basic and advanced settings from a source port to a destination port or ports. Click **MAINTENANCE** > **Configuration** > **Configure Clone** to open the following screen.

Figure 265 MAINTENANCE > Configuration > Configure Clone



The following table describes the labels in this screen.

Table 203 MAINTENANCE > Configuration > Configure Clone

LABEL	DESCRIPTION
Configure Clone	
Source/ Destination Port	Enter the source port under the **Source** label. This port's attributes are copied. Enter the destination port or ports under the **Destination** label. These are the ports which are going to have the same attributes as the source port. You can enter individual ports separated by a comma or a range of ports by using a dash. Example: **2, 4, 6** indicates that ports 2, 4 and 6 are the destination ports. **2-6** indicates that ports 2 through 6 are the destination ports.
Port Features	
	Select a feature's check box to select a specific feature. Otherwise, select the check box in the table heading row to select all features for a category.
SYSTEM	Select the system feature (you configured in the **SYSTEM** menus) to be copied to the destination ports. Otherwise, select the **SYSTEM** check box in the table heading row to select all features for a category.
PORT	Select which port features (you configured in the **PORT** menus) should be copied to the destination ports. Otherwise, select the **PORT** check box in the table heading row to select all features for a category.
SWITCHING	Select which switching features (you configured in the **SWITCHING** menus) should be copied to the destination ports. Otherwise, select the **SWITCHING** check box in the table heading row to select all features for a category.

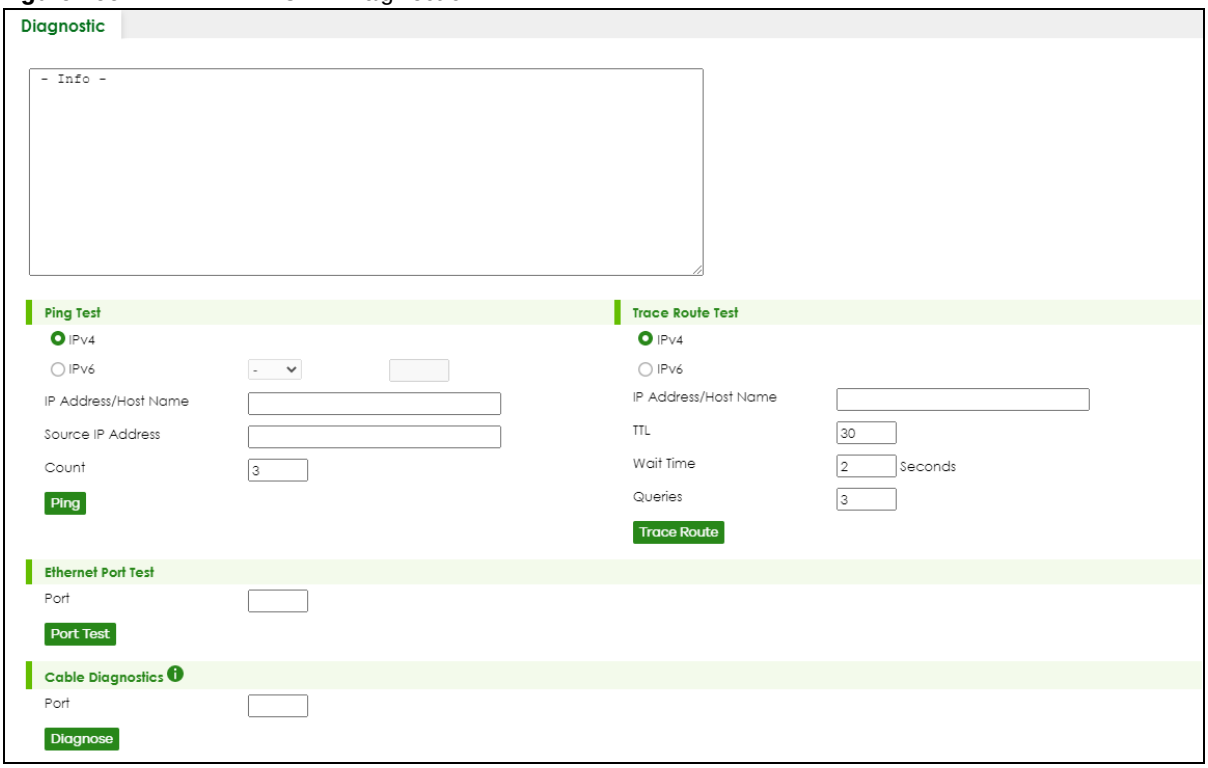
Table 203 MAINTENANCE > Configuration > Configure Clone (continued)

LABEL	DESCRIPTION
NETWORKING	Select the networking feature (you configured in the **NETWORKING** menus) to be copied to the destination ports. Otherwise, select the **NETWORKING** check box in the table heading row to select all features for a category.
SECURITY	Select which security features (you configured in the **SECURITY** menus) should be copied to the destination ports. Otherwise, select the **SECURITY** check box in the table heading row to select all features for a category.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

60.13 Diagnostic

Click **MAINTENANCE** > **Diagnostic** in the navigation panel to open this screen. Use this screen to ping IP addresses, run a traceroute, perform port tests or show the Switch's location between devices.

Figure 266 MAINTENANCE > Diagnostic



The following table describes the labels in this screen.

Table 204 MAINTENANCE > Diagnostic

LABEL	DESCRIPTION
Ping Test	
IPv4	Select this option if you want to ping an IPv4 address. Otherwise, select **–** to send ping requests to all VLANs on the Switch.

Table 204 MAINTENANCE > Diagnostic (continued)

LABEL	DESCRIPTION
IPv6	Select this option if you want to ping an IPv6 address. You can also select **vlan** and specify the ID number of the VLAN to which the Switch is to send ping requests. Otherwise, select **–** to send ping requests to all VLANs on the Switch.
IP Address/Host Name	Type the IP address or host name of a device that you want to ping in order to test a connection. Click **Ping** to have the Switch ping the IP address.
Source IP Address	Type the source IP address that you want to ping in order to test a connection. Click **Ping** to have the Switch ping the IP address.
Count	Enter the number of ICMP Echo Request (ping) messages the Switch continuously sends.
Trace Route Test	
IPv4	Select this option if you want to trace the route packets taken to a device with an IPv4 address. Otherwise, select **–** to trace the path on any VLAN. Note: The device to which you want to run a traceroute must belong to the VLAN you specify here.
IPv6	Select this option if you want to trace the route packets taken to a device with an IPv6 address.
IP Address/Host Name	Enter the IP address or host name of a device to which you want to perform a traceroute. Click **Trace Route** to have the Switch perform the traceroute function. This determines the path a packet takes to the specified device.
TTL	Enter the Time To Live (TTL) value for the ICMP Echo Request packets. This is to set the maximum number of the hops (routers) a packet can travel through. Each router along the path will decrement the TTL value by one and forward the packets. When the TTL value becomes zero and the destination is not found, the router drops the packets and informs the sender.
Wait Time	Specify how many seconds the Switch waits for a response to a probe before running another traceroute.
Queries	Specify how many times the Switch performs the traceroute function.
Ethernet Port Test	
Port	Enter a port number and click **Port Test** to perform an internal loopback test.
Cable Diagnostics	
Port	Enter a port number and click **Diagnose** to perform a physical wire-pair test of the Ethernet connections on the specified ports. The following fields display when you diagnose a port. Note: This feature is limited to within 100 meters only.

60.14 Firmware Upgrade

You can upgrade the Switch's firmware through Web Configurator or NCC.

Firmware Upgrade Through NCC

In cloud management mode, NCC will first check if the firmware on the Switch needs to be upgraded. If it does, the Switch will upgrade the firmware immediately. If the firmware does not need to be upgraded, but there is newer firmware available for the Switch, then it will be upgraded according to the firmware upgrade schedule for the Switch on the NCC.

On the NCC web portal, go to **Site-wide** > **Configure** > **Firmware management** to schedule the firmware upgrade time.

Note: While the Switch is rebooting, do NOT turn off the power.

