User Manual

GFK-3130A

Jan 2020

PACSystems™ Ethernet Switch

SLM244 User Manual

EMERSON™

Warnings and Caution Notes as Used in this Publication

⚠ WARNING

Warning notices are used in this publication to emphasize that hazardous voltages, currents, temperatures, or other conditions that could cause personal injury exist in this equipment or may be associated with its use.

In situations where inattention could cause either personal injury or damage to equipment, a Warning notice is used.

⚠ CAUTION

Caution notices are used where equipment might be damaged if care is not taken.

Note: Notes merely call attention to information that is especially significant to understanding and operating the equipment.

These instructions do not purport to cover all details or variations in equipment, nor to provide for every possible contingency to be met during installation, operation, and maintenance. The information is supplied for informational purposes only, and Emerson makes no warranty as to the accuracy of the information included herein. Changes, modifications, and/or improvements to equipment and specifications are made periodically and these changes may or may not be reflected herein. It is understood that Emerson may make changes, modifications, or improvements to the equipment referenced herein or to the document itself at any time. This document is intended for trained personnel familiar with the Emerson products referenced herein.

Emerson may have patents or pending patent applications covering subject matter in this document. The furnishing of this document does not provide any license whatsoever to any of these patents.

Emerson provides the following document and the information included therein as-is and without warranty of any kind, expressed or implied, including but not limited to any implied statutory warranty of merchantability or fitness for particular purpose. If you purchased this product through an Authorized Channel Partner, please contact the seller directly. Getting To Know Your Switch

Contents

Section 1: Getting to Know Your Switch

1.1 About the SLM244 Switch

The SLM244 is managed redundant ring Ethernet switches with 24 X 10/100/1000Base-T(X) ports, and 4 X 100/1000Base-X SFP ports, With complete support for Ethernet redundancy protocols such as Redundant-Ring (recovery time < 30ms over 250 units of connection) and MSTP (RSTP/STP compatible), the SLM244 can protect your mission-critical applications from network interruptions or temporary malfunctions with its fast recovery technology. Featuring a wide operating temperature from -40oC to 75oC, the device can be managed centrally and conveniently via Emerson Software, web browsers, Telnet and console (CLI) configuration, making it one of the most reliable choice for highly-managed and Fiber Ethernet application.

1.2 Software Features

Support Redundant-Ring (recovery time < 30ms over 250 units of connection) and MSTP(RSTP/STP compatible) for Ethernet Redundancy

- Supports Redundant-Chain to allow multiple redundant network rings
- Supports IPV6 new Internet protocol
- Supports Modbus TCP protocol
- Supports IEEE 802.3az Energy-Efficient Ethernet technology
- Supports HTTPS/SSH protocols to enhance network security
- Supports SMTP client and NTP server protocol
- Supports IP-based bandwidth management
- Supports application-based QoS management
- Supports Device Binding security function
- Supports IGMP v2/v3 (IGMP snooping support) to filter multicast traffic
- Supports SNMP v1/v2c/v3 & RMON & 802.1Q VLAN network management
- Supports ACL, 802.1x user authentication for security

- Supports 9.6K Bytes Jumbo Frame
- Supports multiple notifications for incidents
- Supports management via Web-based interfaces , Console (CLI), and Windows utility
- Supports LLDP Protocol

1.3 Hardware Specifications

- 19-inch rack mountable design
- 24 x 10/100/1000Base-T(X) RJ-45 ports
- 4x100/1000Base-X SFP ports with DDM function
- Operating temperature: -40 to 75^{o}C
- Storage temperature: -40 to 85^{o}C
- Operating humidity: 5% to 95%, non-condensing
- Dimensions: 342 x 431 x 44mm

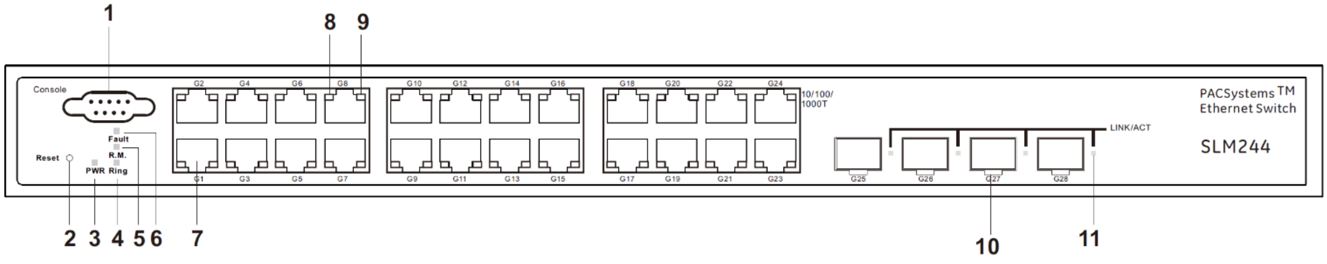
Section 2: Hardware Overview

2.1 Front Panel

2.1.1 Ports and Connectors

Port	Description
Ethernet ports	24 x 10/100/1000Base-T(X) ports
Fiber ports	4 x 100/1000Base-X SFP ports
Console port	1 x console port
Reset button	1 x reset button. Press the button for 3 seconds to reset and 5 seconds to return to factory default.

Figure 1: SLM244



1. Console port
2. Reset button
3. Power indicator
4. Ring status LED
5. RM status LED
6. Fault LED
7. LAN ports
8. Link/act LED for Ethernet ports
9. Speed LED for Ethernet ports i
10. SFP port
11. LNK/ACT LED for SFP ports

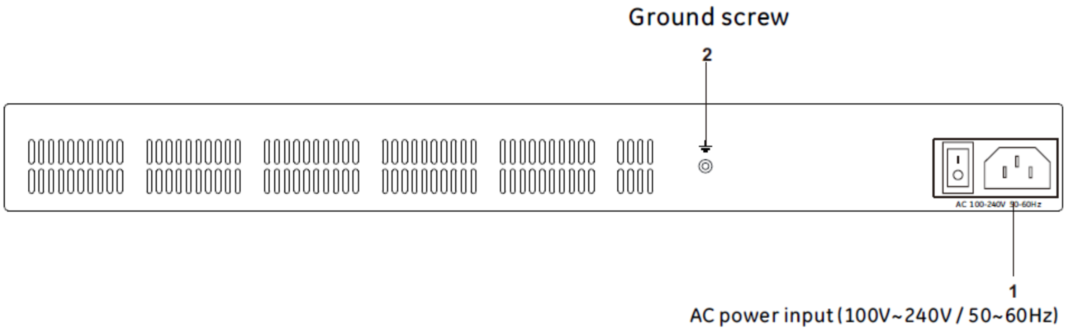
2.1.2 LED

LED	Color	Status	Description
PWR	Green	On	System power on
	Green	Blinking	Upgrading firmware
R.M	Green	On	Ring Master
Ring	Green	On	Ring enabled
		Blinking	Ring structure is broken
Fault	Amber	On	Errors (power failure or port malfunctioning)
10/100/1000Base-T(X) RJ45 port			
Link/Act	Green	On	Data transmission at 1000Mbps
	Amber	On	Data transmission at 100Mbps
	Green/Amber	Off	Data transmission at 10Mbps
100/1000Base-X SFP port			
Link/Act	Green	On	Port connected
		Blinking	Transmitting data

2.2 Rear Panel

The Switch provides an AC power input on the back

Figure 2: Rear Panel



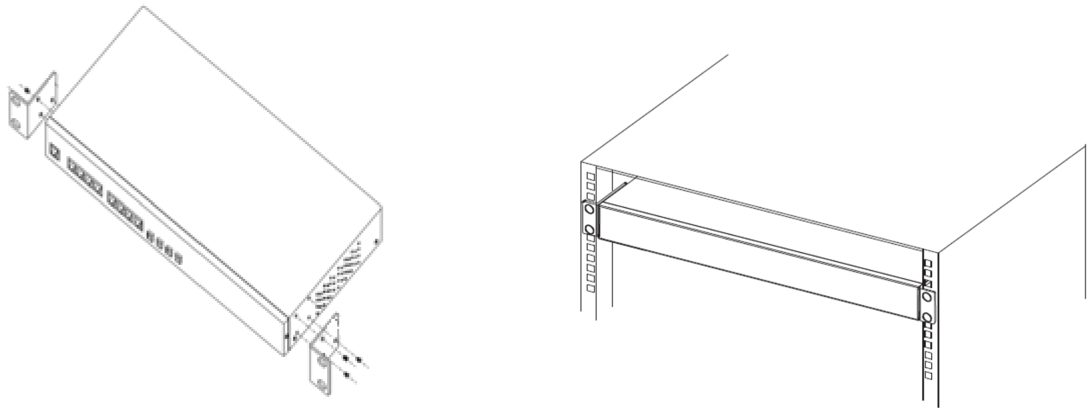
Section 3: Hardware Installation

3.1 Rack-mount Installation

Follow the following steps to install the switch to a rack.

1. Install the mounting brackets to the left and right front sides of the switch using three screws provided with the switch.
2. With front brackets orientated in front of the rack, fasten the brackets to the rack using two more screws.

Rack Mount Installation



3.2 Wiring

CAUTON

- Be sure to disconnect the power cord before installing and/or wiring your switches.
- Calculate the maximum possible current in each power wire and common wire. Observe all electrical codes dictating the maximum current allowable for each wire size.
- If the current goes above the maximum ratings, the wiring could overheat, causing serious damage to your equipment.
- Use separate paths to route wiring for power and devices. If power wiring and device wiring paths must cross, make sure the wires are perpendicular at the intersection point.
- Do not run signal or communications wiring and power wiring through the same wire conduit. To avoid interference, wires with different signal characteristics should be routed separately.
- You can use the type of signal transmitted through a wire to determine which wires should be kept separate. The rule of thumb is that wiring sharing similar electrical characteristics can be bundled together
- You should separate input wiring from output wiring
- It is advised to label the wiring to all devices in the system

3.2.1 AC Power Connection

SLM244 can be powered by AC electricity. Simply insert the AC power cable to the power connector at the back of the switch and turn on the power switch. The input voltage is 100V~240V / 50~60Hz.

3.2.2 Connection

3.2.2.1 10/100/1000BASE-T(X) Pin Assignments

The device comes with standard Ethernet ports. According to the link type, the switch uses CAT 3, 4, 5,5e UTP cables to connect to any other network devices (PCs, servers, switches, routers, or hubs). Please refer to the following table for cable specifications.

Cable	Type	Max. Length	Connector
10BASE-T	Cat. 3, 4, 5 100-ohm	UTP 100 m (328 ft)	RJ-45
100BASE-TX	Cat. 5 100-ohm UTP	UTP 100 m (328 ft)	RJ-45
1000BASE-T	Cat. 5/Cat. 5e 100-ohm UTP	UTP 100 m (328ft)	RJ-45

With 10/100/1000BASE-T(X) cables, pins 1 and 2 are used for transmitting data, and pins 3 and 6 are used for receiving data.

10/100Base-T(X) RJ-45 ports

Pin Number	Assignment
#1	TD+
#2	TD-
#3	RD+
#6	RD-

1000Base-T RJ-45 ports

Pin Number	Assignment
#1	BI_DA+
#2	BI_DA-
#3	BI_DB+
#4	BI_DC+
#5	BI_DC-
#6	BI_DB-
#7	BI_DD+
#8	BI_DD-

The series also support auto MDI/MDI-X operation. You can use a cable to connect the switch to a PC. The table below shows the 10BASE-T/ 100BASE-TX MDI and MDI-X port pin outs.

10/100 Base-T(X) MDI/MDI-X Pin Assignments:

Pin Number	MDI port	MDI-X port
1	TD+(transmit)	RD+(receive)
2	TD-(transmit)	RD-(receive)
	RD+(receive)	TD+(transmit)
4	Not used	Not used
5	Not used	Not used

6	RD-(receive)	TD-(transmit)
7	Not used	Not used
8	Not used	Not used

1000 Base-T MDI/MDI-X Pin Assignments:

Pin Number	MDI port	MDI-X port
1	BI_DA+	BI_DB+
2	BI_DA-	BI_DB-
3	BI_DB+	BI_DA+
4	BI_DC+	BI_DD+
5	BI_DC-	BI_DD-
6	BI_DB-	BI_DA-
7	BI_DD+	BI_DC+
8	BI_DD-	BI_DC-

Note: “+” and “-” signs represent the polarity of the wires that make up each wire pair.

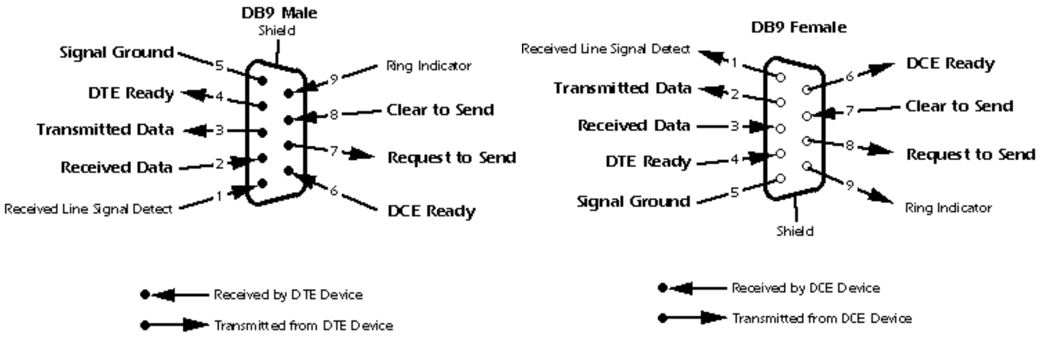
3.2.3 RS-232 console port wiring

The device can be managed via the console port using a RS-232 cable which can be found in the package. Connect each end of the RS-232 cable to the switch and a PC respectively.

PC pin out (male) assignment	RS-232 with DB9 female connector	DB9 to RJ 45
Pin #2 RD	Pin #2 TD	Pin #2

Pin #3 TD	Pin #3 RD	Pin #3
Pin #5 GD	Pin #5 GD	Pin #5

Figure 3: DB9 Pinout



3.2.4 SFP Port

The switch comes with SFP ports that can connect to other devices using SFP modules. The SFP modules are hot-swappable input/output devices that can be plugged into the SFP ports to connect the switch with the fiber-optic network. Remember that the TX port of Switch A should be connected to the RX port of Switch B.

CAUTION

- Insert clean dust plugs into the SFPs after the cables are extracted from them.
- Clean the optic surfaces of the fiber cables before you plug them back into the optical bores of another SFP module.
- Avoid getting dust and other contaminants into the optical bores of your SFP modules in cases of malfunction

Section 4: Web Management

The switch can be controlled via a built-in web server which supports Internet Explorer (Internet Explorer 5.0 or above versions) and other Web browsers such as Chrome. Therefore, you can manage and configure the switch easily and remotely. You can also upgrade firmware via a web browser. The Web management function not only reduces network bandwidth consumption, but also enhances access speed and provides a user-friendly viewing screen.

By default, IE5.0 or later version do not allow Java applets to open sockets. You need to modify the browser setting separately in order to enable Java applets for network ports.

Preparing for Web Management

You can access the management page of the switch via the following default values:

IP Address: 192.168.0.100

Subnet Mask: **255.255.255.0**

Default Gateway: **192.168.0.254**

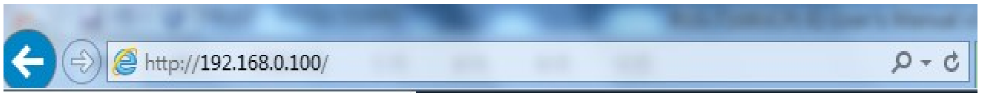
User Name: **admin**

Password: **admin**

System Login

1. Launch the Internet Explorer.
2. Type http:// and the IP address of the switch. Press **Enter**.

Figure 4: IP Address

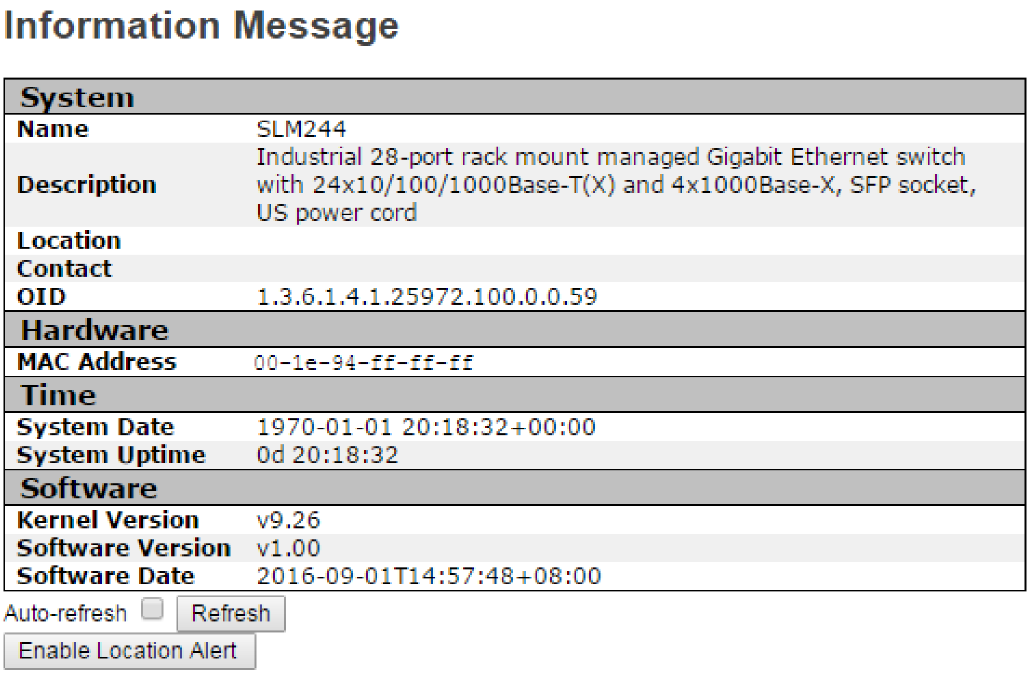


http://192.168.0.100/

3. A login screen appears.
4. Type in the username and password. The default username and password is **admin**.
5. Click **Enter** or **OK** button, the management Web page appears.

6. After logging in, you can see the information of the switch as below.

Figure 5: Information Message



Information Message

System	
Name	SLM244
Description	Industrial 28-port rack mount managed Gigabit Ethernet switch with 24x10/100/1000Base-T(X) and 4x1000Base-X, SFP socket, US power cord
Location	
Contact	
OID	1.3.6.1.4.1.25972.100.0.0.59
Hardware	
MAC Address	00-1e-94-ff-ff-ff
Time	
System Date	1970-01-01 20:18:32+00:00
System Uptime	0d 20:18:32
Software	
Kernel Version	v9.26
Software Version	v1.00
Software Date	2016-09-01T14:57:48+08:00

Auto-refresh ☐

On the right hand side of the management interface shows links to various settings. You can click on the links to access the configuration pages of different functions.