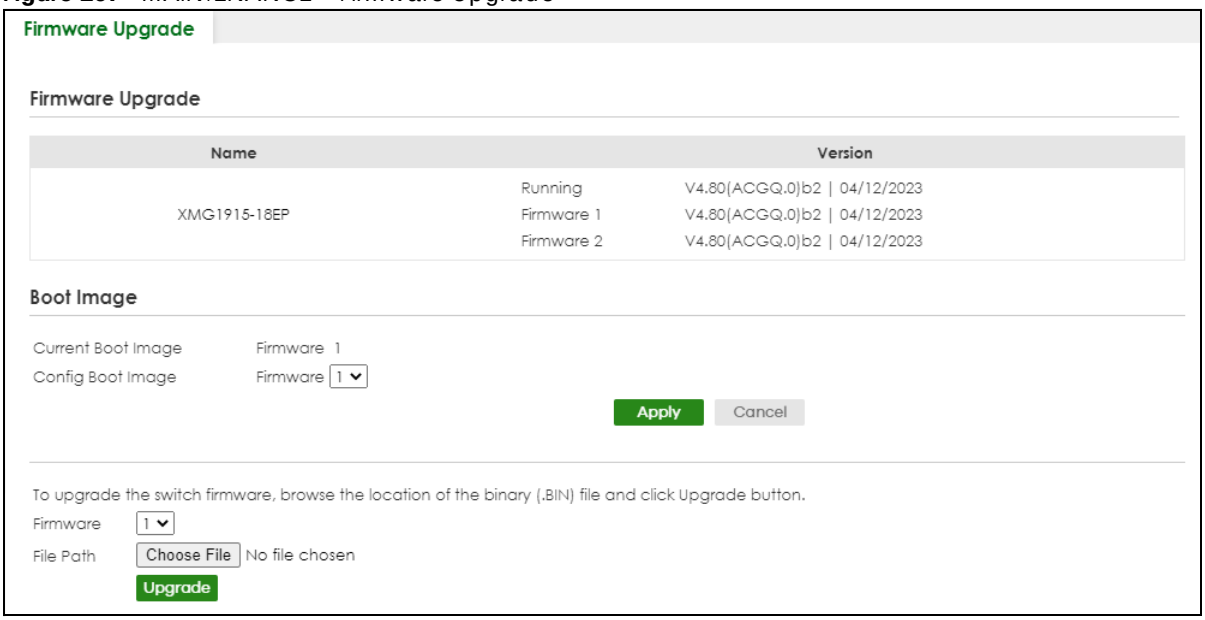
Firmware Upgrade Through the Web Configurator

Use the following screen to upgrade your Switch to the latest firmware. The Switch supports dual firmware images, **Firmware 1** and **Firmware 2**. Use this screen to specify which image is updated when firmware is uploaded using the Web Configurator and to specify which image is loaded when the Switch starts up.

Note: Make sure you have downloaded (and unzipped) the correct model firmware and version to your computer before uploading to the device.

Click **MAINTENANCE** > **Firmware Upgrade** to view the screen as shown next.

Figure 267 MAINTENANCE > Firmware Upgrade



The top of the screen shows which firmware version is currently **Running** on the Switch. Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch in the **File Path** field. Click **Upgrade** to load the new firmware. The Switch does not apply the uploaded firmware immediately. Firmware upgrades are only applied after you reboot the Switch using the uploaded firmware.

Click the **Config Boot Image** drop-down list box to select the boot image (**Firmware1** or **Firmware2**) you want the Switch to use when rebooting, click **Apply**. Restart the Switch (manually or using the **MAINTENANCE** > **Reboot System** screen) to apply the firmware image you selected.

After the process is complete, see the **DASHBOARD** screen to verify your current firmware version number.

Table 205 MAINTENANCE > Firmware Upgrade

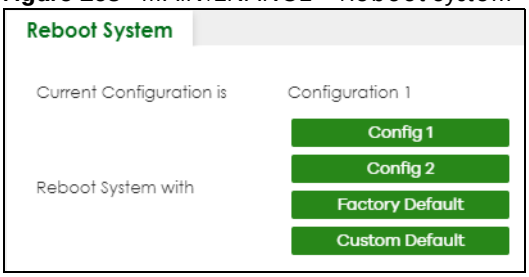
LABEL	DESCRIPTION
Name	This is the name of the Switch that you are configuring.
Version	The Switch has 2 firmware sets, **Firmware 1** and **Firmware 2**, residing in flash. • **Running** shows the version number (and model code) and MM/DD/YYYY creation date of the firmware currently in use on the Switch (**Firmware 1** or **Firmware 2)**. The firmware information is also displayed at System Information in Basic Setting. • **Firmware 1** shows its version number (and model code) and MM/DD/YYYY creation date. • **Firmware 2** shows its version number (and model code) and MM/DD/YYYY creation date.
Boot Image	
Current Boot Image	This displays which firmware is currently in use on the Switch (**Firmware 1** or **Firmware 2)**.
Config Boot Image	Select which firmware (**Firmware 1** or **Firmware 2)** should load, click **Apply** and reboot the Switch to see changes, you will also see changes in the **Current Boot Image** field above as well.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Firmware	Choose to upload the new firmware to (Firmware) **1** or (Firmware) **2**.
File Path	Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch.
Upgrade	Click **Upgrade** to load the new firmware. Firmwares are only applied after a reboot. To reboot, go to **MAINTENANCE** > **Reboot System** and click **Config 1**, **Config 2** or **Factory Default** (**Config 1**, **Config 2, Factory Default,** and **Custom Default** are the configuration files you want the Switch to use when it restarts).

60.15 Reboot System

Reboot System allows you to restart the Switch without physically turning the power off. It also allows you to load configuration one (**Config 1**), configuration two (**Config 2**), a **Custom Default** or the **Factory Default** configuration when you reboot. Follow the steps below to reboot the Switch.

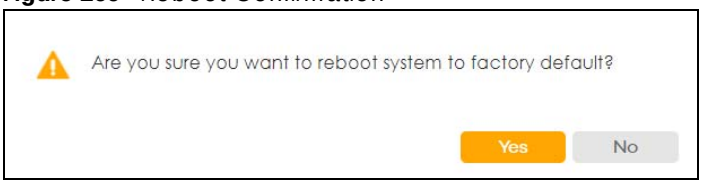
Click **MAINTENANCE** > **Reboot System** to view the screen as shown next.

Figure 268 MAINTENANCE > Reboot System



1 Click the **Config 1**, **Config 2**, **Factory Default**, or **Custom Default** button to reboot and load that configuration file. The confirmation screen displays.

Figure 269 Reboot Confirmation



2 Click **YES** and then wait for the Switch to restart. This takes up to 2 minutes.

Click **Config 1** and follow steps 1 to 2 to reboot and load configuration one on the Switch.

Click **Config 2** and follow steps 1 to 2 to reboot and load configuration two on the Switch.

Click **Factory Default** and follow steps 1 to 2 to reboot and load Zyxel factory default configuration settings on the Switch.

Click **Custom Default** and follow steps 1 to 2 to reboot and load a customized default file on the Switch. This will save the custom default configuration settings to both **Configuration 1** and **Configuration 2**.

Note: If a customized default file was not saved, clicking **Custom Default** loads the factory default configuration on the Switch.

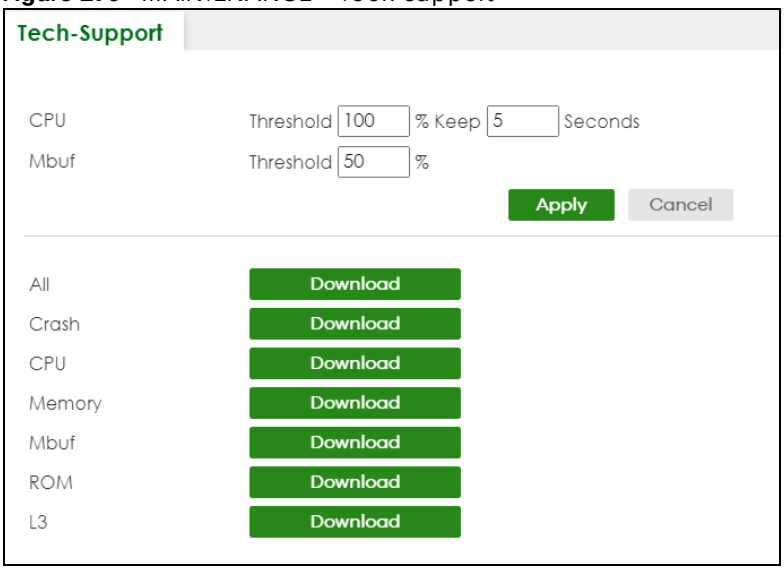
Note: Service Register only appears in standalone mode.

60.16 Tech-Support

The Tech-Support feature is a log enhancement tool that logs useful information such as CPU utilization history, memory and Mbuf (Memory Buffer) log and crash reports for issue analysis by customer support should you have difficulty with your Switch.