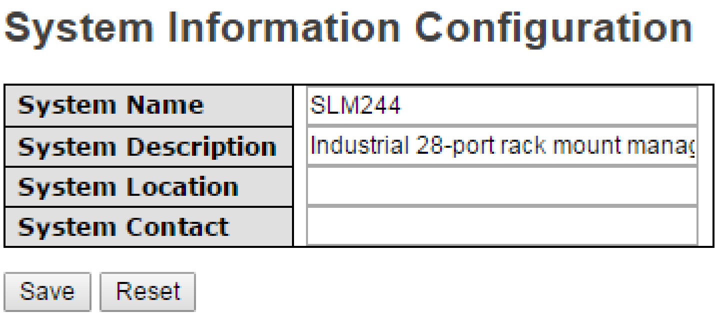
4.1 Basic Settings

Basic Settings allow you to configure the basic functions of the switch.

4.1.1 System Information

This page shows the general information of the switch.

Figure 6: System Information Configuration



System Information Configuration

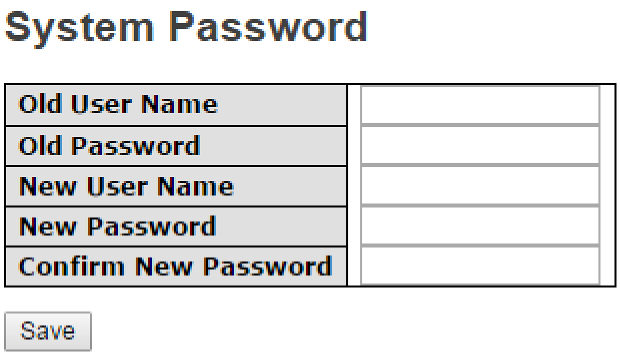
System Name	SLM244
System Description	Industrial 28-port rack mount manag
System Location	
System Contact	

Label	Description
System Name	An administratively assigned name for the managed node. By convention, this is the node's fully-qualified domain name. A domain name is a text string consisting of alphabets (A-Z, a-z), digits (0-9), and minus sign (-). Space is not allowed to be part of the name. The first character must be an alpha character. And the first or last character must not be a minus sign. The allowed string length is 0 to 255.
System Description	Description of the device
System Location	The physical location of the node (e.g., telephone closet, 3rd floor). The allowed string length is 0 to 255, and only ASCII characters from 32 to 126 are allowed.
System Contact	The textual identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 255, and only ASCII characters from 32 to 126 are allowed.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.1.2 Admin & Password

This page allows you to configure the system password required to access the web pages or log in from CLI.

Figure 7: System Password



System Password

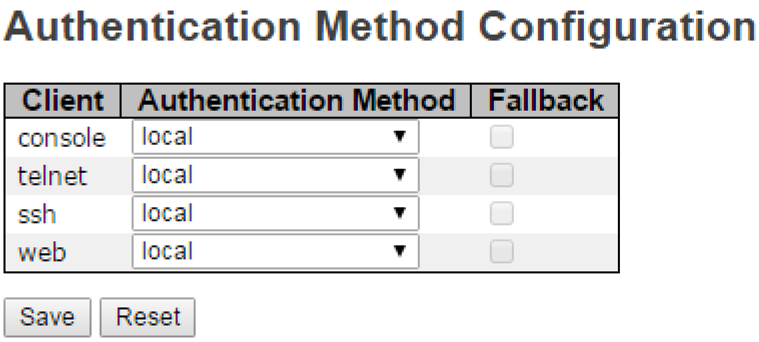
Old User Name	
Old Password	
New User Name	
New Password	
Confirm New Password	

Label	Description
Old User Name	The existing User name. If this is incorrect, you cannot set the new user name.
Old Password	The existing password. If this is incorrect, you cannot set the new password.
New User Name	The new system User Name. The allowed string length is 0 to 31, and only ASCII characters from 32 to 126 are allowed.
New Password	The new system password. The allowed string length is 0 to 31, and only ASCII characters from 32 to 126 are allowed.
Confirm New Password	Re-type the new password.
Save	Click to save changes.

4.1.3 Authentication

This page allows you to configure how a user is authenticated when he/she logs into the switch via one of the management interfaces.

Figure 8: Authentication Method Configuration



Authentication Method Configuration

Client	Authentication Method	Fallback
console	local ▼	□
telnet	local ▼	□
ssh	local ▼	□
web	local ▼	□

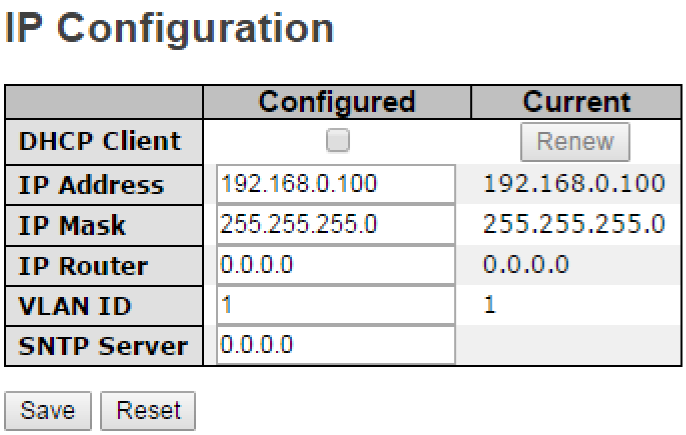
Label	Description
Client	The management client for which the configuration below applies.
Authentication Method	Authentication Method can be set to one of the following values: **None**: authentication is disabled and login is not possible. **Local**: local user database on the switch is used for authentication. **Radius**: a remote RADIUS server is used for authentication.
Fallback	Check to enable fallback to local authentication. If none of the configured authentication servers are active, the local user database is used for authentication.

Label	Description
	This is only possible if **Authentication Method** is set to a value other than **none** or **local**.
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values

4.1.4 IP Settings

You can configure IP information of the switch in this page.

Figure 9: IP Configuration



IP Configuration

	Configured	Current
DHCP Client	□	Renew
IP Address	192.168.0.100	192.168.0.100
IP Mask	255.255.255.0	255.255.255.0
IP Router	0.0.0.0	0.0.0.0
VLAN ID	1	1
SNTP Server	0.0.0.0	

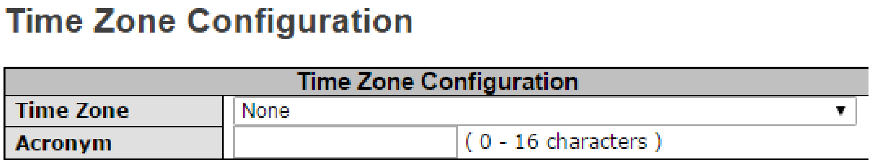
Label	Description
DHCP Client	Enable the DHCP client by checking this box. If DHCP fails or the configured IP address is zero, DHCP will retry. If DHCP retry fails, DHCP will stop trying and the configured IP settings will be used.
IP Address	Assigns the IP address of the network in use. If DHCP client function is enabled, you do not need to assign the IP address. The network

Label	Description
	DHCP server will assign the IP address to the switch and it will be displayed in this column. The default IP is 192.168.10.1.
IP Mask	Assigns the subnet mask of the IP address. If DHCP client function is enabled, you do not need to assign the subnet mask.
IP Router	Assigns the network gateway for the switch. The default gateway is 192.168.10.254.
VLAN ID	Provides the managed VLAN ID. The allowed range is 1 through 4095.
SNTP Server	Provides the IP address of the SNTP server in dotted decimal notation.
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values

4.1.5 Daylight Saving Time

Time Zone Configuration

Figure 10: Time Zone Configuration



Time Zone Configuration

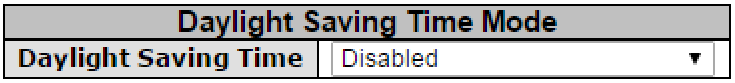
Time Zone Configuration	
Time Zone	None ▾
Acronym	(0 - 16 characters)

Label	Description
Time Zone	Select the time zone from the dropdown list according to the location of the switch and click **Save**.

Acronym	Set an acronym for the time zone. This is a user configurable acronym for identifying the time zone. Up to 16 alpha-numeric characters can be input. The acronym can contain '-', '_' or '.'

Daylight Saving Time Configuration

Figure 11: Daylight Saving Time Configuration

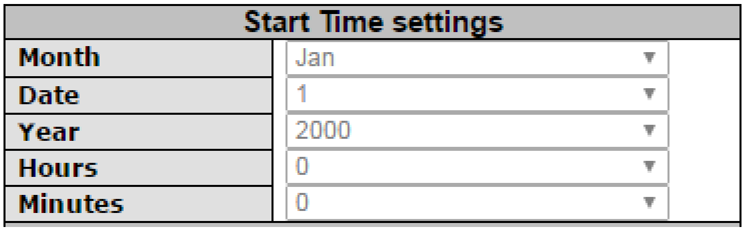


Daylight Saving Time Mode	
Daylight Saving Time	Disabled ▼

Label	Description
Daylight Saving Time	This is used to set the clock forward or backward according to the configurations set below for a defined Daylight Saving Time duration. Select Disable to disable the configuration or Recurring to configure the duration to repeat every year. Select Non-Recurring to configure the duration for single time configuration. Default is Disabled.

Start Time Settings

Figure 12: Start Time Settings

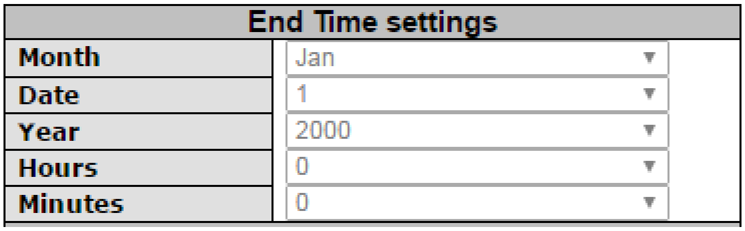


Start Time settings	
Month	Jan ▼
Date	1 ▼
Year	2000 ▼
Hours	0 ▼
Minutes	0 ▼

Label	Description
Week	Select the starting week number.
Day	Select the starting day.
Month	Select the starting month.
Hours	Select the starting hour.
Minutes	Select the starting minute.

End Time Settings

Figure 13: End Time Settings

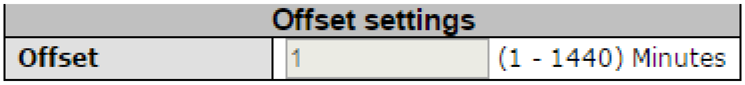


End Time settings	
Month	Jan
Date	1
Year	2000
Hours	0
Minutes	0

Label	Description
Week	Select the ending week number.
Day	Select the ending day.
Month	Select the ending month.
Hours	Select the ending hour.
Minutes	Select the ending minute.

Offset Settings

Figure 14: Offset Settings



Offset settings

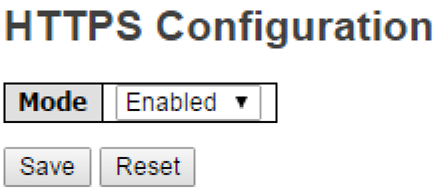
Offset 1 (1 - 1440) Minutes

Label	Description
Offset	Configures the offset time. The time is measured by minute.

4.1.6 HTTPS

You can configure HTTPS settings in the following page.

Figure 15: HTTPS Configuration



HTTPS Configuration

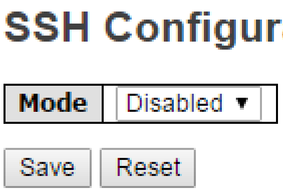
Mode Enabled

Label	Description
Mode	Indicates the selected HTTPS mode. When the current connection is HTTPS, disabling HTTPS will automatically redirect web browser to an HTTP connection. The modes include: **Enabled**: enable HTTPS. **Disabled**: disable HTTPS.
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values

4.1.7 SSH

You can configure SSH settings in the following page.

Figure 16: SSH Configuration



SSH Configuration

Mode: Disabled

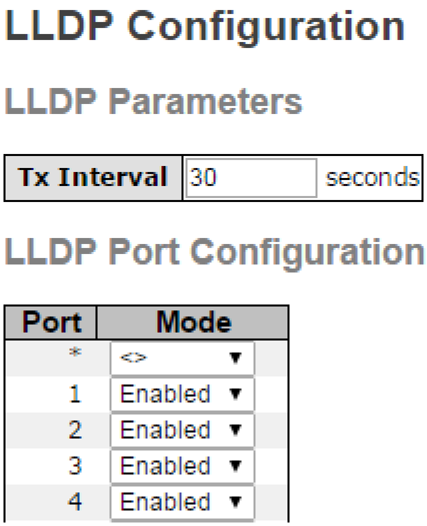
Label	Description
Mode	Indicates the selected SSH mode. The modes include: **Enabled**: enable SSH. **Disabled**: disable SSH.
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values

4.1.8 LLDP

LLDP Configurations

This page allows you to examine and configure LLDP port settings.

Figure 17: LLDP Configuration



LLDP Configuration

LLDP Parameters

Tx Interval	30	seconds

LLDP Port Configuration

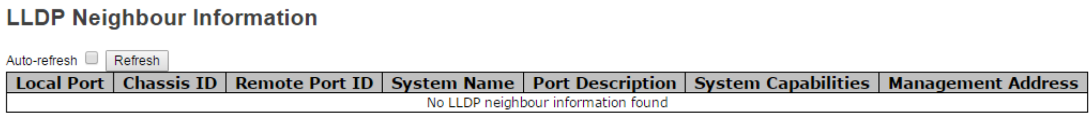
Port	Mode
*	<>
1	Enabled
2	Enabled
3	Enabled
4	Enabled

Label	Description
Port	The switch port number to which the following settings will be applied.
Mode	Indicates the selected LLDP mode **Rx only**: the switch will not send out LLDP information, but LLDP information from its neighbors will be analyzed. **Tx only**: the switch will drop LLDP information received from its neighbors, but will send out LLDP information. **Disabled**: the switch will not send out LLDP information, and will drop LLDP information received from its neighbors. **Enabled**: the switch will send out LLDP information, and will analyze LLDP information received from its neighbors.

LLDP Neighbor Information

This page provides a status overview for all LLDP neighbors. The following table contains information for each port on which an LLDP neighbor is detected. The columns include the following information:

Figure 18: LLDP Neighbor Information



LLDP Neighbour Information

Auto-refresh □ Refresh

Local Port	Chassis ID	Remote Port ID	System Name	Port Description	System Capabilities	Management Address
No LLDP neighbour information found						

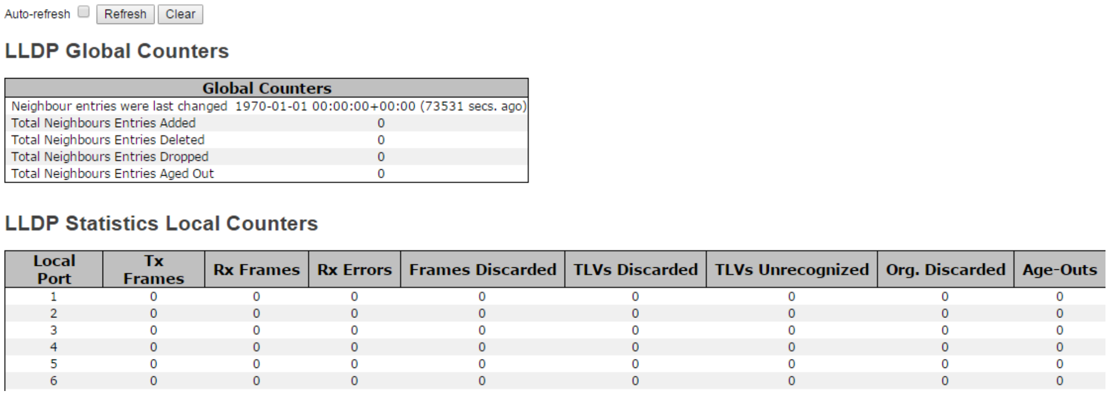
Label	Description
Local Port	The port that you use to transmits and receives LLDP frames.
Chassis ID	The identification number of the neighbor sending out the LLDP frames.
Remote Port ID	The identification of the neighbor port
System Name	The name advertised by the neighbor.
Port Description	The description of the port advertised by the neighbor.
System Capabilities	Description of the neighbor's capabilities. The capabilities include: 1. Other 2. Repeater 3. Bridge 4. WLAN Access Point 5. Router 6. Telephone 7. DOCSIS Cable Device 8. Station Only 9. Reserved When a capability is enabled, a (+) will be displayed. If the capability is disabled, a (-) will be displayed.

Management Address	The neighbor's address which can be used to help network management. This may contain the neighbor's IP address.
Refresh	Click to refresh the page immediately
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals

Port Statistics

This page provides an overview of all LLDP traffic. Two types of counters are shown. Global counters will apply settings to the whole switch stack, while local counters will apply settings to specified switches.

Figure 19: LLDP Global Counters



LLDP Global Counters

Global Counters	
Neighbour entries were last changed	1970-01-01 00:00:00+00:00 (73531 secs. ago)
Total Neighbours Entries Added	0
Total Neighbours Entries Deleted	0
Total Neighbours Entries Dropped	0
Total Neighbours Entries Aged Out	0

LLDP Statistics Local Counters

Local Port	Tx Frames	Rx Frames	Rx Errors	Frames Discarded	TLVs Discarded	TLVs Unrecognized	Org. Discarded	Age-Outs
1	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0

Global Counters

Label	Description
Neighbor entries were last changed at	Shows the time when the last entry was deleted or added.

Total Neighbors Entries Added	Shows the number of new entries added since switch reboot
Total Neighbors Entries Deleted	Shows the number of new entries deleted since switch reboot
Total Neighbors Entries Dropped	Shows the number of LLDP frames dropped due to full entry table
Total Neighbors Entries Aged Out	Shows the number of entries deleted due to expired time-to-live

Local Counters

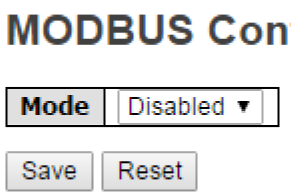
Label	Description
Local Port	The port that receives or transmits LLDP frames
Tx Frames	The number of LLDP frames transmitted on the port
Rx Frames	The number of LLDP frames received on the port
Rx Errors	The number of received LLDP frames containing errors
Frames Discarded	If a port receives an LLDP frame, and the switch's internal table is full, the LLDP frame will be counted and discarded. This situation is known as "too many neighbors" in the LLDP standard. LLDP frames require a new entry in the table if Chassis ID or Remote Port ID is not included in the table. Entries are removed from the table when a given port links down, an LLDP shutdown frame is received, or when the entry ages out.

TLVs Discarded	Each LLDP frame can contain multiple pieces of information, known as TLVs (Type Length Value). If a TLV is malformed, it will be counted and discarded.
TLVs Unrecognized	The number of well-formed TLVs, but with an unknown type value
Org. Discarded	The number of organizationally TLVs received
Age-Outs	Each LLDP frame contains information about how long the LLDP information is valid (age-out time). If no new LLDP frame is received during the age-out time, the LLDP information will be removed, and the value of the age-out counter will be incremented.
Refresh	Click to refresh the page immediately
Clear	Click to clear the local counters. All counters (including global counters) are cleared upon reboot.
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals

4.1.9 Modbus TCP

This page shows Modbus TCP support of the switch. (For more information regarding Modbus, please visit http://www.modbus.org/)

Figure 20: Modbus Configuration



MODBUS Configuration

Mode: Disabled

Label	Description
Mode	Shows the existing status of the Modbus TCP function

4.1.10 Backup/Restore Configurations

You can save/view or load switch configurations. The configuration file is in XML format.

4.1.11 Firmware Update

This page allows you to update the firmware of the switch.

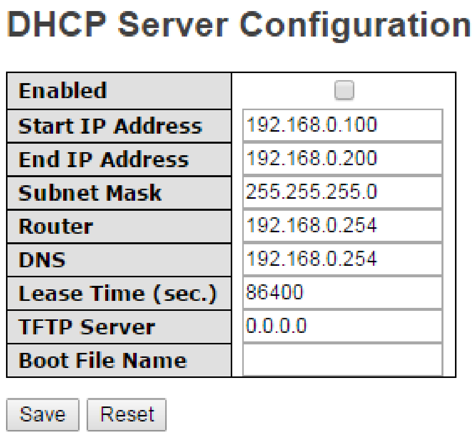
4.2 DHCP Server

The switch provides DHCP server functions. By enabling DHCP, the switch will become a DHCP server and dynamically assigns IP addresses and related IP information to network clients.

4.2.1 Basic Settings

This page allows you to set up DHCP settings for the switch. You can check the **Enabled** checkbox to activate the function. Once the box is checked, you will be able to input information in each column.

Figure 21: DHCP Server Configuration



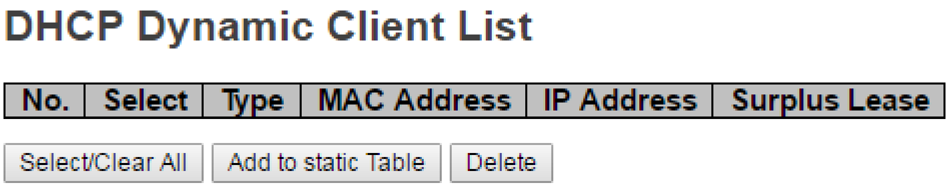
DHCP Server Configuration

Enabled	□
Start IP Address	192.168.0.100
End IP Address	192.168.0.200
Subnet Mask	255.255.255.0
Router	192.168.0.254
DNS	192.168.0.254
Lease Time (sec.)	86400
TFTP Server	0.0.0.0
Boot File Name	

4.2.2 Dynamic Client List

When DHCP server functions are activated, the switch will collect DHCP client information and display in the following table.

Figure 22: DHCP Dynamic Client List



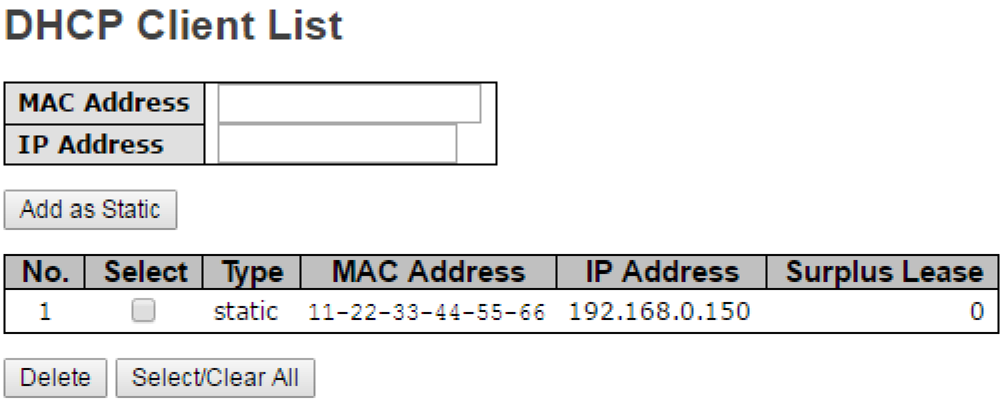
DHCP Dynamic Client List

No.	Select	Type	MAC Address	IP Address	Surplus Lease

4.2.3 Client List

You can assign a specific IP address within the dynamic IP range to a specific port. When a device is connected to the port and requests for dynamic IP assigning, the switch will assign the IP address that has previously been assigned to the connected device.

Figure 23: DHCP Client List



DHCP Client List

MAC Address	
IP Address	

No.	Select	Type	MAC Address	IP Address	Surplus Lease
1	□	static	11-22-33-44-55-66	192.168.0.150	0

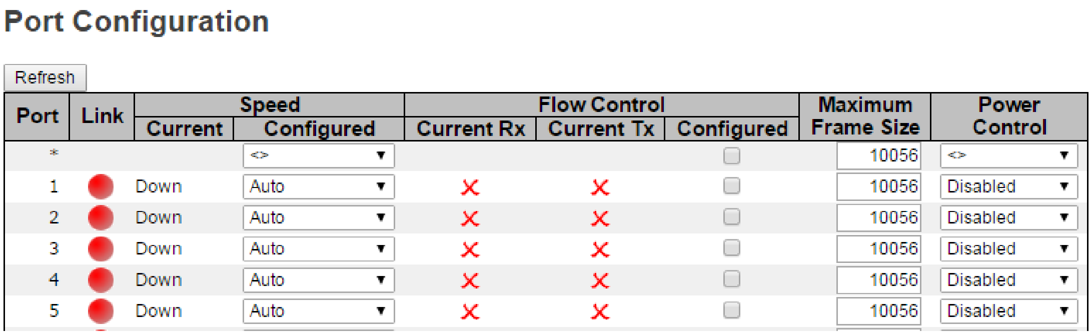
4.3 Port Setting

Port Setting allows you to manage individual ports of the switch, including traffic, power, and trunks.

4.3.1 Port Control

This page shows current port configurations. Ports can also be configured here.

Figure 24: Port Configuration



Port Configuration

Refresh

Port	Link	Speed		Flow Control			Maximum Frame Size	Power Control
		Current	Configured	Current Rx	Current Tx	Configured		
*			<> ▾			☐	10056	<> ▾
1	●	Down	Auto ▾	✗	✗	☐	10056	Disabled ▾
2	●	Down	Auto ▾	✗	✗	☐	10056	Disabled ▾
3	●	Down	Auto ▾	✗	✗	☐	10056	Disabled ▾
4	●	Down	Auto ▾	✗	✗	☐	10056	Disabled ▾
5	●	Down	Auto ▾	✗	✗	☐	10056	Disabled ▾

Label	Description
Port	The switch port number to which the following settings will be applied.
Link	The current link state is shown by different colors. Green indicates the link is up and red means the link is down.
Current Link Speed	Indicates the current link speed of the port
Configured Link Speed	The drop-down list provides available link speed options for a given switch port

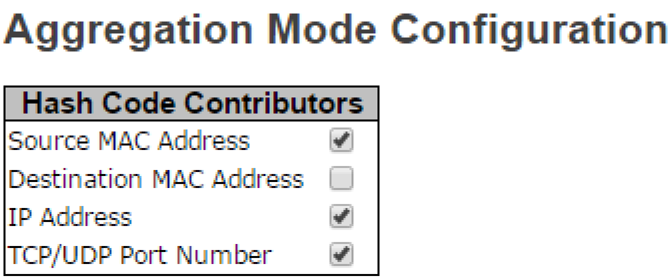
Label	Description
	Auto selects the highest speed supported by the link partner **Disabled** disables switch port configuration **<>** configures all ports
Flow Control	When **Auto** is selected for the speed, the flow control will be negotiated to the capacity advertised by the link partner. When a fixed-speed setting is selected, that is what is used. **Current Rx** indicates whether pause frames on the port are obeyed, and **Current Tx** indicates whether pause frames on the port are transmitted. The Rx and Tx settings are determined by the result of the last auto-negotiation. You can check the Configured column to use flow control. This setting is related to the setting of **Configured Link Speed**.
Maximum Frame	You can enter the maximum frame size allowed for the switch port in this column, including FCS. The allowed range is 1518 bytes to 9600 bytes.
Power Control	Shows the current power consumption of each port in percentage. The **Configured** column allows you to change power saving parameters for each port. **Disabled**: all power savings functions are disabled **ActiPHY**: link down and power savings enabled **PerfectReach**: link up and power savings enabled **Enabled**: both link up and link down power savings enabled
Total Power Usage	Total power consumption of the board, measured in percentage

Label	Description
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values
Refresh	Click to refresh the page. Any changes made locally will be undone.

4.3.2 Port Trunk

This page allows you to configure the aggregation hash mode and the aggregation group.

Figure 25: Aggregation Mode Configuration



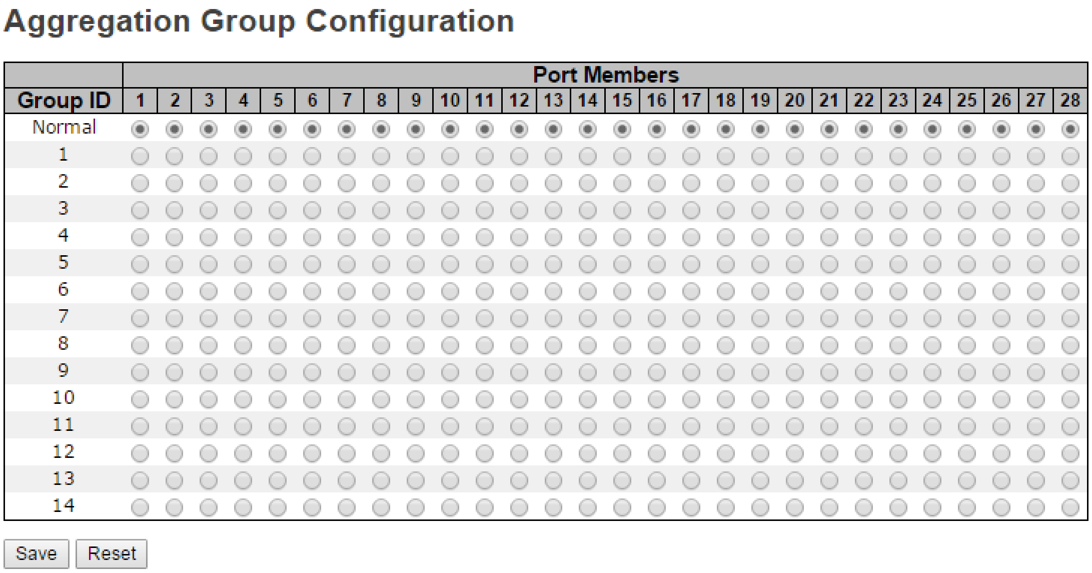
Aggregation Mode Configuration

Hash Code Contributors	
Source MAC Address	☑
Destination MAC Address	☐
IP Address	☑
TCP/UDP Port Number	☑

Label	Description
Source MAC Address	Calculates the destination port of the frame. You can check this box to enable the source MAC address, or uncheck to disable. By default, **Source MAC Address** is enabled.
Destination MAC Address	Calculates the destination port of the frame. You can check this box to enable the destination MAC address, or uncheck to disable. By default, **Destination MAC Address** is disabled.

IP Address	Calculates the destination port of the frame. You can check this box to enable the IP address, or uncheck to disable. By default, **IP Address** is enabled.
TCP/UDP Port Number	Calculates the destination port of the frame. You can check this box to enable the TCP/UDP port number, or uncheck to disable. By default, **TCP/UDP Port Number** is enabled.

Figure 26: Aggregation Group Configuration



Aggregation Group Configuration

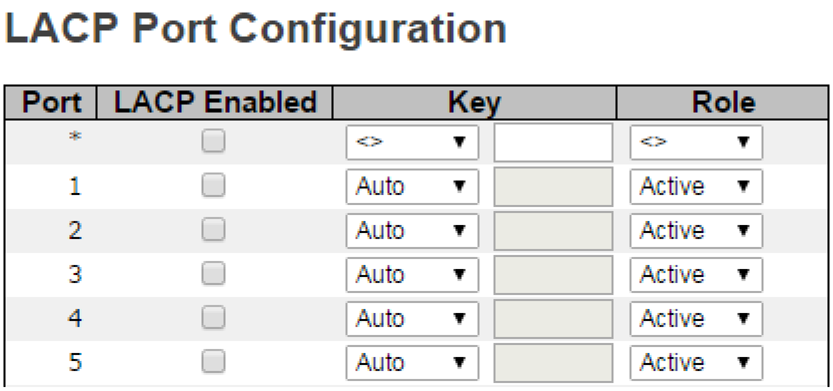
	Port Members																											
Group ID	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**
Normal	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
5	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
6	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
7	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
8	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
9	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
10	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
11	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
12	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
13	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
14	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Label	Description
Group ID	Indicates the ID of each aggregation group. **Normal** means no aggregation. Only one group ID is valid per port.
Port Members	Lists each switch port for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an aggregation and the ports must be in the same speed in each group.

4.3.3 LACP

This page allows you to enable LACP functions to group ports together to form single virtual links, thereby increasing the bandwidth between the switch and other LACP-compatible devices. LACP trunks are similar to static port trunks, but they are more flexible because LACP is compliant with the IEEE 802.3ad standard. Hence, it is interoperable with equipment from other vendors that also comply with the standard. You can change LACP port settings in this page.

Figure 27: LACP Port Configuration



LACP Port Configuration

Port	LACP Enabled	Key		Role
*	□	<> ▼		<> ▼
1	□	Auto ▼		Active ▼
2	□	Auto ▼		Active ▼
3	□	Auto ▼		Active ▼
4	□	Auto ▼		Active ▼
5	□	Auto ▼		Active ▼

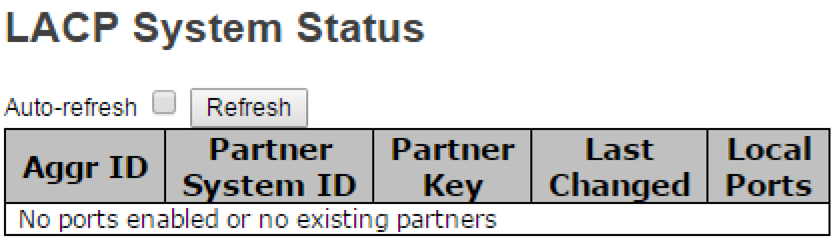
Label	Description

Port	Indicates the ID of each aggregation group. **Normal** indicates there is no aggregation. Only one group ID is valid per port.
LACP Enabled	Lists each switch port for each group ID. Check to include a port in an aggregation, or clear the box to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an aggregation and the ports must be in the same speed in each group.
Key	The **Key** value varies with the port, ranging from 1 to 65535. **Auto** will set the key according to the physical link speed (10Mb = 1, 100Mb = 2, 1Gb = 3). **Specific** allows you to enter a user-defined value. Ports with the same key value can join in the same aggregation group, while ports with different keys cannot.
Role	Indicates LACP activity status. **Active** will transmit LACP packets every second, while **Passive** will wait for a LACP packet from a partner (speak if spoken to).
Save	Click to save changes
Reset	Click to undo any changes made locally and revert to previously saved values

4.3.4 LACP System Status

This page provides a status overview for all LACP instances.

Figure 28: LACP System Status



LACP System Status

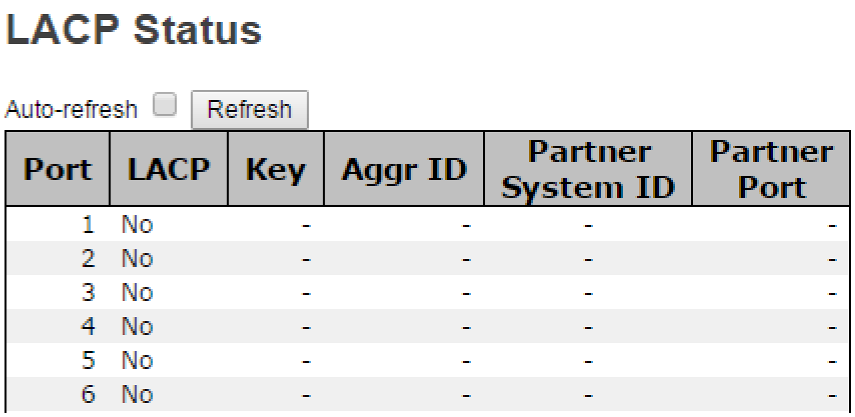
Aggr ID	Partner System ID	Partner Key	Last Changed	Local Ports
No ports enabled or no existing partners				

Label	Description
Aggr ID	The aggregation ID is associated with the aggregation instance. For LLAG, the ID is shown as '**isid:aggr-id**' and for GLAGs as '**aggr-id**'
Partner System ID	System ID (MAC address) of the aggregation partner
Partner Key	The key assigned by the partner to the aggregation ID
Last Changed	The time since this aggregation changed.
Last Channged	Indicates which ports belong to the aggregation of the switch/stack. The format is: "**Switch ID:Port**".
Refresh	Click to refresh the page immediately
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals

4.3.5 LACP Status

This page provides an overview of the LACP status for all ports.

Figure 29: LACP Status



LACP Status

Auto-refresh □ Refresh

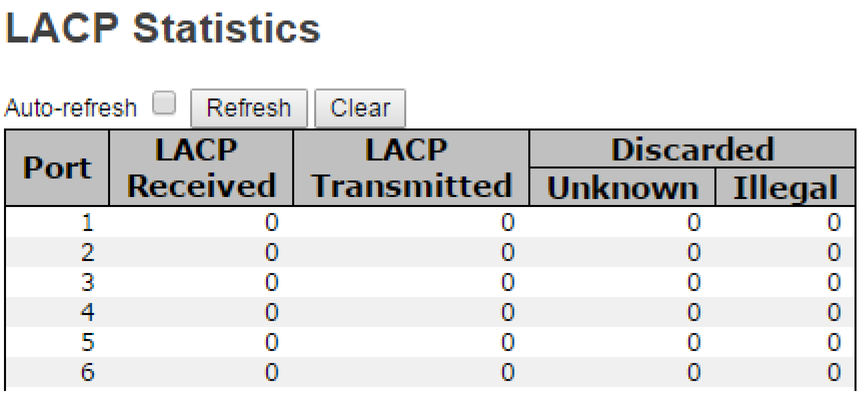
Port	LACP	Key	Aggr ID	Partner System ID	Partner Port
1	No	-	-	-	-
2	No	-	-	-	-
3	No	-	-	-	-
4	No	-	-	-	-
5	No	-	-	-	-
6	No	-	-	-	-

Label	Description
Port	Switch port number
LACP	**Yes** means LACP is enabled and the port link is up. **No** means LACP is not enabled or the port link is down. **Backup** means the port cannot join in the aggregation group unless other ports are removed. The LACP status is disabled.
Key	The key assigned to the port. Only ports with the same key can be aggregated
Aggr ID	The aggregation ID assigned to the aggregation group
Partner System ID	The partner’s system ID (MAC address)
Partner Port	The partner’s port number associated with the port
Refresh	Click to refresh the page immediately
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals

4.3.6 LACP Statistics

This page provides an overview of the LACP statistics for all ports.