Click **MAINTENANCE** > **Tech-Support** to see the following screen.

Figure 270 MAINTENANCE > Tech-Support



You may need WordPad or similar software to see the log report correctly. The table below describes the fields in the above screen.

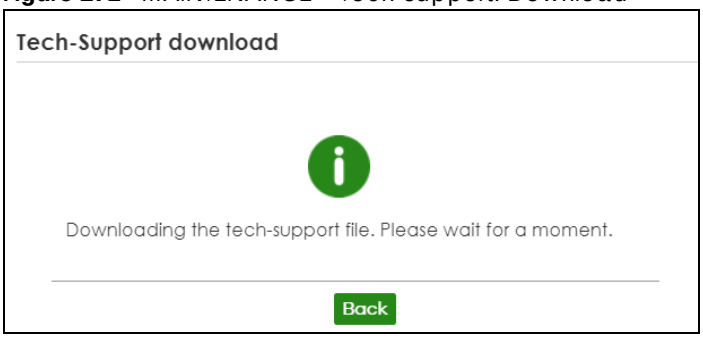
Table 206 MAINTENANCE > Tech-Support

LABEL	DESCRIPTION
CPU	Type a number ranging from 50 to 100 in the CPU threshold box, and type another number ranging from 5 to 60 in the seconds box then click **Apply**. For example, 80 for CPU threshold and 5 for seconds means a log will be created when CPU utilization reaches over 80% and lasts for 5 seconds. The log report holds 7 days of CPU log data and is stored in volatile memory (RAM). The data is lost if the Switch is turned off or in event of power outage. After 7 days, the logs wrap around and new ones and replace the earliest ones. The higher the CPU threshold number, the fewer logs will be created, and the less data technical support will have to analyze and vice versa.
Mbuf	Type a number ranging from 50 to 100 in the Mbuf (Memory Buffer) threshold box. The Mbuf log report is stored in flash (permanent) memory. For example, Mbuf 50 means a log will be created when the Mbuf utilization is over 50%. The higher the Mbuf threshold number, the fewer logs will be created, and the less data technical support will have to analyze and vice versa.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
All	Click **Download** to see all the log report and system status. This log report is stored in flash memory. If the **All** log report is too large, you can download the log reports separately below.
Crash	Click **Download** to see the crash log report. The log will include information of the last crash and is stored in flash memory.
CPU	Click **Download** to see the CPU history log report. The 7-days log is stored in RAM and you will need to save it, otherwise it will be lost when the Switch is shutdown or during power outage.
Memory	Click **Download** to see the memory section log report. This log report is stored in flash memory.
Mbuf	Click **Download** to see the Mbuf (Memory Buffer) log report. This log report is stored in flash memory.
ROM	Click **Download** to see the Read Only Memory (ROM) log report. This report is stored in flash memory.
L3	Click **Download** to see the layer-3 Switch log report. The log only applies to the layer-3 Switch models. This report is stored in flash memory.

60.16.1 Tech-Support Download

When you click **Download** to save your current Switch configuration to a computer, the following screen appears. When the log report has downloaded successfully, click **Back** to return to the previous screen.

Figure 271 MAINTENANCE > Tech-Support: Download



PART III
Troubleshooting and Appendices

CHAPTER 61
Troubleshooting

This chapter offers some suggestions to solve problems you might encounter. The potential problems are divided into the following categories.

- Power, Hardware Connections, and LEDs
- Switch Access and Login
- Switch Configuration
- PoE Supply
- Nebula Registration

61.1 Power, Hardware Connections, and LEDs

The Switch does not turn on. None of the LEDs turn on.

1. Make sure you are using the power adapter or cord included with the Switch.
2. Make sure the power adapter or cord is connected to the Switch and plugged in to an appropriate power source. Make sure the power source is turned on.
3. Disconnect and re-connect the power adapter or cord to the Switch.
4. If the problem continues, contact the vendor.

One of the LEDs does not behave as expected.

1. Make sure you understand the normal behavior of the LED. See Section 3.3 on page 47.
2. Check the hardware connections. See Section 3.1 on page 37.
3. Inspect your cables for damage. Contact the vendor to replace any damaged cables.
4. If the problem continues, contact the vendor.

61.2 Switch Access and Login

I can see the **Login** screen, but I cannot log in to the Switch. (I forgot the user name and/or password.)

1. Check the Switch's management mode by using the **CLOUD** LED. See Section 3.3 on page 47 for more information on the LED descriptions.
   - If you are in Cloud management mode, use the **Local credentials Password** to log in to the cloud mode – local GUI. The **Local credentials Password** can be found in **Site-wide** > **Configure** > **Site settings** > **Device configuration**: **Local credentials**: **Password** in the NCC portal.
   - If you are in standalone management mode, use the default user name **admin** and the default password **1234**.
2. Depending on your Switch's management mode, make sure you have entered the correct user name and password. These fields are case-sensitive, please make sure [Caps Lock] is not on.

   Note: Steps 1 and 2 are applicable if you get an invalid administrator password when using some functions in the ZON utility. See Section 1.1.3 on page 25 for more information.
3. You may have exceeded the maximum number of concurrent Telnet sessions. Close other Telnet sessions or try connecting again later.

   Check that you have enabled logins for HTTP or Telnet. If you have configured a secured client IP address, your computer's IP address must match it. Refer to the chapter on access control for details.
4. If this does not work, or you are not sure what the Switch's management mode is, you have to reset the device to its factory defaults (standalone management mode) first. See Section 4.8 on page 76 for more information on resetting the Switch. (Temporarily disconnect the Internet connection to the Switch after the reset process, to prevent the Switch from being managed by NCC again.)

   Note: After performing step 4 and you want to use the Cloud management mode, make sure the Switch is registered in your organization and site in the NCC portal. To register the Switch again, scan the QR code using the Zyxel Nebula Mobile app. See the Section on page 24 for more information on using the app to register the Switch.

I forgot the IP address for the Switch.

1. Use the domain name "setup.zyxel" to access the Switch whether the Switch is using a DHCP-assigned IP or static IP address. If you cannot use this method, please use the following method to find the IP address.

   Note: This requires your computer to be directly connected to the Switch. Make sure your computer is able to connect to a DNS server through the Switch.
2. If this does not work, you have to reset the device to its factory defaults. See Section 4.8 on page 76.

I cannot see or access the **Login** screen in the Web Configurator.

1. Make sure you are using the correct IP address.
   - If you changed the IP address and have forgotten it, see the troubleshooting suggestions for I forgot the IP address for the Switch.
2. Check the hardware connections, and make sure the LEDs are behaving as expected. See Section 3.3 on page 47.
3. Make sure your Internet browser does not block pop-up windows and has JavaScripts and Java enabled.
4. Make sure your computer is in the same subnet as the Switch. (If you know that there are routers between your computer and the Switch, skip this step.)
5. Reset the device to its factory defaults, and try to access the Switch with the default IP address. See Section 4.7 on page 76.
6. If the problem continues, contact Zyxel technical support, or try the advanced suggestion.

   Advanced Suggestion

   - Try to access the Switch using another service, such as Telnet. If you can access the Switch, check the remote management settings to find out why the Switch does not respond to HTTP.

Pop-up Windows, JavaScripts and Java Permissions

In order to use the Web Configurator you need to allow:

- Web browser pop-up windows from your device.
- JavaScripts (enabled by default).
- Java permissions (enabled by default).

There is unauthorized access to my Switch through telnet, HTTP and SSH.

Go to the **MONITOR** > **System Log** screen to check for logs of unauthorized access to your Switch. To avoid unauthorized access, configure the secured client setting in the **SECURITY** > **Access Control** > **Remote Management** screen for telnet, HTTP and SSH (see Section 55.3 on page 319). Computers not belonging to the secured client set cannot get permission to access the Switch.

61.3 Switch Configuration

I lost my configuration settings after I restarted the Switch.

Make sure you save your configuration into the Switch's non-volatile memory each time you make changes. Click **Save** at the top right of the Web Configurator to save the configuration permanently. See also Section 60.11 on page 362 for more information about how to save your configuration.

I accidentally unplugged the Switch. I am not sure which configuration file will be loaded.

If you plug the power cable back to the Switch, it will reboot and load the configuration file that was used the last time. For example, if **Config 1** was used on the Switch before you accidentally unplugged the Switch, **Config 1** will be loaded when rebooting.

I want to use a different configuration file on the Switch, what should I do?

1. Go to **MAINTENANCE** > **Configuration** > **Restore Configuration**.
2. Click **Choose File** or **Browse** to locate the configuration file you wish to restore.
3. After you have specified the file, click **Restore**. The Switch will run on the restored configuration after the restore process.

61.4 PoE Supply

My Powered Devices (PDs) are not receiving power.

1. Check the **PoE Usage** on the **Dashboard**. This field displays the amount of power the Switch is currently supplying to the connected PDs and the total power the Switch can provide to the connected PDs. It also shows the percentage of PoE power usage.
   When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD **Priority** which you configured in **PORT** > **PoE Setup** > **PoE Setup**.
2. Use the correct type of Ethernet cable for the corresponding PoE standard you are using.
3. Make sure the **Active** check box for the port supplying PoE power to PDs is enabled.

4 Check if you have set a pre-defined schedule to control when the Switch enables PoE to provide power on the port in **PORT** > **PoE Setup** > **PoE Time Range Setup**.

5 If the connected IEEE 802.3at / IEEE 802.3af PD does not fully comply with any PoE standard, select **Legacy** or **Force-802.3at** in **PORT** > **PoE Setup** > **PoE Setup** > **Power-Up**.

6 If the problem continues, contact Zyxel technical support.

61.5 Nebula Registration

I cannot register the Switch in Nebula because the previous owner has registered/locked it.

- To register a pre-owned Switch in Nebula, use the Nebula Mobile app to scan the Nebula QR code on the back label of the Switch.
- To register a pre-owned Switch in Nebula locked by the previous owner, inform the previous owner to remove the Switch from the Nebula organization or contact Zyxel technical support.

I no longer want to use Nebula to manage the Switch, what should I do?

- Remove the Switch from the Nebula organization first. See From Nebula-managed to Standalone on page 25 for details. The Switch will reboot and restore its factory-default settings.
- Make sure the **CLOUD** LED is off or blinking green. See LEDs on page 47 for more information on LED behavior. This means the Switch is operating in standalone mode. Nebula Control Center Discovery is disabled in **SYSTEM** > **Cloud Management** > **Nebula Control Center Discovery** in the Web Configurator.

APPENDIX A
Customer Support

In the event of problems that cannot be solved by using this manual, you should contact your vendor. If you cannot contact your vendor, then contact a Zyxel office for the region in which you bought the device.

For Zyxel Communications offices, see *https://service-provider.zyxel.com/global/en/contact-us* for the latest information.

For Zyxel Networks offices, see *https://www.zyxel.com/index.shtml* for the latest information.

Please have the following information ready when you contact an office.

Required Information

- Product model and serial number.
- Warranty Information.
- Date that you received your device.
- Brief description of the problem and the steps you took to solve it.

Corporate Headquarters (Worldwide)

Taiwan

- Zyxel Communications (Taiwan) Co., Ltd.
- *https://www.zyxel.com*

Asia

China

- Zyxel Communications Corporation–China Office
- *https://www.zyxel.com/cn/sc*

India

- Zyxel Communications Corporation–India Office
- *https://www.zyxel.com/in/en-in*

Kazakhstan

- Zyxel Kazakhstan
- *https://www.zyxel.com/ru/ru*

Korea

- Zyxel Korea Co., Ltd.
- *http://www.zyxel.kr/*

Malaysia

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Philippines

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Singapore

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Taiwan

- Zyxel Communications (Taiwan) Co., Ltd.
- *https://www.zyxel.com/tw/zh*

Thailand

- Zyxel Thailand Co., Ltd.
- *https://www.zyxel.com/th/th*

Vietnam

- Zyxel Communications Corporation–Vietnam Office
- *https://www.zyxel.com/vn/vi*

Europe

Belarus

- Zyxel Communications Corp.
- *https://www.zyxel.com/ru/ru*

Belgium (Netherlands)

- Zyxel Benelux
- *https://www.zyxel.com/nl/nl*
- *https://www.zyxel.com/fr/fr*

Bulgaria

- Zyxel Bulgaria

- *https://www.zyxel.com/bg/bg*

Czech Republic

- Zyxel Communications Czech s.r.o.
- *https://www.zyxel.com/cz/cs*

Denmark

- Zyxel Communications A/S
- *https://www.zyxel.com/dk/da*

Finland

- Zyxel Communications
- *https://www.zyxel.com/fi/fi*

France

- Zyxel France
- *https://www.zyxel.com/fr/fr*

Germany

- Zyxel Deutschland GmbH.
- *https://www.zyxel.com/de/de*

Hungary

- Zyxel Hungary & SEE
- *https://www.zyxel.com/hu/hu*

Italy

- Zyxel Communications Italy S.r.l.
- *https://www.zyxel.com/it/it*

Norway

- Zyxel Communications A/S
- *https://www.zyxel.com/no/no*

Poland

- Zyxel Communications Poland
- *https://www.zyxel.com/pl/pl*

Romania

- Zyxel Romania
- *https://www.zyxel.com/ro/ro*

Russian Federation

- Zyxel Communications Corp.
- *https://www.zyxel.com/ru/ru*

Slovakia

- Zyxel Slovakia
- *https://www.zyxel.com/sk/sk*

Spain

- Zyxel Iberia
- *https://www.zyxel.com/es/es*

Sweden

- Zyxel Communications A/S
- *https://www.zyxel.com/se/sv*

Switzerland

- Studerus AG
- *https://www.zyxel.com/ch/de-ch*
- *https://www.zyxel.com/fr/fr*

Turkey

- Zyxel Turkey A.S.
- *https://www.zyxel.com/tr/tr*

UK

- Zyxel Communications UK Ltd.
- *https://www.zyxel.com/uk/en-gb*

Ukraine

- Zyxel Ukraine
- *https://www.zyxel.com/ua/uk-ua*

South America

Argentina

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Brazil

- Zyxel Communications Brasil Ltda.

- *https://www.zyxel.com/br/pt*

Colombia

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Ecuador

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

South America

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Middle East

Israel

- Zyxel Communications Corp.
- *https://il.zyxel.com*

North America

USA

- Zyxel Communications, Inc. – North America Headquarters
- *https://www.zyxel.com/us/en-us*

APPENDIX B
Common Services

The following table lists some commonly-used services and their associated protocols and port numbers. For a comprehensive list of port numbers, ICMP type or code numbers and services, visit the IANA (Internet Assigned Number Authority) web site.

- **Name**: This is a short, descriptive name for the service. You can use this one or create a different one, if you like.
- **Protocol**: This is the type of IP protocol used by the service. If this is **TCP/UDP**, then the service uses the same port number with TCP and UDP. If this is **User-Defined**, the **Port(s)** is the IP protocol number, not the port number.
- **Port(s)**: This value depends on the **Protocol**. Please refer to RFC 1700 for further information about port numbers.
  - If the **Protocol** is **TCP**, **UDP**, or **TCP/UDP**, this is the IP port number.
  - If the **Protocol** is **USER**, this is the IP protocol number.
- **Description**: This is a brief explanation of the applications that use this service or the situations in which this service is used.

Table 207 Commonly Used Services

NAME	PROTOCOL	PORT(S)	DESCRIPTION
AH (IPSEC_TUNNEL)	User-Defined	51	The IPSEC AH (Authentication Header) tunneling protocol uses this service.
AIM/New-ICQ	TCP	5190	AOL's Internet Messenger service. It is also used as a listening port by ICQ.
AUTH	TCP	113	Authentication protocol used by some servers.
BGP	TCP	179	Border Gateway Protocol.
BOOTP_CLIENT	UDP	68	DHCP Client.
BOOTP_SERVER	UDP	67	DHCP Server.
CU-SEEME	TCP UDP	7648 24032	A popular videoconferencing solution from White Pines Software.
DNS	TCP/UDP	53	Domain Name Server, a service that matches web names (for example *www.zyxel.com*) to IP numbers.
ESP (IPSEC_TUNNEL)	User-Defined	50	The IPSEC ESP (Encapsulation Security Protocol) tunneling protocol uses this service.
FINGER	TCP	79	Finger is a UNIX or Internet related command that can be used to find out if a user is logged on.
FTP	TCP TCP	20 21	File Transfer Program, a program to enable fast transfer of files, including large files that may not be possible by email.
H.323	TCP	1720	NetMeeting uses this protocol.
HTTP	TCP	80	Hyper Text Transfer Protocol – a client or server protocol for the world wide web.