Figure 30: LACP Statistics



LACP Statistics

Auto-refresh □ Refresh Clear

Port	LACP Received	LACP Transmitted	Discarded	
			Unknown	Illegal
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	0	0	0

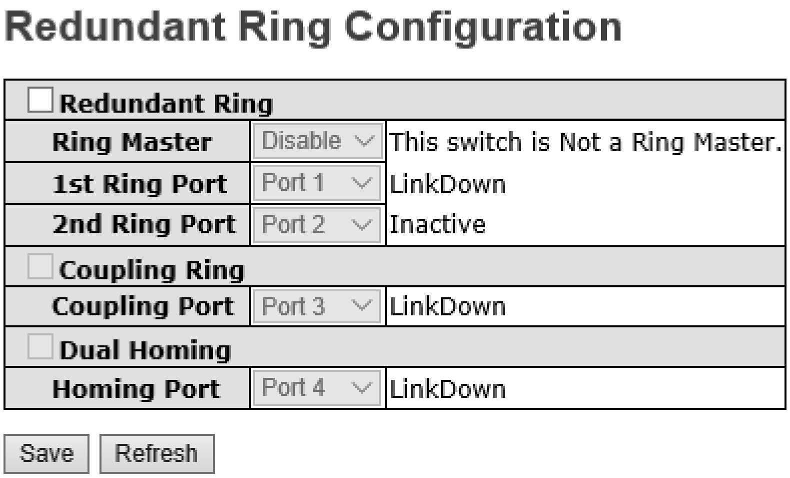
Label	Description
Port	Switch port number
LACP Transmitted	The number of LACP frames sent from each port
LACP Received	The number of LACP frames received at each port
Discarded	The number of unknown or illegal LACP frames discarded at each port.
Refresh	Click to refresh the page immediately
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals
Clear	Click to clear the counters for all ports

4.4 Redundancy

4.4.1 Redundant Ring

Redundant Ring is the most powerful Ring in the world. The recovery time of Ring is less than 30 ms. It can reduce unexpected damage caused by network topology change. Ring Supports 3 Ring topology: Ring, Coupling Ring and Dual Homing.

Figure 31: Redundant Ring Configuration



Redundant Ring Configuration

□ Redundant Ring		
Ring Master	Disable	This switch is Not a Ring Master.
1st Ring Port	Port 1	LinkDown
2nd Ring Port	Port 2	Inactive
□ Coupling Ring		
Coupling Port	Port 3	LinkDown
□ Dual Homing		
Homing Port	Port 4	LinkDown

The following table describes the labels in this screen.

Label	Description
Redundant Ring	Mark to enable Ring.
Ring Master	There should be one and only one Ring Master in a ring. However if there are two or more switches which set Ring Master to enable, the switch with the lowest MAC address will be the actual Ring Master and others will be Backup Masters.
1st Ring Port	The primary port, when this switch is Ring Master.
2nd Ring Port	The backup port, when this switch is Ring Master.
Coupling Ring	Mark to enable Coupling Ring. Coupling Ring can be used to divide a big ring into two smaller rings to avoid effecting all switches when network topology change. It is a good application for connecting two Rings.

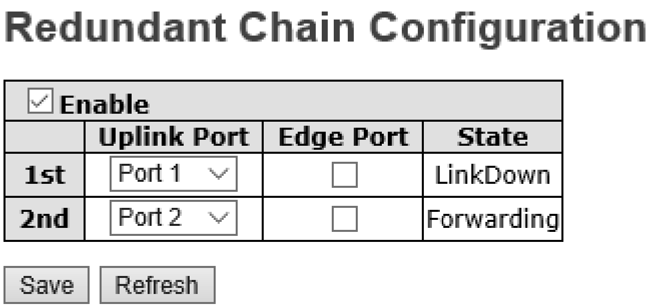
Label	Description
Coupling Port	Link to Coupling Port of the switch in another ring. Coupling Ring need four switch to build an active and a backup link. Set a port as coupling port. The coupled four ports of four switches will be run at active/backup mode.
Dual Homing	Mark to enable Dual Homing. By selecting Dual Homing mode, Ring will be connected to normal switches through two RSTP links (ex: backbone Switch). The two links work as active/backup mode, and connect each Ring to the normal switches in RSTP mode.
Apply	Click "**Apply**" to set the configurations.

Note: We don't suggest you to set one switch as a Ring Master and a Coupling Ring at the same time due to heavy load.

4.4.2 Redundant Chain

Redundant Chain is very easy to configure and manage. Only one edge port of the edge switch needs to be defined. Other switches beside them just need to have Redundant Chain enabled.

Figure 32: Redundant Chain Configuration



Redundant Chain Configuration

☑ Enable

	Uplink Port	Edge Port	State
1st	Port 1	□	LinkDown
2nd	Port 2	□	Forwarding

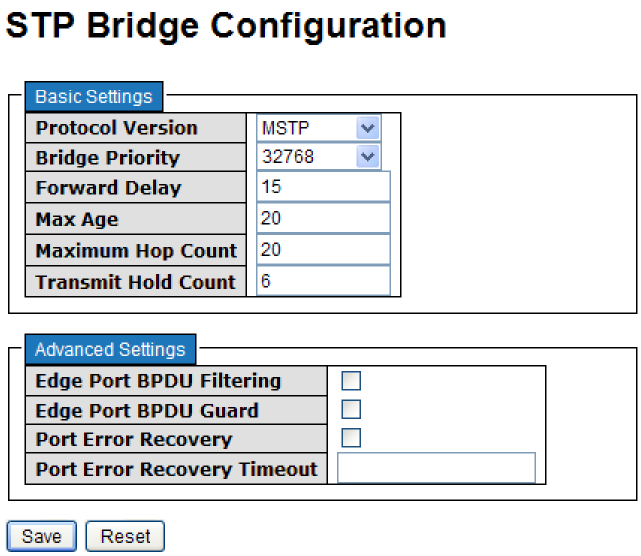
Label	Description
Enable	Check to enable redundant Chain function
1st Uplink Port	The first port connecting to the ring
2nd Uplink Port	The second port connecting to the ring
Edge Port	An Redundant Chain topology must begin with edge ports. The ports with a smaller switch MAC address will serve as the backup link and RM LED will light up.

4.5 MSTP

4.5.1 Bridge Settings

This page allows you to configure RSTP system settings. The settings are used by all RSTP Bridge instances in the Switch Stack.

Figure 33: STP Bridge Configuration



STP Bridge Configuration

Basic Settings

Protocol Version	MSTP
Bridge Priority	32768
Forward Delay	15
Max Age	20
Maximum Hop Count	20
Transmit Hold Count	6

Advanced Settings

Edge Port BPDU Filtering	□
Edge Port BPDU Guard	□
Port Error Recovery	□
Port Error Recovery Timeout	

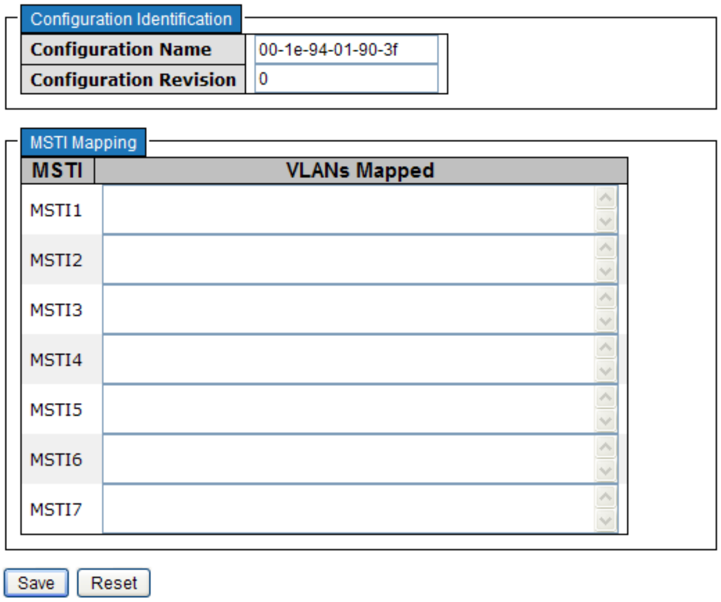
Label	Description
Protocol Version	The STP protocol version setting. Valid values are STP, RSTP and MSTP.
Forward Delay	The delay used by STP Bridges to transition Root and Designated Ports to Forwarding (used in STP compatible mode). Valid values are in the range 4 to 30 seconds.
Max Age	The maximum age of the information transmitted by the Bridge when it is the Root Bridge. Valid values are in the range 6 to 40 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Maximum Hop Count	This defines the initial value of remainingHops for MSTI information generated at the boundary of an MSTI region. It defines how many bridges a root bridge can distribute its BPDU information. Valid values are in the range 4 to 30 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Transmit Hold Count	The number of BPDU's a bridge port can send per second. When exceeded, transmission of the next BPDU will be delayed. Valid values are in the range 1 to 10 BPDU's per second.
Edge Port BPDU Filitering	Control whether a port explicitly configured as Edge will transmit and receive BPDUs.
Edge Port BPDU Guard	Control whether a port explicitly configured as Edge will disable itself upon reception of a BPDU. The port will enter the error-disabled state, and will be removed from the active topology.
Port Error Recovery	Control whether a port in the error-disabled state automatically will be enabled after a certain time. If recovery is not enabled, ports

Label	Description
	have to be disabled and re-enabled for normal STP operation. The condition is also cleared by a system reboot.
Port Error Recovery timeout	The time to pass before a port in the error-disabled state can be enabled. Valid values are between 30 and 86400 seconds (24 hours).
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.5.2 MSTI Mapping

This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.

Figure 34: MSTI Mapping



Configuration Identification

Configuration Name	00-1e-94-01-90-3f
Configuration Revision	0

MSTI Mapping

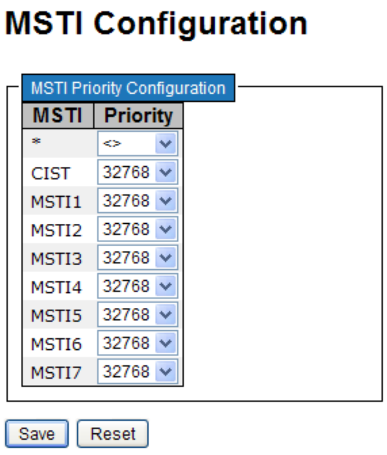
MSTI	VLANs Mapped
MSTI1	
MSTI2	
MSTI3	
MSTI4	
MSTI5	
MSTI6	
MSTI7	

Label	Description
Configuration Name	The name identifiying the VLAN to MSTI mapping. Bridges must share the name and revision (see below), as well as the VLAN-to-MSTI mapping configuration in order to share spanning trees for MSTI's. (Intra-region). The name is at most 32 characters.
Configuration Revision	The revision of the MSTI configuration named above. This must be an integer between 0 and 65535.
MSTI	The bridge instance. The CIST is not available for explicit mapping, as it will receive the VLANs not explicitly mapped.
VLANS Mapped	The list of VLAN's mapped to the MSTI. The VLANs must be separated with comma and/or space. A VLAN can only be mapped to one MSTI. An unused MSTI should just be left empty. (I.e. not having any VLANs mapped to it.)
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.5.3 MSTI Priorities

This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.

Figure 35: MSTI Configuration



MSTI Configuration

MSTI Priority Configuration

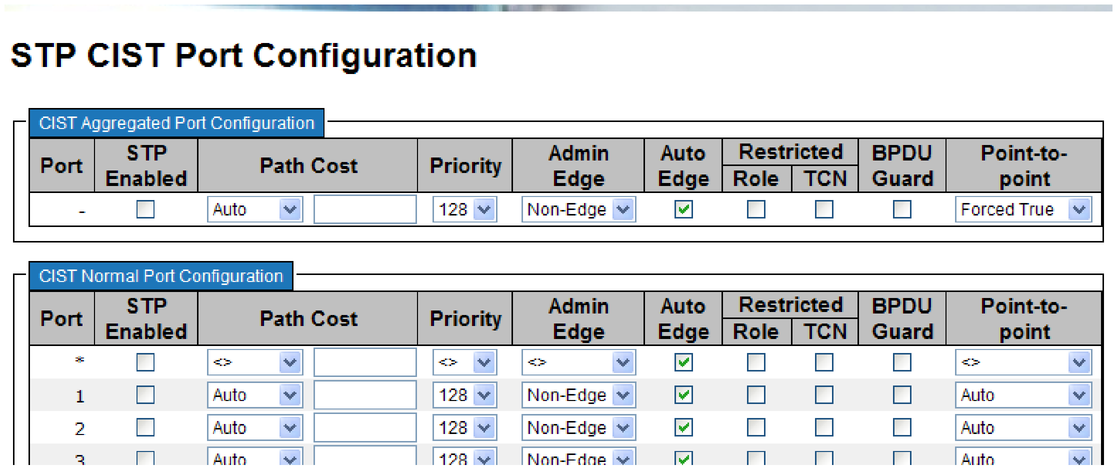
MSTI	Priority
*	<>
CIST	32768
MSTI1	32768
MSTI2	32768
MSTI3	32768
MSTI4	32768
MSTI5	32768
MSTI6	32768
MSTI7	32768

Label	Description
MSTI	The bridge instance. The CIST is the default instance, which is always active.
Priority	Controls the bridge priority. Lower numerical values have better priority. The bridge priority plus the MSTI instance number, concatenated with the 6-byte MAC address of the switch forms a Bridge Identifier.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.5.4 CIST Ports

This page allows the user to inspect the current STP CIST port configurations, and possibly change them as well. This page contains settings for physical and aggregated ports. The aggregation settings are stack global.

Figure 36: CIST Ports



STP CIST Port Configuration

CIST Aggregated Port Configuration

Port	STP Enabled	Path Cost		Priority	Admin Edge	Auto Edge	Restricted		BPDU Guard	Point-to-point
							Role	TCN		
-	□	Auto		128	Non-Edge	☑	□	□	□	Forced True

CIST Normal Port Configuration

Port	STP Enabled	Path Cost		Priority	Admin Edge	Auto Edge	Restricted		BPDU Guard	Point-to-point
							Role	TCN		
*	□	<>		<>	<>	☑	□	□	□	<>
1	□	Auto		128	Non-Edge	☑	□	□	□	Auto
2	□	Auto		128	Non-Edge	☑	□	□	□	Auto
3	□	Auto		128	Non-Edge	☑	□	□	□	Auto

Label	Description
Port	The switch port number of the logical STP port.
STP Enabled	Controls whether STP is enabled on this switch port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher path cost ports. Valid values are in the range 1 to 200000000.

Label	Description
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).
OpenEdge(setate flag)	Operational flag describing whether the port is connecting directly to edge devices. (No Bridges attached). Transitioning to the forwarding state is faster for edge ports (having operEdge true) than for other ports.
AdminEdge	Controls whether the operEdge flag should start as beeing set or cleared. (The initial operEdge state when a port is initialized).
AutoEdge	Controls whether the bridge should enable automatic edge detection on the bridge port. This allows operEdge to be derived from whether BPDU's are received on the port or not.
Restricted Role	If enabled, causes the port not to be selected as Root Port for the CIST or any MSTI, even if it has the best spanning tree priority vector. Such a port will be selected as an Alternate Port after the Root Port has been selected. If set, it can cause lack of spanning tree connectivity. It can be set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator. This feature is also know as Root Guard.
Restricted TCN	If enabled, causes the port not to propagate received topology change notifications and topology changes to other ports. If set it can cause temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because

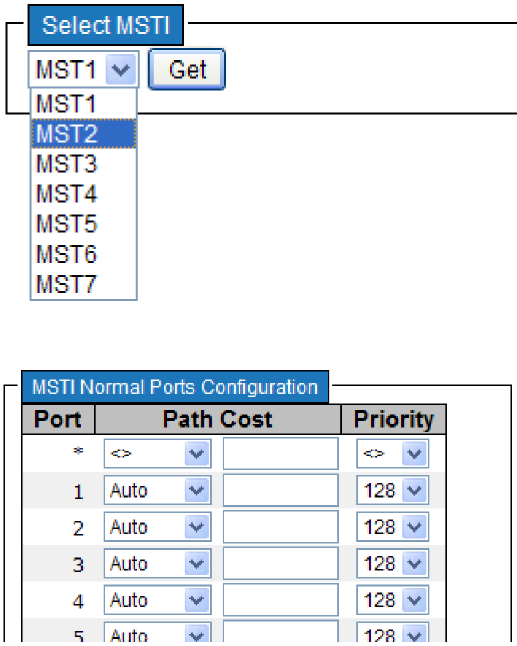
Label	Description
	those bridges are not under the full control of the administrator or is the physical link state for the attached LANs transitions frequently.
Point2Point	Controls whether the port connects to a point-to-point LAN rather than a shared medium. This can be automatically determined, or forced either true or false. Transition to the forwarding state is faster for point-to-point LANs than for shared media.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

4.5.5 MSTI Ports

This page allows the user to inspect the current STP MSTI port configurations, and possibly change them as well. A MSTI port is a virtual port, which is instantiated seperately for each active CIST (physical) port for each MSTI instance configured and applicable for the port. The MSTI instance must be selected before displaying actual MSTI port configuration options.

This page contains MSTI port settings for physical and aggregated ports. The aggregation settings are stack global.

Figure 37: MSTI Ports



Port	Path Cost		Priority
*	<>		<>
1	Auto		128
2	Auto		128
3	Auto		128
4	Auto		128
5	Auto		128

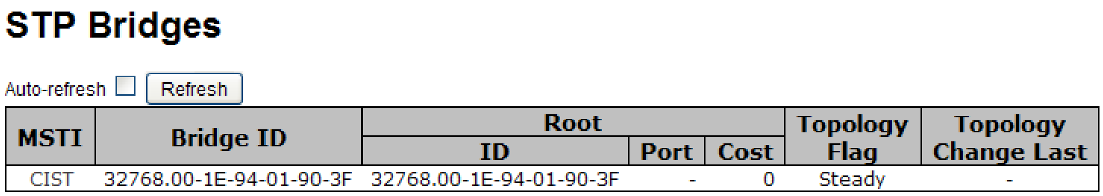
Label	Description
Port	The switch port number of the corresponding STP CIST (and MSTI) port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher path cost ports. Valid values are in the range 1 to 200000000.
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).

4.5.6 Bridges Status

This page provides a status overview for all STP bridge instances.

The displayed table contains a row for each STP bridge instance, where the column displays the following information:

Figure 38: STP Bridges



STP Bridges

Auto-refresh □ Refresh

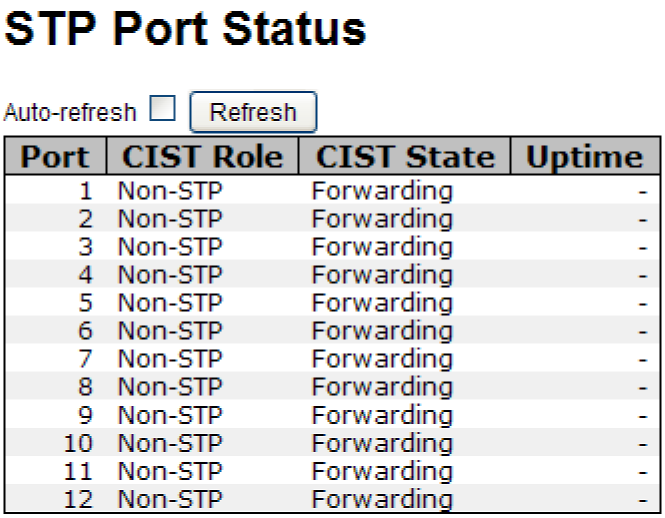
MSTI	Bridge ID	Root			Topology Flag	Topology Change Last
		ID	Port	Cost		
CIST	32768.00-1E-94-01-90-3F	32768.00-1E-94-01-90-3F	-	0	Steady	-

Label	Description
MSTI	The Bridge Instance. This is also a link to the STP Detailed Bridge Status.
Bridge ID	The Bridge ID of this Bridge instance.
Root ID	The Bridge ID of the currently elected root bridge.
Root Port	The switch port currently assigned the root port role.
Root Cost	Root Path Cost. For the Root Bridge this is zero. For all other Bridges, it is the sum of the Port Path Costs on the least cost path to the Root Bridge.
Topology Flag	The current state of the Topology Change Flag for this Bridge instance.
Topology Change Last	The time since last Topology Change occurred.