Table 207 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
HTTPS	TCP	443	HTTPS is a secured http session often used in e-commerce.
ICMP	User-Defined	1	Internet Control Message Protocol is often used for diagnostic or routing purposes.
ICQ	UDP	4000	This is a popular Internet chat program.
IGMP (MULTICAST)	User-Defined	2	Internet Group Multicast Protocol is used when sending packets to a specific group of hosts.
IKE	UDP	500	The Internet Key Exchange algorithm is used for key distribution and management.
IRC	TCP/UDP	6667	This is another popular Internet chat program.
MSN Messenger	TCP	1863	Microsoft Networks' messenger service uses this protocol.
NEW-ICQ	TCP	5190	An Internet chat program.
NEWS	TCP	144	A protocol for news groups.
NFS	UDP	2049	Network File System – NFS is a client or server distributed file service that provides transparent file sharing for network environments.
NNTP	TCP	119	Network News Transport Protocol is the delivery mechanism for the USENET newsgroup service.
PING	User-Defined	1	Packet INternet Groper is a protocol that sends out ICMP echo requests to test whether or not a remote host is reachable.
POP3	TCP	110	Post Office Protocol version 3 lets a client computer get e-mail from a POP3 server through a temporary connection (TCP/IP or other).
PPTP	TCP	1723	Point-to-Point Tunneling Protocol enables secure transfer of data over public networks. This is the control channel.
PPTP_TUNNEL (GRE)	User-Defined	47	PPTP (Point-to-Point Tunneling Protocol) enables secure transfer of data over public networks. This is the data channel.
RCMD	TCP	512	Remote Command Service.
REAL_AUDIO	TCP	7070	A streaming audio service that enables real time sound over the web.
REXEC	TCP	514	Remote Execution Daemon.
RLOGIN	TCP	513	Remote Login.
RTELNET	TCP	107	Remote Telnet.
RTSP	TCP/UDP	554	The Real Time Streaming (media control) Protocol (RTSP) is a remote control for multimedia on the Internet.
SFTP	TCP	115	Simple File Transfer Protocol.
SMTP	TCP	25	Simple Mail Transfer Protocol is the message-exchange standard for the Internet. SMTP enables you to move messages from one email server to another.
SNMP	TCP/UDP	161	Simple Network Management Program.
SNMP-TRAPS	TCP/UDP	162	Traps for use with the SNMP (RFC:1215).

Table 207 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
SQL-NET	TCP	1521	Structured Query Language is an interface to access data on many different types of database systems, including mainframes, midrange systems, UNIX systems and network servers.
SSH	TCP/UDP	22	Secure Shell Remote Login Program.
STRM WORKS	UDP	1558	Stream Works Protocol.
SYSLOG	UDP	514	Syslog allows you to send system logs to a UNIX server.
TACACS	UDP	49	Login Host Protocol used for (Terminal Access Controller Access Control System).
TELNET	TCP	23	Telnet is the login and terminal emulation protocol common on the Internet and in UNIX environments. It operates over TCP/IP networks. Its primary function is to allow users to log into remote host systems.
TFTP	UDP	69	Trivial File Transfer Protocol is an Internet file transfer protocol similar to FTP, but uses the UDP (User Datagram Protocol) rather than TCP (Transmission Control Protocol).
VDOLIVE	TCP	7000	Another videoconferencing solution.

APPENDIX C
IPv6

Overview

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

IPv6 Addressing

The 128-bit IPv6 address is written as eight 16-bit hexadecimal blocks separated by colons (:). This is an example IPv6 address `2001:0db8:1a2b:0015:0000:0000:1a2f:0000`.

IPv6 addresses can be abbreviated in two ways:

- Leading zeros in a block can be omitted. So `2001:0db8:1a2b:0015:0000:0000:1a2f:0000` can be written as `2001:db8:1a2b:15:0:0:1a2f:0`.
- Any number of consecutive blocks of zeros can be replaced by a double colon. A double colon can only appear once in an IPv6 address. So `2001:0db8:0000:0000:1a2f:0000:0000:0015` can be written as `2001:0db8::1a2f:0000:0000:0015`, `2001:0db8:0000:0000:1a2f::0015`, `2001:db8::1a2f:0:0:15` or `2001:db8:0:0:1a2f::15`.

Prefix and Prefix Length

Similar to an IPv4 subnet mask, IPv6 uses an address prefix to represent the network address. An IPv6 prefix length specifies how many most significant bits (start from the left) in the address compose the network address. The prefix length is written as "/x" where x is a number. For example,

```
2001:db8:1a2b:15::1a2f:0/32
```

means that the first 32 bits (`2001:db8`) is the subnet prefix.

Link-local Address

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

Table 208 Link-local Unicast Address Format

1111 1110 10	0	Interface ID
10 bits	54 bits	64 bits

Global Address

A global address uniquely identifies a device on the Internet. It is similar to a "public IP address" in IPv4. A global unicast address starts with a 2 or 3.

Unspecified Address

An unspecified address (0:0:0:0:0:0:0:0 or ::) is used as the source address when a device does not have its own address. It is similar to “0.0.0.0” in IPv4.

Loopback Address

A loopback address (0:0:0:0:0:0:0:1 or ::1) allows a host to send packets to itself. It is similar to “127.0.0.1” in IPv4.

Multicast Address

In IPv6, multicast addresses provide the same functionality as IPv4 broadcast addresses. Broadcasting is not supported in IPv6. A multicast address allows a host to send packets to all hosts in a multicast group.

Multicast scope allows you to determine the size of the multicast group. A multicast address has a predefined prefix of ff00::/8. The following table describes some of the predefined multicast addresses.

Table 209 Predefined Multicast Address

MULTICAST ADDRESS	DESCRIPTION
FF01:0:0:0:0:0:0:1	All hosts on a local node.
FF01:0:0:0:0:0:0:2	All routers on a local node.
FF02:0:0:0:0:0:0:1	All hosts on a local connected link.
FF02:0:0:0:0:0:0:2	All routers on a local connected link.
FF05:0:0:0:0:0:0:2	All routers on a local site.
FF05:0:0:0:0:0:1:3	All DHCP severs on a local site.

The following table describes the multicast addresses which are reserved and cannot be assigned to a multicast group.

Table 210 Reserved Multicast Address

MULTICAST ADDRESS
FF00:0:0:0:0:0:0:0
FF01:0:0:0:0:0:0:0
FF02:0:0:0:0:0:0:0
FF03:0:0:0:0:0:0:0
FF04:0:0:0:0:0:0:0
FF05:0:0:0:0:0:0:0
FF06:0:0:0:0:0:0:0
FF07:0:0:0:0:0:0:0
FF08:0:0:0:0:0:0:0
FF09:0:0:0:0:0:0:0
FF0A:0:0:0:0:0:0:0
FF0B:0:0:0:0:0:0:0
FF0C:0:0:0:0:0:0:0
FF0D:0:0:0:0:0:0:0
FF0E:0:0:0:0:0:0:0
FF0F:0:0:0:0:0:0:0

Subnet Masking

Both an IPv6 address and IPv6 subnet mask compose of 128-bit binary digits, which are divided into eight 16-bit blocks and written in hexadecimal notation. Hexadecimal uses 4 bits for each character (1 – 10, A – F). Each block's 16 bits are then represented by 4 hexadecimal characters. For example, FFFF:FFFF:FFFF:FFFF:FC00:0000:0000:0000.

Interface ID

In IPv6, an interface ID is a 64-bit identifier. It identifies a physical interface (for example, an Ethernet port) or a virtual interface (for example, the management IP address for a VLAN). One interface should have a unique interface ID.

EUI-64

The EUI-64 (Extended Unique Identifier) defined by the IEEE (Institute of Electrical and Electronics Engineers) is an interface ID format designed to adapt with IPv6. It is derived from the 48-bit (6-byte) Ethernet MAC address as shown next. EUI-64 inserts the hex digits fffe between the third and fourth bytes of the MAC address and complements the seventh bit of the first byte of the MAC address. See the following example.

Table 211

MAC	00	:	13	:	49	:	12	:	34	:	56

Table 212

EUI-64	02	:	13	:	49	:	FF	:	FE	:	12	:	34	:	56

DHCPv6

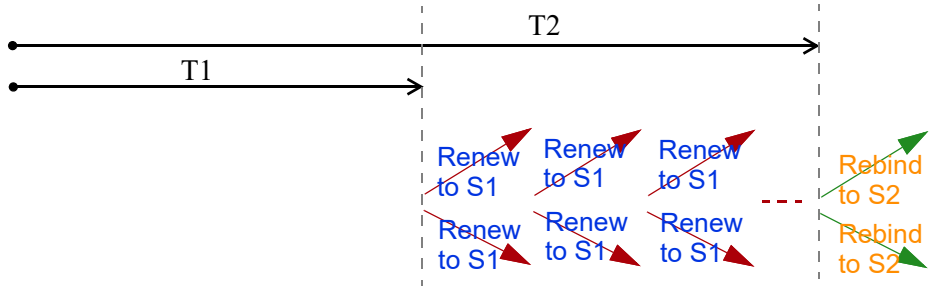
The Dynamic Host Configuration Protocol for IPv6 (DHCPv6, RFC 3315) is a server-client protocol that allows a DHCP server to assign and pass IPv6 network addresses, prefixes and other configuration information to DHCP clients. DHCPv6 servers and clients exchange DHCP messages using UDP.