4.6 Port Status

This page displays the STP CIST port status for port physical ports in the currently selected switch.

Figure 39: STOP Port Status



STP Port Status

Auto-refresh □

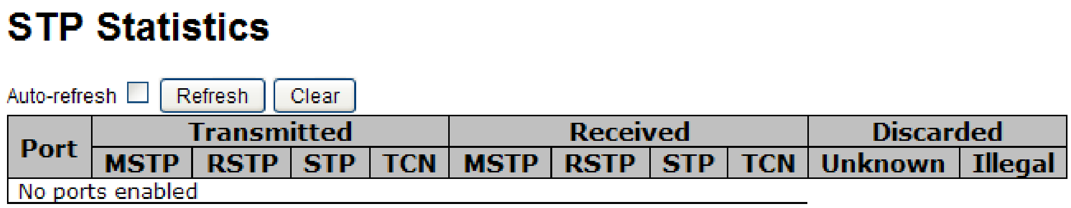
Port	CIST Role	CIST State	Uptime
1	Non-STP	Forwarding	-
2	Non-STP	Forwarding	-
3	Non-STP	Forwarding	-
4	Non-STP	Forwarding	-
5	Non-STP	Forwarding	-
6	Non-STP	Forwarding	-
7	Non-STP	Forwarding	-
8	Non-STP	Forwarding	-
9	Non-STP	Forwarding	-
10	Non-STP	Forwarding	-
11	Non-STP	Forwarding	-
12	Non-STP	Forwarding	-

Label	Description
Port	The switch port number of the logical STP port.
CIST Role	The current STP port role of the CIST port. The port role can be one of the following values: AlternatePort BackupPort RootPort DesignatedPort.
State	The current STP port state of the CIST port. The port state can be one of the following values: Blocking Learning Forwarding.
Uptime	The time since the bridge port was last initialized.

4.6.1 Port Statistics

This page displays the RSTP port statistics counters for bridge ports in the currently selected switch.

Figure 40: STP Statistics



STP Statistics

Auto-refresh □ Refresh Clear

Port	Transmitted				Received				Discarded	
	MSTP	RSTP	STP	TCN	MSTP	RSTP	STP	TCN	Unknown	Illegal
No ports enabled										

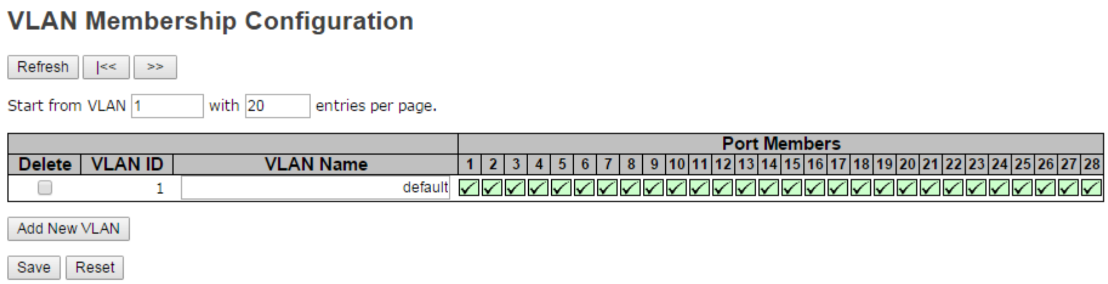
Label	Description
Port	The switch port number of the logical RSTP port.
RSTP	The number of RSTP Configuration BPDU's received/transmitted on the port.
STP	The number of legacy STP Configuration BPDU's received/transmitted on the port.
TCN	The number of (legacy) Topology Change Notification BPDU's received/transmitted on the port.
Discarded Unknown	The number of unknown Spanning Tree BPDU's received (and discarded) on the port.
Discarded Illegal	The number of illegal Spanning Tree BPDU's received (and discarded) on the port.

4.7 VLAN

4.7.1 VLAN Membership

You can view and change VLAN membership configurations for a selected switch stack in this page. Up to 64 VLANs are supported. This page allows for adding and deleting VLANs as well as adding and deleting port members of each VLAN.

Figure 41: VLAN Membership Configuration



VLAN Membership Configuration

Start from VLAN 1 with 20 entries per page.

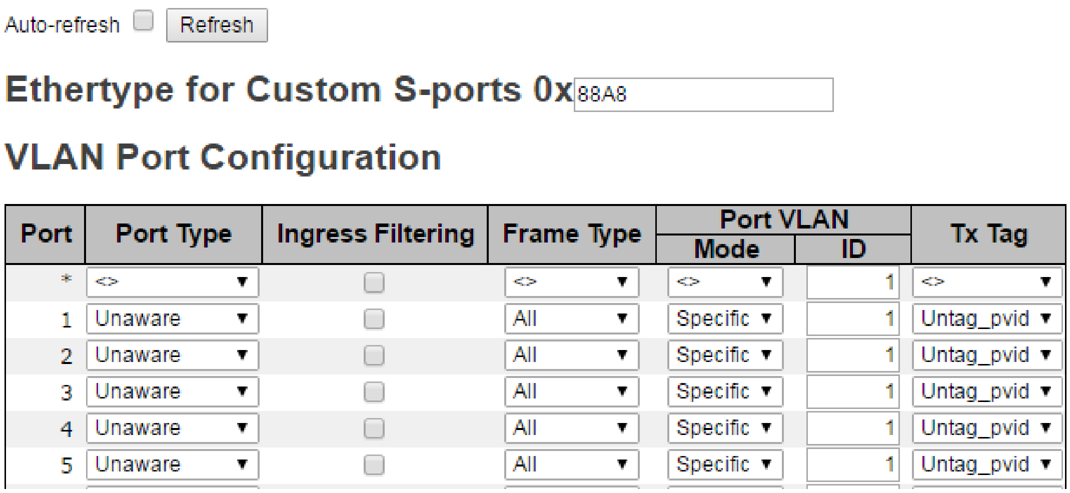
Delete	VLAN ID	VLAN Name	Port Members																											
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
□	1	default	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry
MAC Address	The MAC address for the entry
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry
Add New VLAN	Click to add a new VLAN ID. An empty row is added to the table, and the VLAN can be configured as needed. Valid values for a VLAN ID are 1 through 4095. After clicking **Save**, the new VLAN will be enabled on the selected switch stack but contains no port members. A VLAN without any port members on any stack will be deleted when you click Save. Click **Delete** to undo the addition of new VLANs.

4.7.2 Port Configurations

This page allows you to set up VLAN ports individually.

Figure 42: Ethertype for Custom S-Ports 0x



Auto-refresh □ Refresh

Ethertype for Custom S-ports 0x 88A8

VLAN Port Configuration

Port	Port Type	Ingress Filtering	Frame Type	Port VLAN		Tx Tag
				Mode	ID	
*	<>	□	<>	<>	1	<>
1	Unaware	□	All	Specific	1	Untag_pvid
2	Unaware	□	All	Specific	1	Untag_pvid
3	Unaware	□	All	Specific	1	Untag_pvid
4	Unaware	□	All	Specific	1	Untag_pvid
5	Unaware	□	All	Specific	1	Untag_pvid

Label	Description
Ethertype for customer S-Ports	This field specifies the Ether type used for custom S-ports. This is a global setting for all custom S-ports.
Port	The switch port number to which the following settings will be applied.
Port type	Port can be one of the following types: Unaware, Customer (C-port), Service (S-port), Custom Service (S-custom-port). If port type is Unaware, all frames are classified to the port VLAN ID and tags are not removed.
Ingress Filtering	Enable ingress filtering on a port by checking the box. This parameter affects VLAN ingress processing. If ingress filtering is enabled and the

	ingress port is not a member of the classified VLAN of the frame, the frame will be discarded. By default, ingress filtering is disabled (no check mark).
Frame Type	Determines whether the port accepts all frames or only tagged/untagged frames. This parameter affects VLAN ingress processing. If the port only accepts tagged frames, untagged frames received on the port will be discarded. By default, the field is set to All.
Port VLAN Mode	The allowed values are None or Specific. This parameter affects VLAN ingress and egress processing. If None is selected, a VLAN tag with the classified VLAN ID is inserted in frames transmitted on the port. This mode is normally used for ports connected to VLAN-aware switches. Tx tag should be set to Untag_pvid when this mode is used. If Specific (the default value) is selected, a port VLAN ID can be configured (see below). Untagged frames received on the port are classified to the port VLAN ID. If VLAN awareness is disabled, all frames received on the port are classified to the port VLAN ID. If the classified VLAN ID of a frame transmitted on the port is different from the port VLAN ID, a VLAN tag with the classified VLAN ID will be inserted in the frame.
Port VLAN ID	Configures the VLAN identifier for the port. The allowed range of the values is 1 through 4095. The default value is 1. The port must be a member of the same VLAN as the port VLAN ID.
Tx Tag	Determines egress tagging of a port. Untag_pvid: all VLANs except the configured PVID will be tagged. Tag_all: all VLANs are tagged. Untag_all: all VLANs are untagged.

Introduction of Port Types

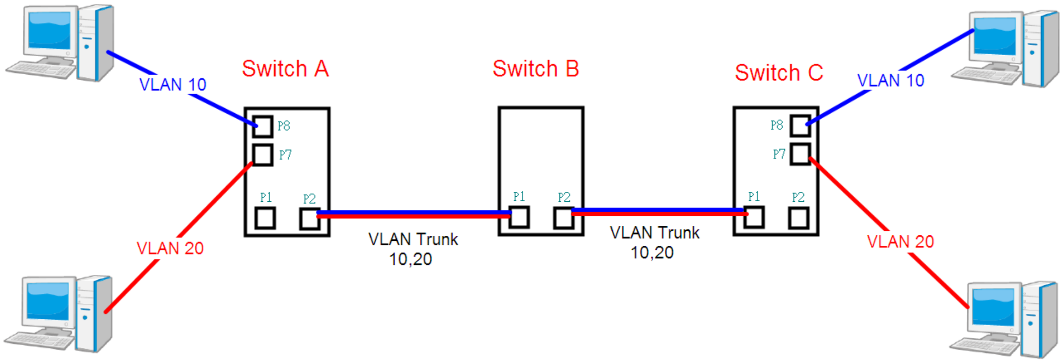
Below is a detailed description of each port type, including Unaware, C-port, S-port, and S-custom-port.

	Ingress action	Egress action
Unaware The function of Unaware can be used for 802.1QinQ (double tag).	When the port receives untagged frames, an untagged frame obtains a tag (based on PVID) and is forwarded. When the port receives tagged frames: 1. If the tagged frame contains a TPID of 0x8100, it will become a double-tag frame and will be forwarded. 2. If the TPID of tagged frame is not 0x8100 (ex. 0x88A8), it will be discarded.	The TPID of a frame transmitted by Unaware port will be set to 0x8100. The final status of the frame after egressing will also be affected by the Egress Rule.
C-port	When the port receives untagged frames, an untagged frame obtains a tag (based on PVID) and is forwarded. When the port receives tagged frames: 1. If the tagged frame contains a TPID of 0x8100, it will be forwarded. 2. If the TPID of tagged frame is not 0x8100 (ex. 0x88A8), it will be discarded.	The TPID of a frame transmitted by C-port will be set to 0x8100.
S-port	When the port receives untagged frames, an untagged frame obtains a tag (based on PVID) and is forwarded.	The TPID of a frame transmitted by S-port will be set to 0x88A8.

	Ingress action	Egress action
	When the port receives tagged frames: 1. If the tagged frame contains a TPID of 0x8100, it will be forwarded. 2. If the TPID of tagged frame is not 0x88A8 (ex. 0x8100), it will be discarded.	
S-custom-port	When the port receives untagged frames, an untagged frame obtains a tag (based on PVID) and is forwarded. When the port receives tagged frames: 1. If the tagged frame contains a TPID of 0x8100, it will be forwarded. 2. If the TPID of tagged frame is not 0x88A8 (ex. 0x8100), it will be discarded.	The TPID of a frame transmitted by S-custom-port will be set to a self-customized value, which can be set by the user via Ethertype for Custom S-ports.

4.7.2.1 VLAN 1Q Trunk mode :

Figure 43: VLAN 1Q Trunk Mode



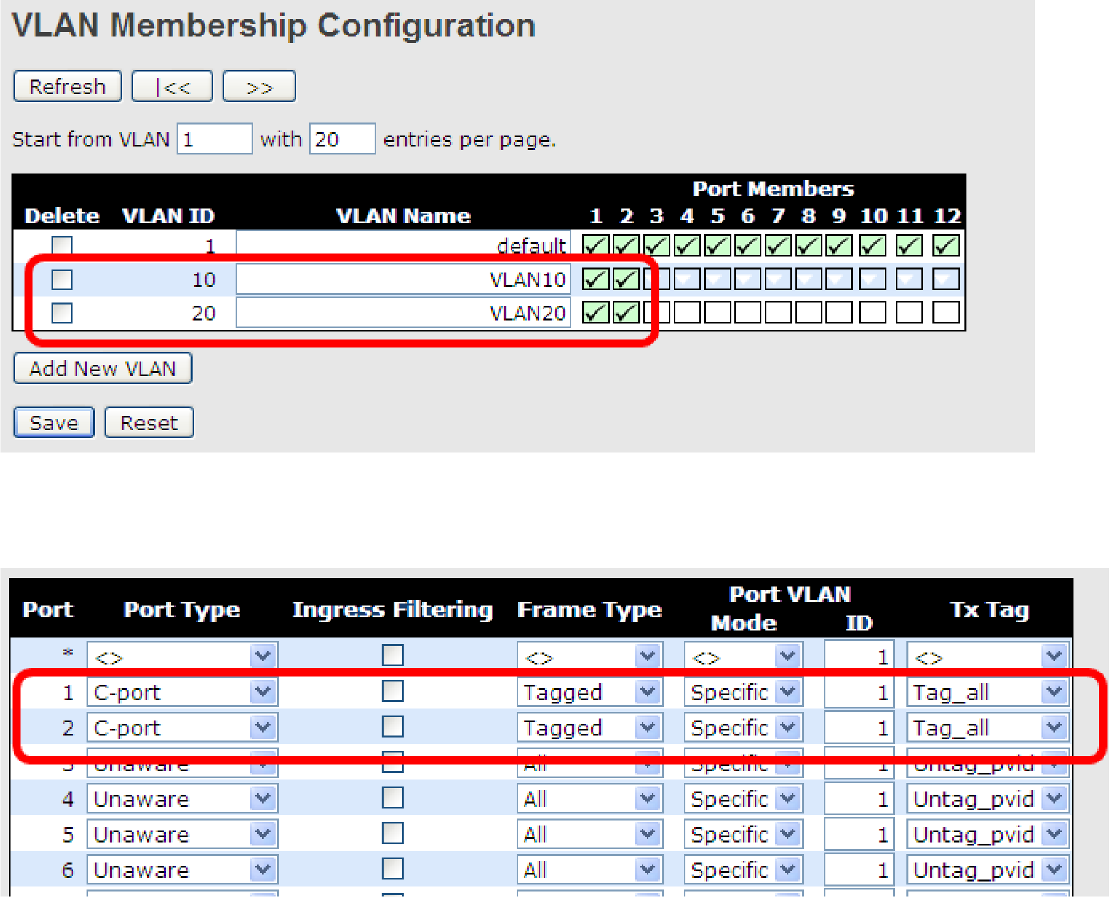
Like this topology , Switch B,

Port 1 = VLAN 1Qtrunk mode = tagged 10,20

Port 2 = VLAN 1Qtrunk mode = tagged 10,20

Switch setting as following

Figure 44: VLAN Membership Configuration



VLAN Membership Configuration

Refresh | |<< | >>

Start from VLAN 1 with 20 entries per page.

Delete	VLAN ID	VLAN Name	Port Members 1	2	3	4	5	6	7	8	9	10	11	12
□	1	default	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑
□	10	VLAN10	☑	☑	□	□	□	□	□	□	□	□	□	□
□	20	VLAN20	☑	☑	□	□	□	□	□	□	□	□	□	□

Add New VLAN

Save | Reset

Port	Port Type	Ingress Filtering	Frame Type	Port VLAN Mode	Port VLAN ID	Tx Tag
*	<>	□	<>	<>	1	<>
1	C-port	□	Tagged	Specific	1	Tag_all
2	C-port	□	Tagged	Specific	1	Tag_all
3	Unaware	□	All	Specific	1	Untag_pvid
4	Unaware	□	All	Specific	1	Untag_pvid
5	Unaware	□	All	Specific	1	Untag_pvid
6	Unaware	□	All	Specific	1	Untag_pvid

4.7.2.2 VLAN Hybrid mode :

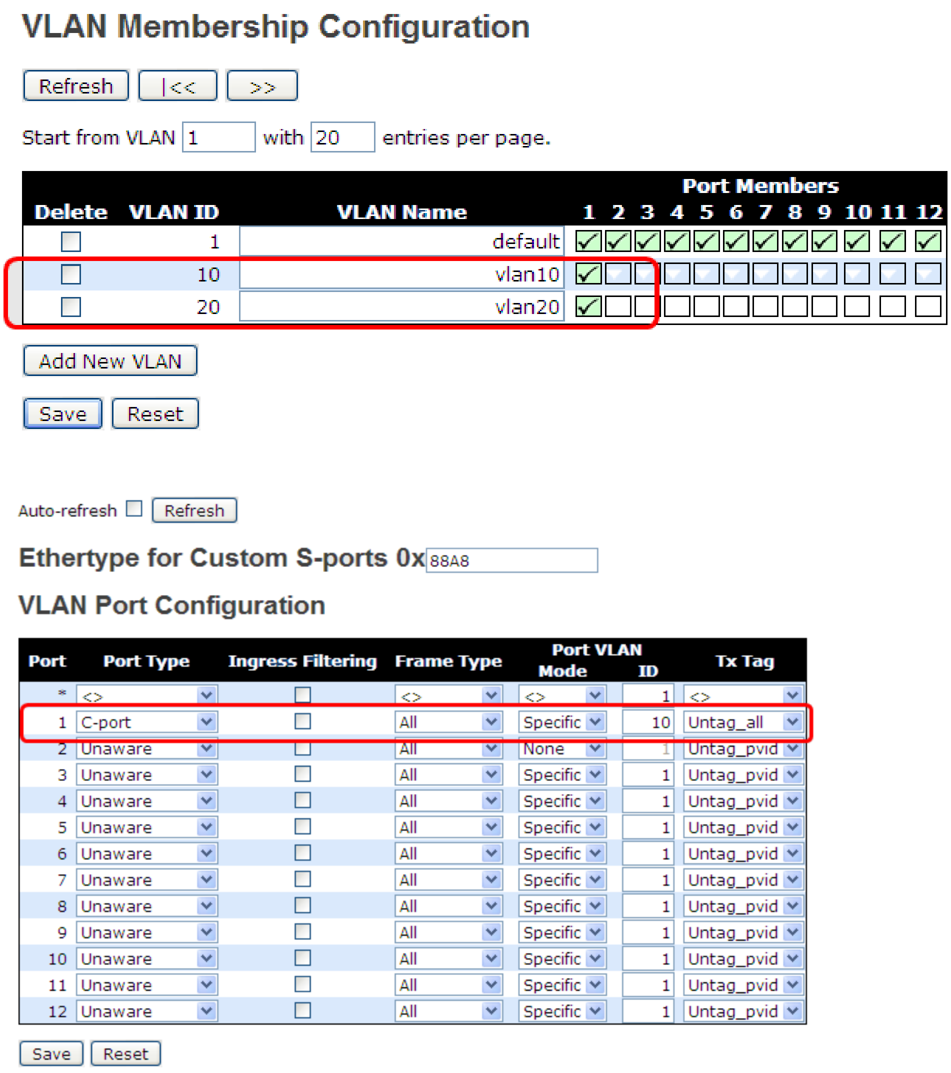
If user want setting

Port 1 VLAN Hybrid mode = untagged 10

Tagged 10,20

Switch setting as following

Figure 45: VLAN MEmbership Configuration



VLAN Membership Configuration

Refresh |<< >>

Start from VLAN 1 with 20 entries per page.