Each DHCP client and server has a unique DHCP Unique IDentifier (DUID), which is used for identification when they are exchanging DHCPv6 messages. The DUID is generated from the MAC address, time, vendor assigned ID and/or the vendor's private enterprise number registered with the IANA. It should not change over time even after you reboot the device.

Identity Association

An Identity Association (IA) is a collection of addresses assigned to a DHCP client, through which the server and client can manage a set of related IP addresses. Each IA must be associated with exactly one interface. The DHCP client uses the IA assigned to an interface to obtain configuration from a DHCP server for that interface. Each IA consists of a unique IAID and associated IP information.
The IA type is the type of address in the IA. Each IA holds one type of address. IA_NA means an identity association for non-temporary addresses and IA_TA is an identity association for temporary addresses. An IA_NA option contains the T1 and T2 fields, but an IA_TA option does not. The DHCPv6 server uses T1 and T2 to control the time at which the client contacts with the server to extend the lifetimes on any addresses in the IA_NA before the lifetimes expire. After T1, the client sends the server (**S1**) (from which the addresses in the IA_NA were obtained) a Renew message. If the time T2 is reached and the server does not respond, the client sends a Rebind message to any available server (**S2**). For an IA_TA, the

client may send a Renew or Rebind message at the client's discretion.



DHCP Relay Agent

A DHCP relay agent is on the same network as the DHCP clients and helps forward messages between the DHCP server and clients. When a client cannot use its link-local address and a well-known multicast address to locate a DHCP server on its network, it then needs a DHCP relay agent to send a message to a DHCP server that is not attached to the same network.

The DHCP relay agent can add the remote identification (remote-ID) option and the interface-ID option to the Relay-Forward DHCPv6 messages. The remote-ID option carries a user-defined string, such as the system name. The interface-ID option provides slot number, port information and the VLAN ID to the DHCPv6 server. The remote-ID option (if any) is stripped from the Relay-Reply messages before the relay agent sends the packets to the clients. The DHCP server copies the interface-ID option from the Relay-Forward message into the Relay-Reply message and sends it to the relay agent. The interface-ID should not change even after the relay agent restarts.

Prefix Delegation

Prefix delegation enables an IPv6 router to use the IPv6 prefix (network address) received from the ISP (or a connected uplink router) for its LAN. The Switch uses the received IPv6 prefix (for example, 2001:db2::/48) to generate its LAN IP address. Through sending Router Advertisements (RAs) regularly by multicast, the Switch passes the IPv6 prefix information to its LAN hosts. The hosts then can use the prefix to generate their IPv6 addresses.

ICMPv6

Internet Control Message Protocol for IPv6 (ICMPv6 or ICMP for IPv6) is defined in RFC 4443. ICMPv6 has a preceding Next Header value of 58, which is different from the value used to identify ICMP for IPv4. ICMPv6 is an integral part of IPv6. IPv6 nodes use ICMPv6 to report errors encountered in packet processing and perform other diagnostic functions, such as "ping".

Neighbor Discovery Protocol (NDP)

The Neighbor Discovery Protocol (NDP) is a protocol used to discover other IPv6 devices and track neighbor's reachability in a network. An IPv6 device uses the following ICMPv6 messages types:

- Neighbor solicitation: A request from a host to determine a neighbor's link-layer address (MAC address) and detect if the neighbor is still reachable. A neighbor being "reachable" means it responds to a neighbor solicitation message (from the host) with a neighbor advertisement message.
- Neighbor advertisement: A response from a node to announce its link-layer address.
- Router solicitation: A request from a host to locate a router that can act as the default router and

forward packets.

- Router advertisement: A response to a router solicitation or a periodical multicast advertisement from a router to advertise its presence and other parameters.

IPv6 Cache

An IPv6 host is required to have a neighbor cache, destination cache, prefix list and default router list. The Switch maintains and updates its IPv6 caches constantly using the information from response messages. In IPv6, the Switch configures a link-local address automatically, and then sends a neighbor solicitation message to check if the address is unique. If there is an address to be resolved or verified, the Switch also sends out a neighbor solicitation message. When the Switch receives a neighbor advertisement in response, it stores the neighbor's link-layer address in the neighbor cache. When the Switch uses a router solicitation message to query for a router and receives a router advertisement message, it adds the router's information to the neighbor cache, prefix list and destination cache. The Switch creates an entry in the default router list cache if the router can be used as a default router.

When the Switch needs to send a packet, it first consults the destination cache to determine the next hop. If there is no matching entry in the destination cache, the Switch uses the prefix list to determine whether the destination address is on-link and can be reached directly without passing through a router. If the address is onlink, the address is considered as the next hop. Otherwise, the Switch determines the next-hop from the default router list or routing table. Once the next hop IP address is known, the Switch looks into the neighbor cache to get the link-layer address and sends the packet when the neighbor is reachable. If the Switch cannot find an entry in the neighbor cache or the state for the neighbor is not reachable, it starts the address resolution process. This helps reduce the number of IPv6 solicitation and advertisement messages.

Multicast Listener Discovery

The Multicast Listener Discovery (MLD) protocol (defined in RFC 2710) is derived from IPv4's Internet Group Management Protocol version 2 (IGMPv2). MLD uses ICMPv6 message types, rather than IGMP message types. MLDv1 is equivalent to IGMPv2 and MLDv2 is equivalent to IGMPv3.

MLD allows an IPv6 switch or router to discover the presence of MLD listeners who wish to receive multicast packets and the IP addresses of multicast groups the hosts want to join on its network.

MLD snooping and MLD proxy are analogous to IGMP snooping and IGMP proxy in IPv4.

MLD filtering controls which multicast groups a port can join.

MLD Messages

A multicast router or switch periodically sends general queries to MLD hosts to update the multicast forwarding table. When an MLD host wants to join a multicast group, it sends an MLD Report message for that address.

An MLD Done message is equivalent to an IGMP Leave message. When an MLD host wants to leave a multicast group, it can send a Done message to the router or switch. The router or switch then sends a group-specific query to the port on which the Done message is received to determine if other devices connected to this port should remain in the group.

Example – Enabling IPv6 on Windows 7

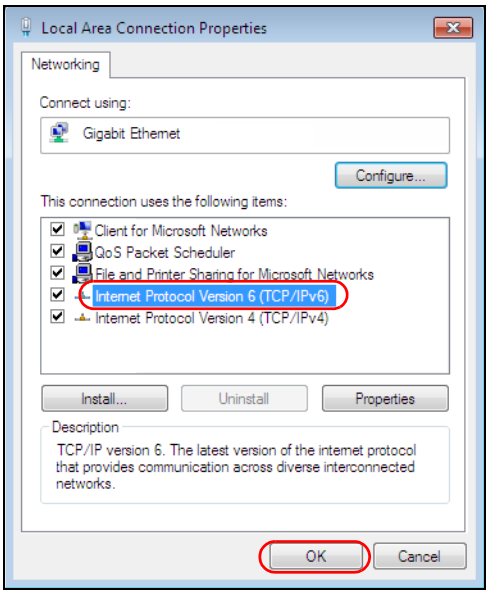
Windows 7 supports IPv6 by default. DHCPv6 is also enabled when you enable IPv6 on a Windows 7 computer.

To enable IPv6 in Windows 7:

1 Select **Control Panel** > **Network and Sharing Center** > **Local Area Connection**.

2 Select the **Internet Protocol Version 6 (TCP/IPv6)** check box to enable it.

3 Click **OK** to save the change.



4 Click **Close** to exit the **Local Area Connection Status** screen.

5 Select **Start** > **All Programs** > **Accessories** > **Command Prompt**.

6 Use the `ipconfig` command to check your dynamic IPv6 address. This example shows a global address (2001:b021:2d::1000) obtained from a DHCP server.

```
C:\>ipconfig

Windows IP Configuration


Ethernet adapter Local Area Connection:

   Connection-specific DNS Suffix  . :
   IPv6 Address. . . . . . . . . . . : 2001:b021:2d::1000
   Link-local IPv6 Address . . . . . : fe80::25d8:dcab:c80a:5189%11
   IPv4 Address. . . . . . . . . . . : 172.16.100.61
   Subnet Mask . . . . . . . . . . . : 255.255.255.0
   Default Gateway . . . . . . . . . : fe80::213:49ff:feaa:7125%11
                                       172.16.100.254
```

Example – Enabling IPv6 on Windows 10

Windows 10 supports IPv6 by default. DHCPv6 is enabled when you enable IPv6 on a Windows 10 PC.