Delete	VLAN ID	VLAN Name	1	2	3	4	5	6	7	8	9	10	11	12
			Port Members											
□	1	default	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑
□	10	vlan10	☑	□	□	□	□	□	□	□	□	□	□	□
□	20	vlan20	☑	□	□	□	□	□	□	□	□	□	□	□

Add New VLAN

Save Reset

Auto-refresh □ Refresh

Ethertype for Custom S-ports 0x 88A8

VLAN Port Configuration

Port	Port Type	Ingress Filtering	Frame Type	Port VLAN Mode	Port VLAN ID	Tx Tag
*	<>	□	<>	<>	1	<>
1	C-port	□	All	Specific	10	Untag_all
2	Unaware	□	All	None	1	Untag_pvid
3	Unaware	□	All	Specific	1	Untag_pvid
4	Unaware	□	All	Specific	1	Untag_pvid
5	Unaware	□	All	Specific	1	Untag_pvid
6	Unaware	□	All	Specific	1	Untag_pvid
7	Unaware	□	All	Specific	1	Untag_pvid
8	Unaware	□	All	Specific	1	Untag_pvid
9	Unaware	□	All	Specific	1	Untag_pvid
10	Unaware	□	All	Specific	1	Untag_pvid
11	Unaware	□	All	Specific	1	Untag_pvid
12	Unaware	□	All	Specific	1	Untag_pvid

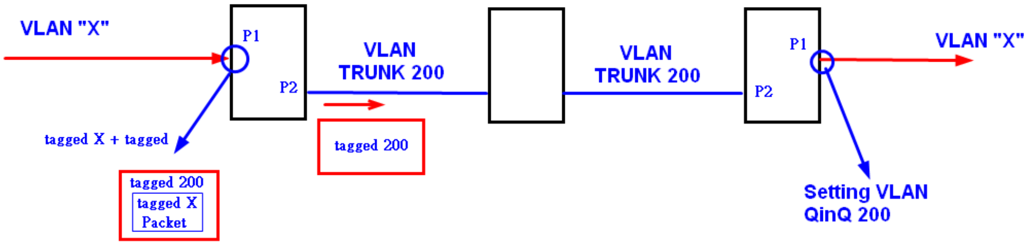
Save Reset

4.7.2.3 VLAN QinQ mode :

On the VLAN QinQ Mode, usually used in an environment with unknown VLAN, we created a simple example as shown below.

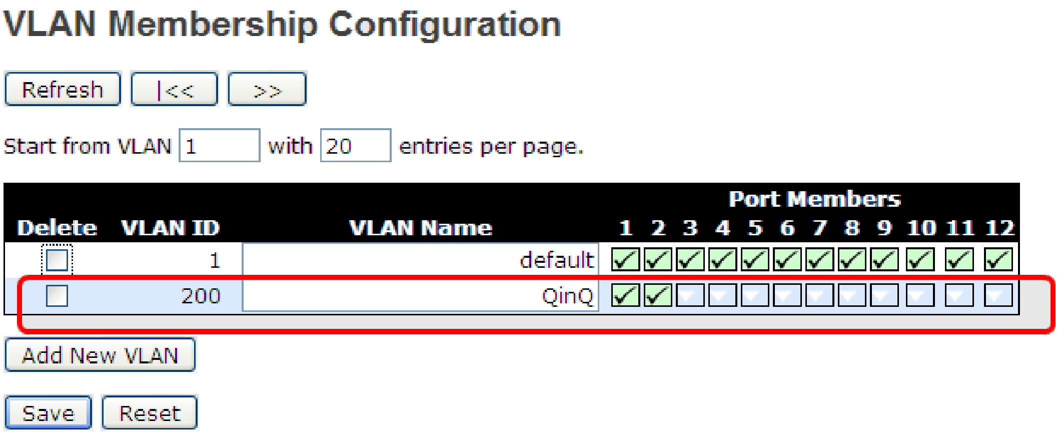
VLAN "X" = Unknown VLAN

Figure 46: VLAN QinQ Mode



4.7.2.4 Port 1VLAN Setting

Figure 47: VLAN Membership Configuration

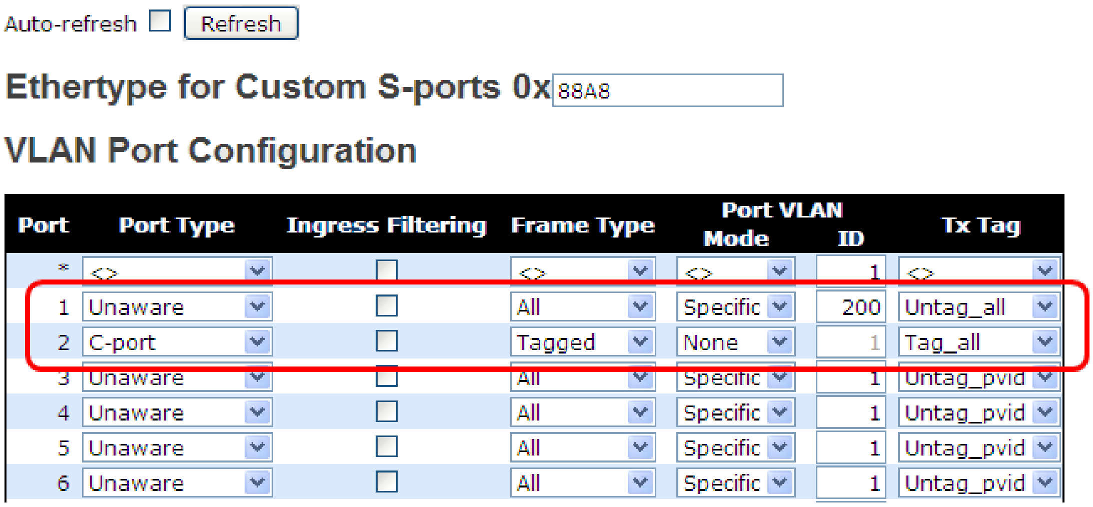


VLAN Membership Configuration

Start from VLAN 1 with 20 entries per page.

Delete	VLAN ID	VLAN Name	Port Members 1	2	3	4	5	6	7	8	9	10	11	12
☐	1	default	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑
☐	200	QinQ	☑	☑	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Figure 48: Ethertype for Custom S-ports 0x



Auto-refresh □ Refresh

Ethertype for Custom S-ports 0x 88A8

VLAN Port Configuration

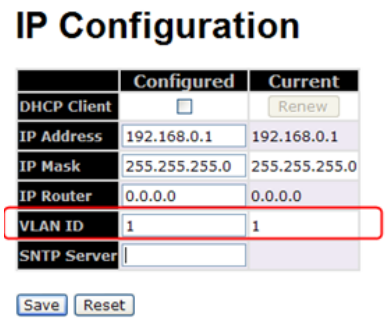
Port	Port Type	Ingress Filtering	Frame Type	Port VLAN Mode	Port VLAN ID	Tx Tag
*	<>	□	<>	<>	1	<>
1	Unaware	□	All	Specific	200	Untag_all
2	C-port	□	Tagged	None	1	Tag_all
3	Unaware	□	All	Specific	1	Untag_pvid
4	Unaware	□	All	Specific	1	Untag_pvid
5	Unaware	□	All	Specific	1	Untag_pvid
6	Unaware	□	All	Specific	1	Untag_pvid

4.7.2.5 VLAN Management Vlan ID Setting:

If user setting Management VLAN , only same VLAN ID port , can control switch .

Management VLAN ID Setting

Figure 49: IP Configuration



IP Configuration

	Configured	Current
DHCP Client	□	Renew
IP Address	192.168.0.1	192.168.0.1
IP Mask	255.255.255.0	255.255.255.0
IP Router	0.0.0.0	0.0.0.0
VLAN ID	1	1
SNTP Server		

Save Reset

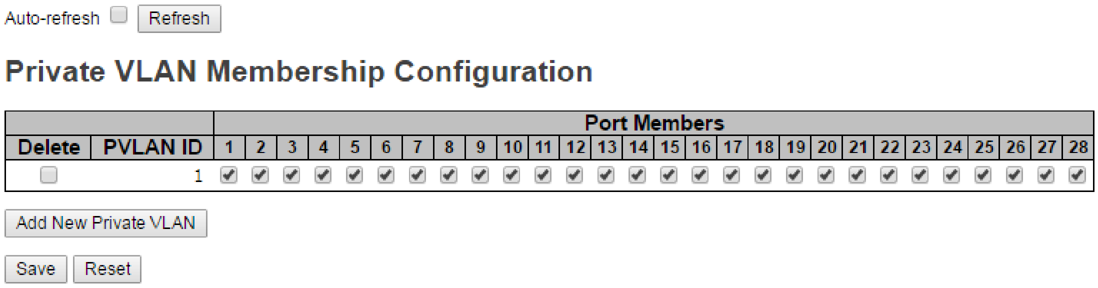
4.7.3 Private VLAN

The private VLAN membership configuration for the switch can be monitored and modified here. Private VLANs can be added or deleted here. Port members of each private VLAN can be added or removed here. Private VLANs are based on the source port mask, and there are no connections to VLANs. This means that VLAN IDs and private VLAN IDs can be identical.

A port must be a member of both a VLAN and a private VLAN to be able to forward packets. By default, all ports are VLAN unaware and members of VLAN 1 and private VLAN 1.

A VLAN-unaware port can only be a member of one VLAN, but it can be a member of multiple private VLANs.

Figure 50: Private VLAN Membership Configuration



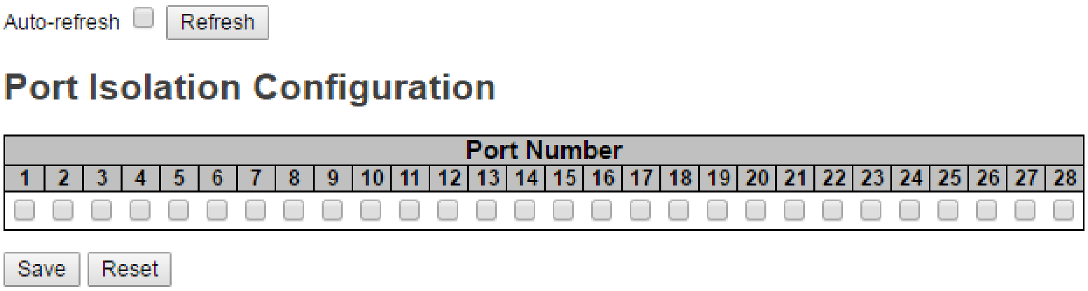
Private VLAN Membership Configuration

		Port Members																											
Delete	**PVLAN ID**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**
□	1	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Private VLAN ID	Indicates the ID of this particular private VLAN.
MAC Address	The MAC address for the entry.
Port Members	A row of check boxes for each port is displayed for each private VLAN ID. You can check the box to include a port in a private VLAN. To remove or exclude the port from the private VLAN, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.
Adding a New Static Entry	Click **Add new Private LAN** to add a new private VLAN ID. An empty row is added to the table, and the private VLAN can be configured as needed. The allowed range for a private VLAN ID is the same as the switch port number range. Any values outside this range are not accepted, and a warning message appears. Click OK to discard the

Label	Description
	incorrect entry, or click Cancel to return to the editing and make a correction. The private VLAN is enabled when you click Save. The **Delete** button can be used to undo the addition of new private VLANs.

Figure 51: Port Isolation Configuration



Port Isolation Configuration

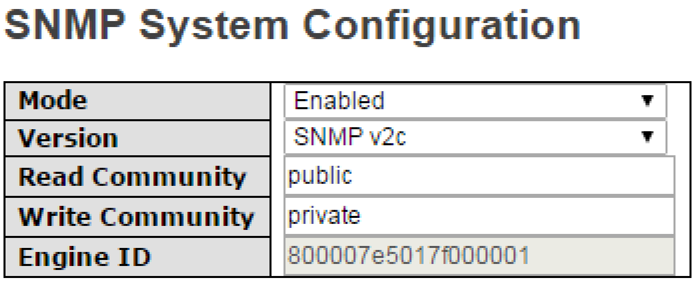
Port Number																											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□

Label	Description
Port Members	A check box is provided for each port of a private VLAN. When checked, port isolation is enabled for that port. When unchecked, port isolation is disabled for that port. By default, port isolation is disabled for all ports.

4.8 SNMP

4.8.1 SNMP System Configurations

Figure 52: SNMP System Configurations



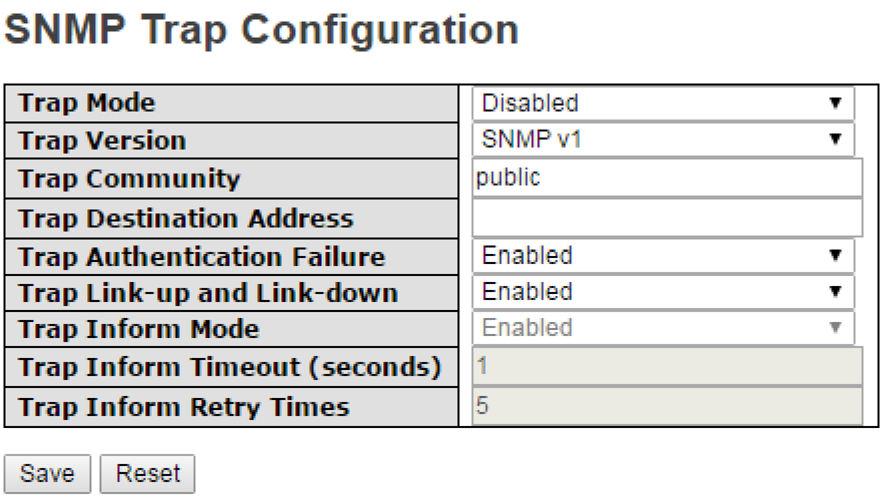
SNMP System Configuration

Mode	Enabled
Version	SNMP v2c
Read Community	public
Write Community	private
Engine ID	800007e5017f000001

Label	Description
Mode	Indicates existing SNMP mode. Possible modes include: **Enabled**: enable SNMP mode **Disabled**: disable SNMP mode
Version	Indicates the supported SNMP version. Possible versions include: **SNMP v1**: supports SNMP version 1. **SNMP v2c**: supports SNMP version 2c. **SNMP v3**: supports SNMP version 3.
Read Community	Indicates the read community string to permit access to SNMP agent. The allowed string length is 0 to 255, and only ASCII characters from 33 to 126 are allowed.

	The field only suits to SNMPv1 and SNMPv2c. SNMPv3 uses USM for authentication and privacy and the community string will be associated with SNMPv3 community table.
Write Community	Indicates the write community string to permit access to SNMP agent. The allowed string length is 0 to 255, and only ASCII characters from 33 to 126 are allowed. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 uses USM for authentication and privacy and the community string will be associated with SNMPv3 community table.
Engine ID	Indicates the SNMPv3 engine ID. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. Change of the Engine ID will clear all original local users.

Figure 53: SNMP Trap Configuration



SNMP Trap Configuration

Trap Mode	Disabled
Trap Version	SNMP v1
Trap Community	public
Trap Destination Address	
Trap Authentication Failure	Enabled
Trap Link-up and Link-down	Enabled
Trap Inform Mode	Enabled
Trap Inform Timeout (seconds)	1
Trap Inform Retry Times	5

Label	Description
Trap Mode	Indicates existing SNMP trap mode. Possible modes include: **Enabled**: enable SNMP trap mode **Disabled**: disable SNMP trap mode
Trap Version	Indicates the supported SNMP trap version. Possible versions include: **SNMP v1**: supports SNMP trap version 1 **SNMP v2c**: supports SNMP trap version 2c **SNMP v3**: supports SNMP trap version 3
Trap Community	Indicates the community access string when sending SNMP trap packets. The allowed string length is 0 to 255, and only ASCII characters from 33 to 126 are allowed.

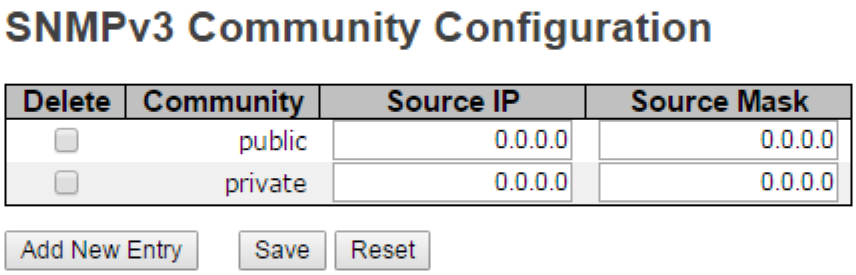
Label	Description
Trap Destination Address	Indicates the SNMP trap destination address
Trap Destination IPv6 Address	Provides the trap destination IPv6 address of this switch. IPv6 address consists of 128 bits represented as eight groups of four hexadecimal digits with a colon separating each field (:). For example, in 'fe80::215:c5ff:fe03:4dc7', the symbol '::' is a special syntax that can be used as a shorthand way of representing multiple 16-bit groups of contiguous zeros; but it can only appear once. It also uses a following legally IPv4 address. For example, '::192.1.2.34'.
Trap Authentication Failure	Indicates the SNMP entity is permitted to generate authentication failure traps. Possible modes include: **Enabled**: enable SNMP trap authentication failure **Disabled**: disable SNMP trap authentication failure
Trap Link-up and Link-down	Indicates the SNMP trap link-up and link-down mode. Possible modes include: **Enabled**: enable SNMP trap link-up and link-down mode **Disabled**: disable SNMP trap link-up and link-down mode
Trap Inform Mode	Indicates the SNMP trap inform mode. Possible modes include: **Enabled**: enable SNMP trap inform mode **Disabled**: disable SNMP trap inform mode
Trap Inform Timeout(seconds)	Configures the SNMP trap inform timeout. The allowed range is 0 to 2147.

Label	Description
Trap Inform Retry Times	Configures the retry times for SNMP trap inform. The allowed range is 0 to 255.

4.8.2 SNMP Community Configurations

This page allows you to configure SNMPv3 community table. The entry index key is **Community**.

Figure 54: SNMPv3 Community Configuration



SNMPv3 Community Configuration

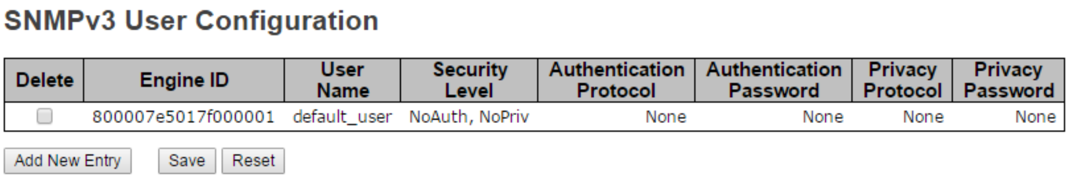
Delete	Community	Source IP	Source Mask
□	public	0.0.0.0	0.0.0.0
□	private	0.0.0.0	0.0.0.0

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Community	Indicates the community access string to permit access to SNMPv3 agent. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.
Source IP	Indicates the SNMP source address
Source Mask	Indicates the SNMP source address mask

4.8.3 SNMP User Configurations

This page allows you to configure SNMPv3 user table. The entry index keys are **Engine ID** and **User Name**.

Figure 55: SNMPv3 User Configuration



SNMPv3 User Configuration

Delete	Engine ID	User Name	Security Level	Authentication Protocol	Authentication Password	Privacy Protocol	Privacy Password
□	800007e5017f000001	default_user	NoAuth, NoPriv	None	None	None	None

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Engine ID	An octet string identifying the engine ID that this entry should belong to. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. The SNMPv3 architecture uses User-based Security Model (USM) for message security and View-based Access Control Model (VACM) for access control. For the USM entry, the **usmUserEngineID** and **usmUserName** are the entry keys. In a simple agent, usmUserEngineID is always that agent's own snmpEngineID value. The value can also take the value of the snmpEngineID of a remote SNMP engine with which this user can communicate. In other words, if user engine ID is the same as system engine ID, then it is local user; otherwise it's remote user.
User Name	A string identifying the user name that this entry should belong to. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.

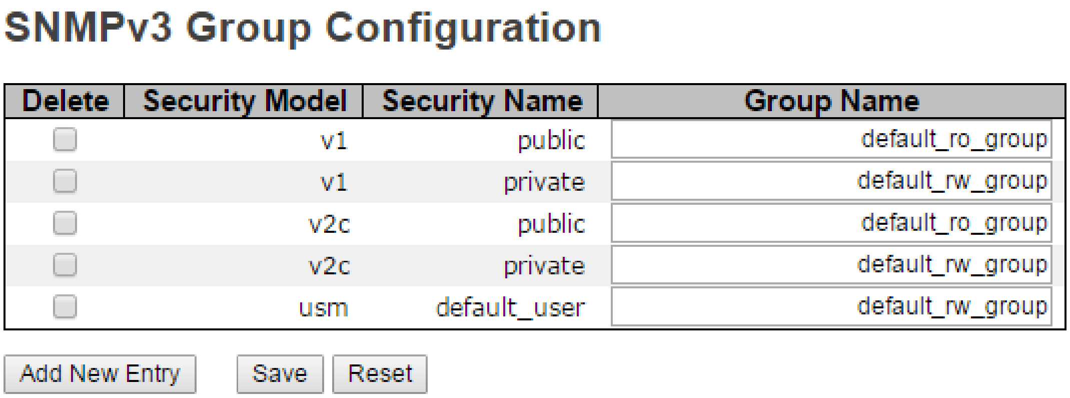
Label	Description
Security Level	Indicates the security model that this entry should belong to. Possible security models include: **NoAuth, NoPriv**: no authentication and no privacy **Auth, NoPriv**: Authentication without privacy **Auth, Priv**: Authentication with privacy The value of security level cannot be modified if the entry already exists, which means the value must be set correctly at the time of entry creation.
Authentication Protocol	Indicates the authentication protocol that this entry should belong to. Possible authentication protocols include: **None**: no authentication protocol **MD5**: an optional flag to indicate that this user is using MD5 authentication protocol **SHA**: an optional flag to indicate that this user is using SHA authentication protocol The value of security level cannot be modified if the entry already exists, which means the value must be set correctly at the time of entry creation.
Authentication Password	A string identifying the authentication pass phrase. For MD5 authentication protocol, the allowed string length is 8 to 32. For SHA authentication protocol, the allowed string length is 8 to 40. Only ASCII characters from 33 to 126 are allowed.
Privacy Protocol	Indicates the privacy protocol that this entry should belong to. Possible privacy protocols include: **None**: no privacy protocol

Label	Description
	DES: an optional flag to indicate that this user is using DES authentication protocol
Privacy Password	A string identifying the privacy pass phrase. The allowed string length is 8 to 32, and only ASCII characters from 33 to 126 are allowed.

4.8.4 SNMP Group Configurations

This page allows you to configure SNMPv3 group table. The entry index keys are **Security Model** and **Security Name**.

Figure 56: SNMPv3 Group Configuration



SNMPv3 Group Configuration

Delete	Security Model	Security Name	Group Name
□	v1	public	default_ro_group
□	v1	private	default_rw_group
□	v2c	public	default_ro_group
□	v2c	private	default_rw_group
□	usm	default_user	default_rw_group

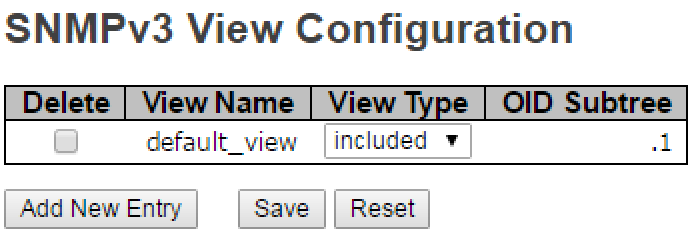
Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Security Model	Indicates the security model that this entry should belong to. Possible security models included: **v1**: Reserved for SNMPv1.

Label	Description
	v2c: Reserved for SNMPv2c. **usm**: User-based Security Model (USM).
Security Name	A string identifying the security name that this entry should belong to. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.

4.8.5 SNMP View Configurations

This page allows you to configure SNMPv3 view table. The entry index keys are **View Name** and **OID Subtree**.

Figure 57: SNMPv3 View Configuration



SNMPv3 View Configuration

Delete	View Name	View Type	OID Subtree
□	default_view	included ▼	.1

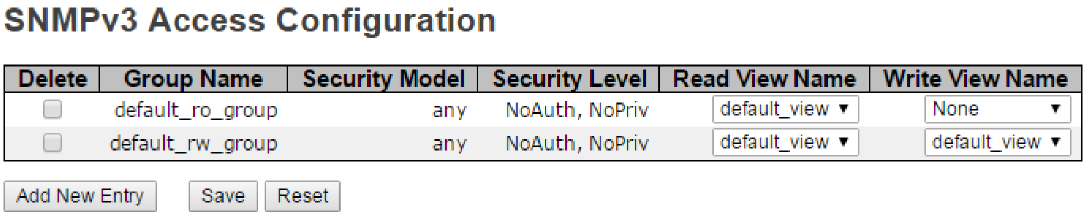
Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.

Label	Description
View Name	A string identifying the view name that this entry should belong to. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.
View Type	Indicates the view type that this entry should belong to. Possible view types include: **Included**: an optional flag to indicate that this view subtree should be included. **Excluded**: An optional flag to indicate that this view subtree should be excluded. Generally, if an entry's view type is **Excluded**, it should exist another entry whose view type is **Included, and** its OID subtree oversteps the **Excluded** entry.
OID Subtree	The OID defining the root of the subtree to add to the named view. The allowed OID length is 1 to 128. The allowed string content is digital number or asterisk (*).

4.8.6 SNMP Access Configurations

This page allows you to configure SNMPv3 access table. The entry index keys are **Group Name**, **Security Model**, and **Security Level**.

Figure 58: SNMPv3 Access Configuration



SNMPv3 Access Configuration

Delete	Group Name	Security Model	Security Level	Read View Name	Write View Name
□	default_ro_group	any	NoAuth, NoPriv	default_view ▼	None ▼
□	default_rw_group	any	NoAuth, NoPriv	default_view ▼	default_view ▼

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.
Security Model	Indicates the security model that this entry should belong to. Possible security models include: **any**: Accepted any security model (v1|v2c|usm). **v1**: Reserved for SNMPv1. **v2c**: Reserved for SNMPv2c. **usm**: User-based Security Model (USM).
Security Level	Indicates the security model that this entry should belong to. Possible security models include: **NoAuth, NoPriv**: no authentication and no privacy **Auth, NoPriv**: Authentication without privacy **Auth, Priv**: Authentication with privacy
Read View Name	The name of the MIB view defining the MIB objects for which this request may request the current values. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.
Write View Name	The name of the MIB view defining the MIB objects for which this request may potentially SET new values. The allowed string length is 1 to 32, and only ASCII characters from 33 to 126 are allowed.

4.9 Traffic Prioritization

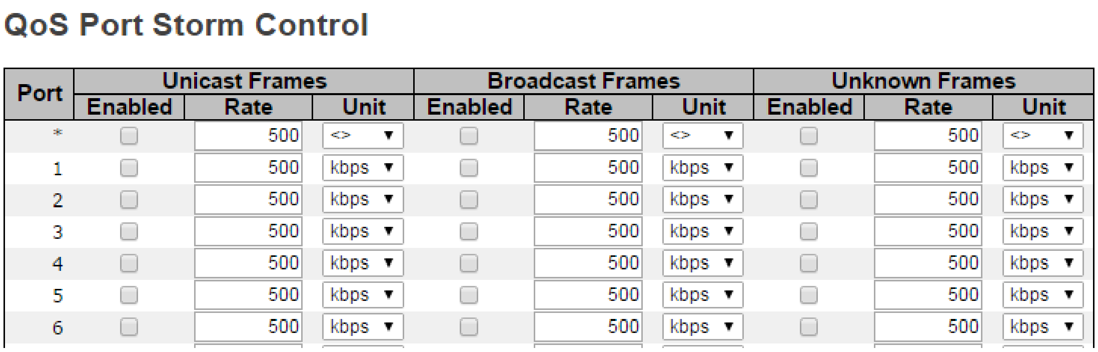
4.9.1 Storm Control

There is a unicast storm rate control, multicast storm rate control, and a broadcast storm rate control. These only affect flooded frames, i.e. frames with a (VLAN ID, DMAC) pair not present on the MAC Address table.

The rate is 2^n, where n is equal to or less than 15, or "No Limit". The unit of the rate can be either pps (packets per second) or kpps (kilopackets per second). The configuration indicates the permitted packet rate for unicast, multicast, or broadcast traffic across the switch.

Note: frames sent to the CPU of the switch are always limited to approximately 4 kpps. For example, broadcasts in the management VLAN are limited to this rate. The management VLAN is configured on the IP setup page.

Figure 59: QoS Port Storm Control



QoS Port Storm Control

Port	Unicast Frames			Broadcast Frames			Unknown Frames		
	Enabled	Rate	Unit	Enabled	Rate	Unit	Enabled	Rate	Unit
*	☐	500	<> ▾	☐	500	<> ▾	☐	500	<> ▾
1	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾
2	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾
3	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾
4	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾
5	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾
6	☐	500	kbps ▾	☐	500	kbps ▾	☐	500	kbps ▾

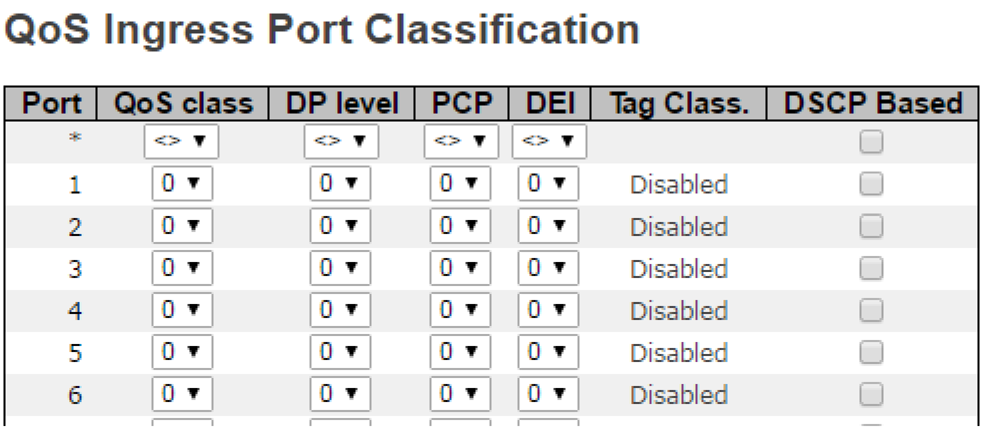
Label	Description
Port	The port number for which the configuration below applies.
Enable	Controls whether the storm control is enabled on this switch port.
Rate	Controls the rate for the storm control. The default value is 500. This value is restricted to 100-1000000 when the "Unit" is "kbps" or

Label	Description
	"fps", and it is restricted to 1-13200 when the "Unit" is "Mbps" or "kfps".
Unit	Controls the unit of measure for the storm control rate as kbps, Mbps, fps or kfps . The default value is "kbps".

4.9.2 Port Classification

QoS is an acronym for Quality of Service. It is a method to achieve efficient bandwidth utilization between individual applications or protocols.

Figure 60: QoS Ingress Port Classification



QoS Ingress Port Classification

Port	QoS class	DP level	PCP	DEI	Tag Class.	DSCP Based
*	<> ▼	<> ▼	<> ▼	<> ▼		□
1	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□
2	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□
3	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□
4	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□
5	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□
6	0 ▼	0 ▼	0 ▼	0 ▼	Disabled	□

Label	Description
Port	The port number for which the configuration below applies
QoS Class	Controls the default QoS class

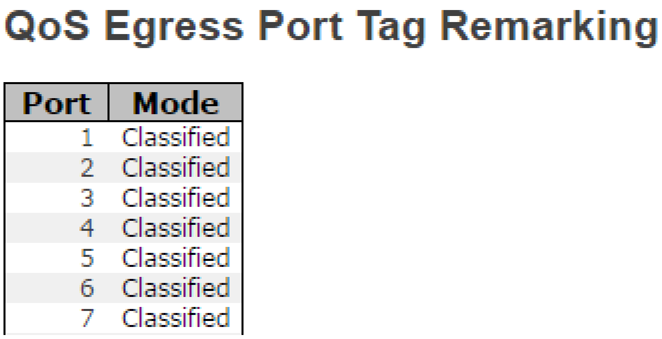
Label	Description
	All frames are classified to a QoS class. There is a one to one mapping between QoS class, queue, and priority. A QoS class of 0 (zero) has the lowest priority. If the port is VLAN aware and the frame is tagged, then the frame is classified to a QoS class that is based on the PCP value in the tag as shown below. Otherwise the frame is classified to the default QoS class. PCP value: 0 1 2 3 4 5 6 7 QoS class: 1 0 2 3 4 5 6 7 If the port is VLAN aware, the frame is tagged, and Tag Class is enabled, then the frame is classified to a QoS class that is mapped from the PCP and DEI value in the tag. Otherwise the frame is classified to the default QoS class. The classified QoS class can be overruled by a QCL entry. Note: if the default QoS class has been dynamically changed, then the actual default QoS class is shown in parentheses after the configured default QoS class.
DP level	Controls the default Drop Precedence Level All frames are classified to a DP level. If the port is VLAN aware and the frame is tagged, then the frame is classified to a DP level that is equal to the DEI value in the tag. Otherwise the frame is classified to the default DP level. If the port is VLAN aware, the frame is tagged, and Tag Class is enabled, then the frame is classified to a DP level that is mapped from the PCP and DEI value in the tag. Otherwise the frame is classified to the default DP level. The classified DP level can be overruled by a QCL entry.

Label	Description
PCP	Controls the default PCP value All frames are classified to a PCP value. If the port is VLAN aware and the frame is tagged, then the frame is classified to the PCP value in the tag. Otherwise the frame is classified to the default PCP value.
DEI	Controls the default DEI value All frames are classified to a DEI value. If the port is VLAN aware and the frame is tagged, then the frame is classified to the DEI value in the tag. Otherwise the frame is classified to the default DEI value.
Tag Class	Shows the classification mode for tagged frames on this port **Disabled**: Use default QoS class and DP level for tagged frames **Enabled**: Use mapped versions of PCP and DEI for tagged frames Click on the mode to configure the mode and/or mapping Note: this setting has no effect if the port is VLAN unaware. Tagged frames received on VLAN-unaware ports are always classified to the default QoS class and DP level.
DSCP Based	Click to enable DSCP Based QoS Ingress Port Classification

4.9.3 Port Tag Remaking

This page provides an overview of QoS Egress Port Tag Remarking for all switch ports.

Figure 61: QoS Egress Port Tag Remarking



QoS Egress Port Tag Remarking

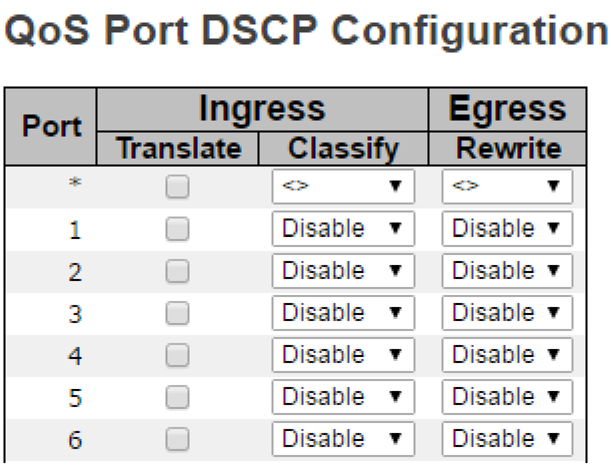
Port	Mode
1	Classified
2	Classified
3	Classified
4	Classified
5	Classified
6	Classified
7	Classified

Label	Description
Port	The switch port number to which the following settings will be applied. Click on the port number to configure tag remarking
Mode	Shows the tag remarking mode for this port **Classified**: use classified PCP/DEI values **Default**: use default PCP/DEI values **Mapped**: use mapped versions of QoS class and DP level

4.9.4 Port DSCP

This page allows you to configure basic QoS Port DSCP settings for all switch ports.

Figure 62: QoS Port DSCP Configuration



QoS Port DSCP Configuration

Port	Ingress		Egress
	Translate	Classify	Rewrite
*	□	<> ▼	<> ▼
1	□	Disable ▼	Disable ▼
2	□	Disable ▼	Disable ▼
3	□	Disable ▼	Disable ▼
4	□	Disable ▼	Disable ▼
5	□	Disable ▼	Disable ▼
6	□	Disable ▼	Disable ▼

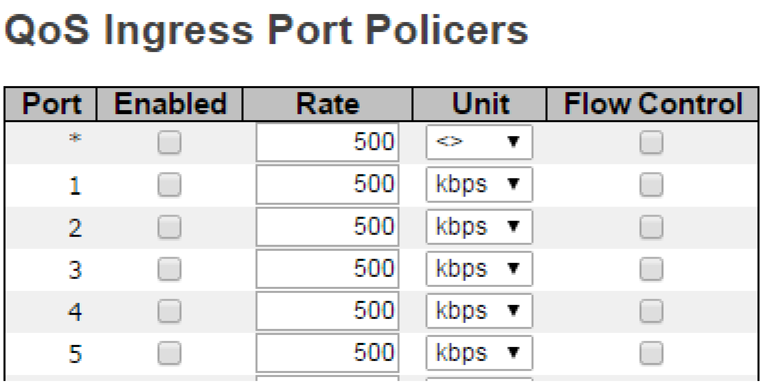
Label	Description
Port	Shows the list of ports for which you can configure DSCP Ingress and Egress settings.
Ingress	In **Ingress** settings you can change ingress translation and classification settings for individual ports. There are two configuration parameters available in Ingress: 1. Translate 2. Classify
1. Translate	Check to enable ingress translation
2. Classify	Classification has 4 different values.