To enable IPv6 in Windows 10:

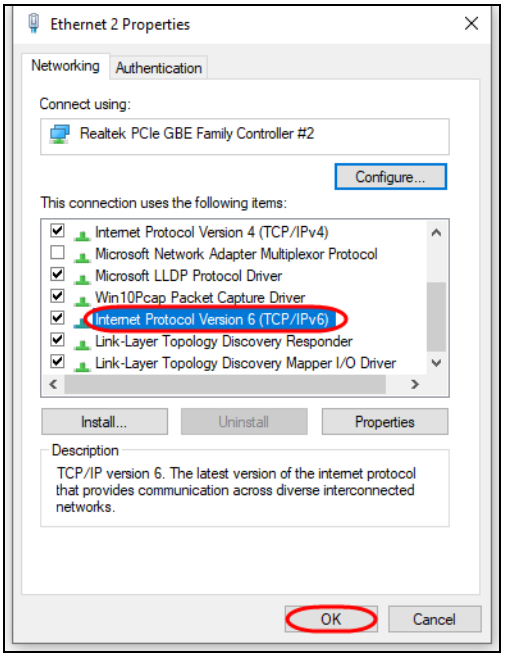
1 Select **Control Panel** > **Network and Sharing Center**.

2 On the left side of the **Network and Sharing Center**, select **Change adapter settings**.

3 Right-click your network connection and select **Properties**.

4 Select the **Internet Protocol Version 6 (TCP/IPv6)** check box to enable it.

5 Click **OK** to save the changes for the selected network adapter.



6 Click **OK** to exit the selected network adapter **Properties** screen.

Example – Enabling DHCPv6 on Windows 10

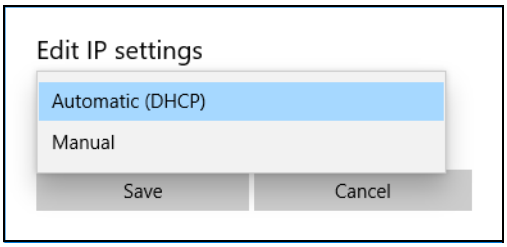
Windows 10 supports DHCPv6 by default. To enable DHCPv6 client on your computer:

1 Select **Start** > **Settings** > **Network & Internet**.

2 On the left side of the **Network & Internet**, select **Ethernet**. Then select the Ethernet network you are connected to.

3 Under **IP assignment**, select **Edit**.

4 Under **Edit IP settings**, select **Automatic (DHCP)** or **Manual**. Then click **Save**.



- When you select **Automatic (DHCP)**, the IP address settings and DNS server address setting are set automatically by your router.
- When you select **Manual**, you can manually set your IP address settings and DNS server address.

Now your computer can obtain an IPv6 address from a DHCPv6 server.

APPENDIX D
Legal Information

Copyright

Disclaimer

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Regulatory Notice and Statement

United States of America

The following information applies if you use the product within USA area.

US Importer: Zyxel Communications, Inc, 1130 North Miller Street Anaheim, CA92806-2001, https://www.zyxel.com/us/en/

Federal Communications Commission (FCC) EMC Statement

- This device complies with Part 15 of FCC rules. Operation is subject to the following two conditions:

  (1) This device may not cause harmful interference.

  (2) This device must accept any interference received, including interference that may cause undesired operations.
- Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Canada

The following information applies if you use the product within Canada area.

Innovation, Science and Economic Development Canada ICES statement

CAN ICES-3 (A)/NMB-3(A)

European Union and United Kingdom

The following information applies if you use the product within the European Union and United Kingdom.

EMC statement

WARNING: This equipment is compliant with Class A of EN55032. In a residential environment this equipment may cause radio interference.

List of National Codes

COUNTRY	ISO 3166 2 LETTER CODE	COUNTRY	ISO 3166 2 LETTER CODE
Austria	AT	Liechtenstein	LI
Belgium	BE	Lithuania	LT
Bulgaria	BG	Luxembourg	LU
Croatia	HR	Malta	MT
Cyprus	CY	Netherlands	NL
Czech Republic	CR	Norway	NO
Denmark	DK	Poland	PL
Estonia	EE	Portugal	PT
Finland	FI	Romania	RO
France	FR	Serbia	RS
Germany	DE	Slovakia	SK
Greece	GR	Slovenia	SI
Hungary	HU	Spain	ES
Iceland	IS	Sweden	SE
Ireland	IE	Switzerland	CH
Italy	IT	Turkey	TR
Latvia	LV	United Kingdom	GB

Safety Warnings

- To avoid possible eye injury, do NOT look into an operating fiber-optic module's connector.
- Do NOT use this device near water, for example, in a wet basement or near a swimming pool.
- Do NOT expose your device to dampness, dust or corrosive liquids.
- Do NOT store things on the device.
- Do NOT obstruct the device ventilation slots as insufficient airflow may harm your device. For example, do not place the device in an enclosed space such as a box or on a very soft surface such as a bed or sofa.
- Do NOT install or service this device during a thunderstorm. There is a remote risk of electric shock from lightning.
- Connect ONLY suitable accessories to the device.
- Do NOT open the device or unit. Opening or removing covers can expose you to dangerous high voltage points or other risks. Only qualified service personnel should service or disassemble this device. Please contact your vendor for further information.
- Make sure to connect the cables to the correct ports.
- Place connecting cables carefully so that no one will step on them or stumble over them.
- Always disconnect all cables from this device before servicing or disassembling.
- Do NOT remove the plug and connect it to a power outlet by itself; always attach the plug to the power adaptor first before connecting it to a power outlet.
- Do NOT allow anything to rest on the power adaptor or cord and do NOT place the device where anyone can walk on the power adaptor or cord.
- Please use the provided or designated connection cables/power cables/adaptors. Connect it to the right supply voltage (for example, 120V AC in North America or 230V AC in Europe). If the power adaptor or cord is damaged, it might cause electrocution. Remove it from the device and the power source, repairing the power adapter or cord is prohibited. Contact your local vendor to order a new one.
- Do NOT use the device outside, and make sure all the connections are indoors. There is a remote risk of electric shock from lightning.
- CAUTION: RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE, DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTION. Dispose them at the applicable collection point for the recycling of electrical and electronic device. For detailed information about recycling of this device, please contact your local city office, your household waste disposal service or the store where you purchased the device.
- Use ONLY power wires of the appropriate wire gauge for your device. Connect it to a power supply of the correct voltage.
- Fuse Warning! Replace a fuse only with a fuse of the same type and rating.
- The POE (Power over Ethernet) devices that supply or receive power and their connected Ethernet cables must all be completely indoors.
- The following warning statements apply, where the disconnect device is not incorporated in the device or where the plug on the power supply cord is intended to serve as the disconnect device,

  – For PERMANENTLY CONNECTED DEVICES, a readily accessible disconnect device shall be incorporated external to the device;

  – For PLUGGABLE DEVICES, the socket-outlet shall be installed near the device and shall be easily accessible.
- This device must be grounded by qualified service personnel. Never defeat the ground conductor or operate the device in the absence of a suitably installed ground conductor. Contact the appropriate electrical inspection authority or an electrician if you are uncertain that suitable grounding is available.
- If your device has an earthing screw (frame ground), connect the screw to a ground terminal using an appropriate AWG ground wire. Do this before you make other connections.
- If your device has no earthing screw, but has a 3-prong power plug, make sure to connect the plug to a 3-hole earthed socket.
- When connecting or disconnecting power to hot-pluggable power supplies, if offered with your system, observe the following guidelines:

  – Install the power supply before connecting the power cable to the power supply.

  – Unplug the power cable before removing the power supply.

  – If the system has multiple sources of power, disconnect power from the system by unplugging all power cables from the power supply.
- Do not put the device in a place that is humid, dusty or has extreme temperatures as these conditions may harm your device.
- Please refer to the device back label, datasheet, box specifications or catalog information for the power rating of the device and operating temperature.

- CLASS 1 LASER PRODUCT
- APPAREIL À LASER DE CLASS 1

- PRODUCT COMPLIES WITH 21 CFR 1040.10 AND 1040.11.
- PRODUIT CONFORME SELON 21 CFR 1040.10 ET 1040.11.

Important Safety Instructions

1 Warning! Energy Hazard. Remove all metal jewelry, watches, and so on from your hands and wrists before serving the Switch.

2 Caution! The RJ-45 jacks are not used for telephone line connection.

3  Hazardous Moving Parts. Keep body parts away from fan blades.

4  Hot Surface. Do not touch.

1 Avertissement: Risque de choc électrique. Retirer tout bijoux en métal et votre montre de vos mains et poignets avant de manipuler cet appareil.

2 Attention: Les câbles RJ-45 ne doivent pas être utilisés pour les connections téléphoniques.

3  Mobilité des pièces détachées. S'assurer que les pièces détachées ne sont pas en contact avec les pales du ventilateur.

4  Surface brûlante. Ne pas toucher.

Environment Statement

Disposal and Recycling Information

The symbol below means that according to local regulations your product and/or its battery shall be disposed of separately from domestic waste. If this product is end of life, take it to a recycling station designated by local authorities. At the time of disposal, the separate collection of your product and/or its battery will help save natural resources and ensure that the environment is sustainable development.

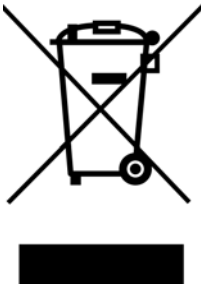
Die folgende Symbol bedeutet, dass Ihr Produkt und/oder seine Batterie gemäß den örtlichen Bestimmungen getrennt vom Hausmüll entsorgt werden muss. Wenden Sie sich an eine Recyclingstation, wenn dieses Produkt das Ende seiner Lebensdauer erreicht hat. Zum Zeitpunkt der Entsorgung wird die getrennte Sammlung von Produkt und/oder seiner Batterie dazu beitragen, natürliche Ressourcen zu sparen und die Umwelt und die menschliche Gesundheit zu schützen.

El símbolo de abajo indica que según las regulaciones locales, su producto y/o su batería deberán depositarse como basura separada de la doméstica. Cuando este producto alcance el final de su vida útil, llévelo a un punto limpio. Cuando llegue el momento de desechar el producto, la recogida por separado éste y/o su batería ayudará a salvar los recursos naturales y a proteger la salud humana y medioambiental.

Le symbole ci-dessous signifie que selon les réglementations locales votre produit et/ou sa batterie doivent être éliminés séparément des ordures ménagères. Lorsque ce produit atteint sa fin de vie, amenez-le à un centre de recyclage. Au moment de la mise au rebut, la collecte séparée de votre produit et/ou de sa batterie aidera à économiser les ressources naturelles et protéger l'environnement et la santé humaine.

Il simbolo sotto significa che secondo i regolamenti locali il vostro prodotto e/o batteria deve essere smaltito separatamente dai rifiuti domestici. Quando questo prodotto raggiunge la fine della vita di servizio portarlo a una stazione di riciclaggio. Al momento dello smaltimento, la raccolta separata del vostro prodotto e/o della sua batteria aiuta a risparmiare risorse naturali e a proteggere l'ambiente e la salute umana.

Symbolen innebär att enligt lokal lagstiftning ska produkten och/eller dess batteri kastas separat från hushållsavfallet. När den här produkten når slutet av sin livslängd ska du ta den till en återvinningsstation. Vid tiden för kasseringen bidrar du till en bättre miljö och mänsklig hälsa genom att göra dig av med den på ett återvinningsställe.



台灣

以下訊息僅適用於產品銷售至台灣地區

- 這是甲類的資訊產品，在居住的環境中使用時，可能會造成射頻干擾，在這種情況下，使用者會被要求採取某些適當的對策。
- 為避免電磁干擾，本產品不應安裝或使用於住宅環境。

安全警告 – 為了您的安全，請先閱讀以下警告及指示：

- 請勿將此產品接近水、火焰或放置在高溫的環境。
- 避免設備接觸
  – 任何液體 - 切勿讓設備接觸水、雨水、高濕度、污水腐蝕性的液體或其他水份。
  – 灰塵及污物 - 切勿接觸灰塵、污物、沙土、食物或其他不合適的材料。
- 雷雨天氣時，不要安裝或維修此設備。有遭受電擊的風險。
- 切勿重摔或撞擊設備，並勿使用不正確的電源變壓器。
- 若接上不正確的電源變壓器會有爆炸的風險。
- 請勿隨意更換產品內的電池。
- 如果更換不正確之電池型式，會有爆炸的風險，請依製造商說明書處理使用過之電池。
- 請將廢電池丟棄在適當的電器或電子設備回收處。
- 請勿將設備解體。
- 請勿阻礙設備的散熱孔，空氣對流不足將會造成設備損害。
- 請使用隨貨提供或指定的連接線 / 電源線 / 電源變壓器，將其連接到合適的供應電壓 (如 : 台灣供應電壓 110 伏特)。
- 假若電源變壓器或電源變壓器的纜線損壞，請從插座拔除，若您還繼續插電使用，會有觸電死亡的風險。
- 請勿試圖修理電源變壓器或電源變壓器的纜線，若有毀損，請直接聯絡您購買的店家，購買一個新的電源變壓器。
- 請勿將此設備安裝於室外，此設備僅適合放置於室內。
- 請勿隨一般垃圾丟棄。
- 請參閱產品背貼上的設備額定功率。
- 請參考產品型錄或是彩盒上的作業溫度。
- 設備必須接地，接地導線不允許被破壞或沒有適當安裝接地導線，如果不確定接地方式是否符合要求可聯繫相應的電氣檢驗機構檢驗。
- 如果您提供的系統中有提供熱插拔電源，連接或斷開電源請遵循以下指導原則 :
  – 先連接電源線至設備連，再連接電源。
  – 先斷開電源再拔除連接至設備的電源線。
  – 如果系統有多個電源，需拔除所有連接至電源的電源線再關閉設備電源。
- 產品沒有斷電裝置或者採用電源線的插頭視為斷電裝置的一部分，以下警語將適用 :
  – 對永久連接之設備，在設備外部須安裝可觸及之斷電裝置；
  – 對插接式之設備，插座必須接近安裝之地點而且是易於觸及的。

About the Symbols

Various symbols are used in this product to ensure correct usage, to prevent danger to the user and others, and to prevent property damage. The meaning of these symbols are described below. It is important that you read these descriptions thoroughly and fully understand the contents.

Explanation of the Symbols

SYMBOL	EXPLANATION
	Alternating current (AC): AC is an electric current in which the flow of electric charge periodically reverses direction.
	Direct current (DC): DC if the unidirectional flow or movement of electric charge carriers.
	Earth; ground: A wiring terminal intended for connection of a Protective Earthing Conductor.
	Class II equipment: The method of protection against electric shock in the case of class II equipment is either double insulation or reinforced insulation.

Viewing Certifications

Go to *http://www.zyxel.com* to view this product's documentation and certifications.

Zyxel Limited Warranty

Zyxel warrants to the original end user (purchaser) that this product is free from any defects in material or workmanship for a specific period (the Warranty Period) from the date of purchase. The Warranty Period varies by region. Check with your vendor and/or the authorized Zyxel local distributor for details about the Warranty Period of this product. During the warranty period, and upon proof of purchase, should the product have indications of failure due to faulty workmanship and/or materials, Zyxel will, at its discretion, repair or replace the defective products or components without charge for either parts or labor, and to whatever extent it shall deem necessary to restore the product or components to proper operating condition. Any replacement will consist of a new or re-manufactured functionally equivalent product of equal or higher value, and will be solely at the discretion of Zyxel. This warranty shall not apply if the product has been modified, misused, tampered with, damaged by an act of God, or subjected to abnormal working conditions.

Note

Repair or replacement, as provided under this warranty, is the exclusive remedy of the purchaser. This warranty is in lieu of all other warranties, express or implied, including any implied warranty of merchantability or fitness for a particular use or purpose. Zyxel shall in no event be held liable for indirect or consequential damages of any kind to the purchaser.

To obtain the services of this warranty, contact your vendor. You may also refer to the warranty policy for the region in which you bought the device at *https://www.zyxel.com/global/en/support/warranty-information*.

Registration

Register your product online at *www.zyxel.com* to receive email notices of firmware upgrades and related information.

Trademarks

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