Label	Description
	Disable: no Ingress DSCP classification **DSCP=0**: classify if incoming (or translated if enabled) DSCP is 0. **Selected**: classify only selected DSCP whose classification is enabled as specified in **DSCP Translation** window for the specific DSCP. **All**: classify all DSCP
Egress	Port egress rewriting can be one of the following options: **Disable**: no Egress rewrite **Enable**: rewrite enabled without remapping **Remap DP Unaware**: DSCP from the analyzer is remapped and the frame is remarked with a remapped DSCP value. The remapped DSCP value is always taken from the '**DSCP Translation->Egress Remap DP0**' table. **Remap DP Aware**: DSCP from the analyzer is remapped and the frame is remarked with a remapped DSCP value. Depending on the DP level of the frame, the remapped DSCP value is either taken from the '**DSCP Translation->Egress Remap DP0**' table or from the '**DSCP Translation->Egress Remap DP1**' table.

4.9.5 Port Policing

This page allows you to configure Policer settings for all switch ports.

Figure 63: QoS Ingress Port Policers



QoS Ingress Port Policers

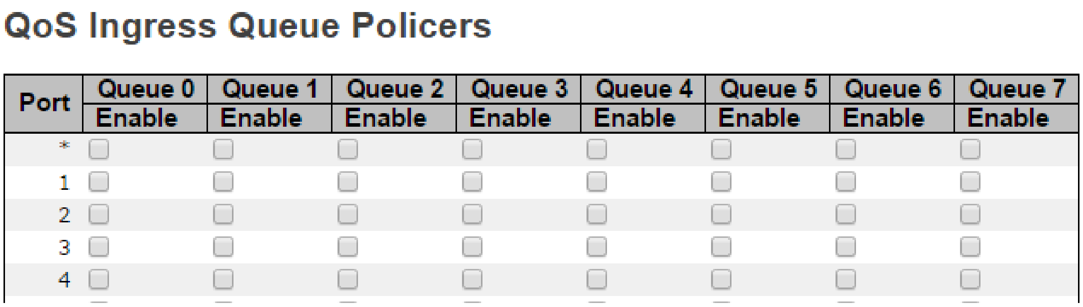
Port	Enabled	Rate	Unit	Flow Control
*	□	500	<> ▼	□
1	□	500	kbps ▼	□
2	□	500	kbps ▼	□
3	□	500	kbps ▼	□
4	□	500	kbps ▼	□
5	□	500	kbps ▼	□

Label	Description
Port	The port number for which the configuration below applies
Enable	Check to enable the policer for individual switch ports
Rate	Configures the rate of each policer. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit** is **kbps** or **fps**, and is restricted to 1 to 3300 when the **Unit** is **Mbps** or **kfps**.
Unti	Configures the unit of measurement for each policer rate as **kbps**, **Mbps**, **fps**, or **kfps**. The default value is **kbps**.
Flow Control	If **Flow Control** is enabled and the port is in **Flow Control** mode, then pause frames are sent instead of being discarded.

4.9.6 Queue Policing

This page allows you to configure Queue Policer settings for all switch ports.

Figure 64: QoS Ingress Queue Policers



QoS Ingress Queue Policers

Port	Queue 0	Queue 1	Queue 2	Queue 3	Queue 4	Queue 5	Queue 6	Queue 7
	Enable	Enable	Enable	Enable	Enable	Enable	Enable	Enable
*	□	□	□	□	□	□	□	□
1	□	□	□	□	□	□	□	□
2	□	□	□	□	□	□	□	□
3	□	□	□	□	□	□	□	□
4	□	□	□	□	□	□	□	□

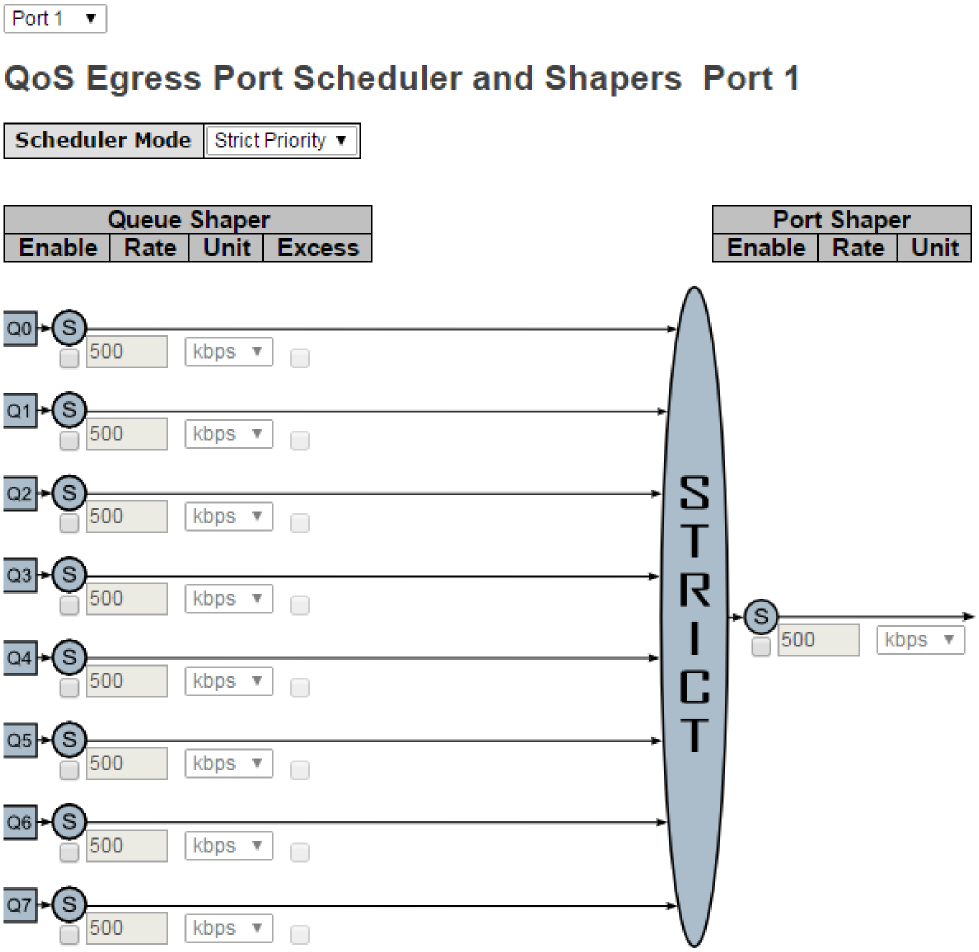
Label	Description
Port	The port number for which the configuration below applies.
Enable(E)	Check to enable queue policer for individual switch ports
Rate	Configures the rate of each queue policer. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit** is **kbps**, and is restricted to 1 to 3300 when the **Unit** is **Mbps**. This field is only shown if at least one of the queue policers is enabled.
Unit	Configures the unit of measurement for each queue policer rate as kbps or Mbps. The default value is **kbps**. This field is only shown if at least one of the queue policers is enabled.

4.9.7 QoS Egress Port Scheduler and Shapers

This page allows you to configure Scheduler and Shapers for a specific port.

Strict Priority

Figure 65: QoS Egress Oirt Scheduler and Shapers Port 1



Port 1 ▼

QoS Egress Port Scheduler and Shapers Port 1

Scheduler Mode: Strict Priority ▼

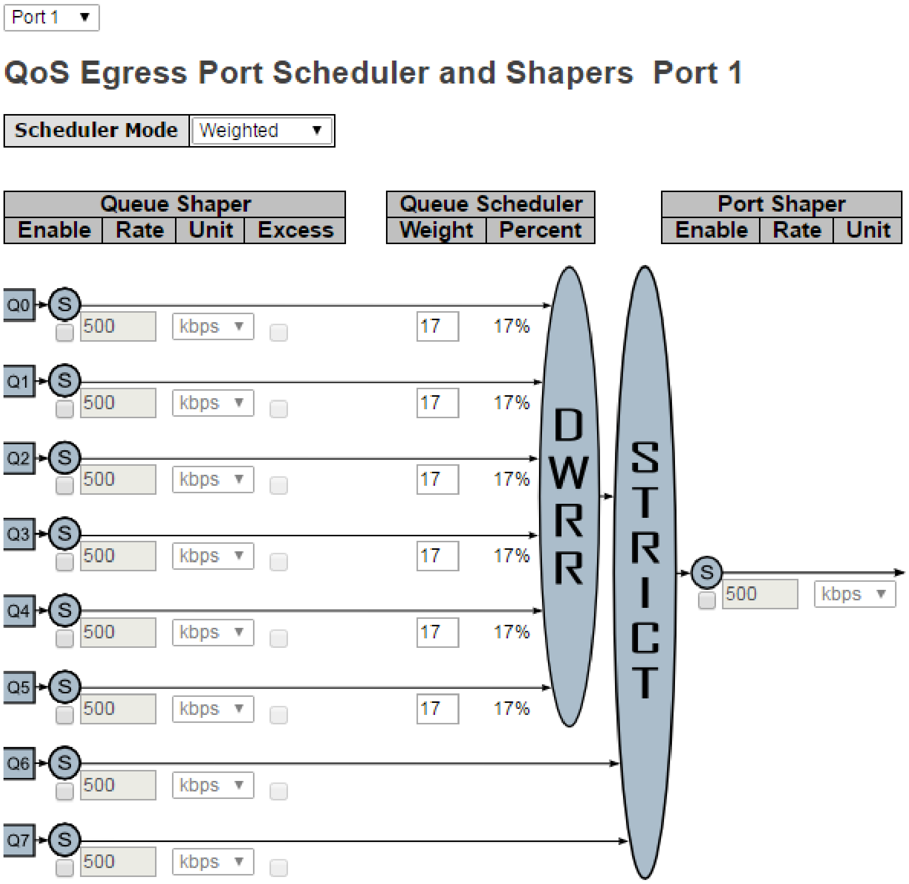
Queue Shaper				
Queue	Enable	Rate	Unit	Excess
Q0	□	500	kbps ▼	□
Q1	□	500	kbps ▼	□
Q2	□	500	kbps ▼	□
Q3	□	500	kbps ▼	□
Q4	□	500	kbps ▼	□
Q5	□	500	kbps ▼	□
Q6	□	500	kbps ▼	□
Q7	□	500	kbps ▼	□

Port Shaper		
Enable	Rate	Unit
□	500	kbps ▼

Label	Description
Scheduler Mode	Controls whether the scheduler mode is **Strict Priority** or **Weighted** on this switch port
Queue Shaper Enable	Check to enable queue shaper for individual switch ports
Queue Shaper Rate	Configures the rate of each queue shaper. The default value is **500**. This value is restricted to 100 to 1000000 whn the **Unit** is **kbps**", and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Queues Shaper Unit	Configures the rate for each queue shaper. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit** is **kbps**, and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Queue Shaper Excess	Allows the queue to use excess bandwidth
Port Shaper Enable	Check to enable port shaper for individual switch ports
Port Shaper Rate	Configures the rate of each port shaper. The default value is **500** This value is restricted to 100 to 1000000 when the **Unit** is **kbps**, and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Port Shaper Unit	Configures the unit of measurement for each port shaper rate as **kbps** or **Mbps**. The default value is **kbps**.

Weighted

Figure 66: QoS Egress Port Scheduler and Shapers Port 1



Port 1 ▼

QoS Egress Port Scheduler and Shapers Port 1

Scheduler Mode: Weighted ▼

Queue	Queue Shaper Enable	Queue Shaper Rate	Queue Shaper Unit	Queue Shaper Excess	Queue Scheduler Weight	Queue Scheduler Percent
Q0	□	500	kbps ▼	□	17	17%
Q1	□	500	kbps ▼	□	17	17%
Q2	□	500	kbps ▼	□	17	17%
Q3	□	500	kbps ▼	□	17	17%
Q4	□	500	kbps ▼	□	17	17%
Q5	□	500	kbps ▼	□	17	17%
Q6	□	500	kbps ▼	□		
Q7	□	500	kbps ▼	□		

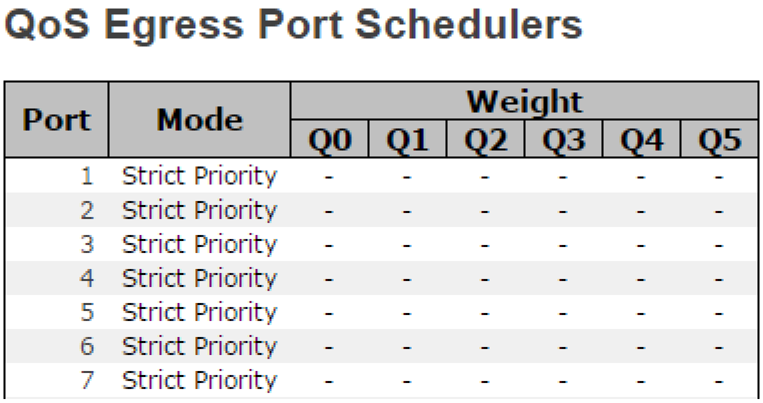
Port Shaper Enable	Port Shaper Rate	Port Shaper Unit
□	500	kbps ▼

Label	Description
Scheduler Mode	Controls whether the scheduler mode is **Strict Priority** or **Weighted** on this switch port
Queue Shaper Enable	Check to enable queue shaper for individual switch ports
Queue Shaper Rate	Configures the rate of each queue shaper. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit** is **kbps**, and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Queues Shaper Unit	Configures the rate of each queue shaper. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit**" is **kbps**, and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Queue Shaper Excess	Allows the queue to use excess bandwidth
Queue Scheduler Weight	Configures the weight of each queue. The default value is **17**. This value is restricted to 1 to 100. This parameter is only shown if **Scheduler Mode** is set to **Weighted**.
Queue Scheduler Percent	Shows the weight of the queue in percentage. This parameter is only shown if **Scheduler Mode** is set to **Weighted**.
Port Shaper Enable	Check to enable port shaper for individual switch ports
Port Shaper Rate	Configures the rate of each port shaper. The default value is **500**. This value is restricted to 100 to 1000000 when the **Unit** is **kbps**, and it is restricted to 1 to 3300 when the **Unit** is **Mbps**.
Port Shaper Unit	Configures the unit of measurement for each port shaper rate as **kbps** or **Mbps**. The default value is **kbps**.

4.9.8 Port Scheduled

This page provides an overview of QoS Egress Port Schedulers for all switch ports.

Figure 67: QoS Egress Port Schedulers



QoS Egress Port Schedulers

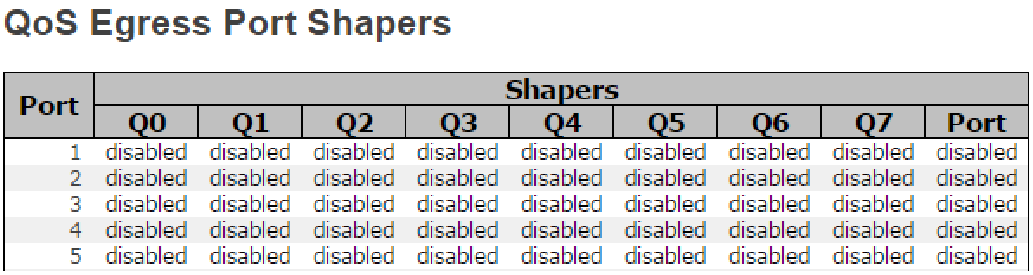
Port	Mode	Weight					
		Q0	Q1	Q2	Q3	Q4	Q5
1	Strict Priority	-	-	-	-	-	-
2	Strict Priority	-	-	-	-	-	-
3	Strict Priority	-	-	-	-	-	-
4	Strict Priority	-	-	-	-	-	-
5	Strict Priority	-	-	-	-	-	-
6	Strict Priority	-	-	-	-	-	-
7	Strict Priority	-	-	-	-	-	-

Label	Description
Port	The switch port number to which the following settings will be applied. Click on the port number to configure the schedulers
Mode	Shows the scheduling mode for this port
Qn	Shows the weight for this queue and port

4.9.9 Port Shaping

This page provides an overview of QoS Egress Port Shapers for all switch ports.

Figure 68: QoS Egress Port Shapers



QoS Egress Port Shapers

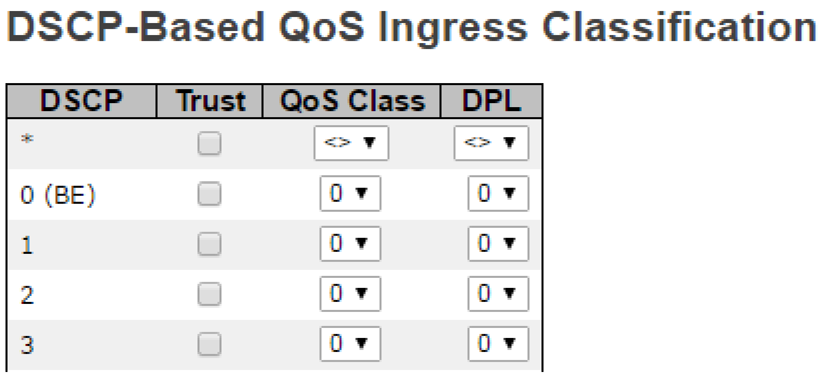
Port	Shapers								
	Q0	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Port
1	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled
2	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled
3	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled
4	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled
5	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled	disabled

Label	Description
Port	The switch port number to which the following settings will be applied. Click on the port number to configure the shapers
Mode	Shows **disabled** or actual queue shaper rate - e.g. "800 Mbps"
Qn	Shows **disabled** or actual port shaper rate - e.g. "800 Mbps"

4.9.10 DSCP Based QoS

This page allows you to configure basic QoS DSCP-based QoS Ingress Classification settings for all switches.

Figure 69: DSCP-Based QoS Ingress Classification



DSCP-Based QoS Ingress Classification

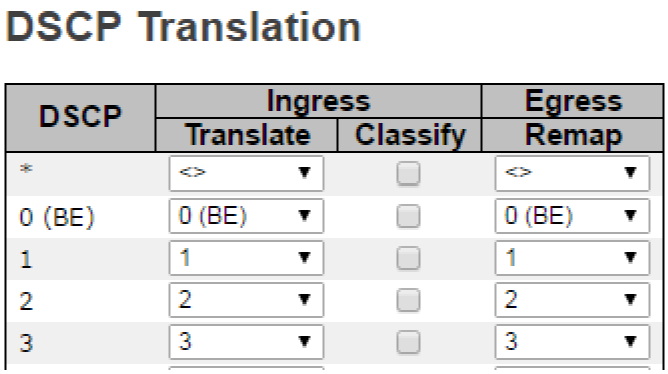
DSCP	Trust	QoS Class	DPL
*	□	<> ▼	<> ▼
0 (BE)	□	0 ▼	0 ▼
1	□	0 ▼	0 ▼
2	□	0 ▼	0 ▼
3	□	0 ▼	0 ▼

Label	Description
DSCP	Maximum number of supported DSCP values is 64
Trust	Check to trust a specific DSCP value. Only frames with trusted DSCP values are mapped to a specific QoS class and drop precedence level. Frames with untrusted DSCP values are treated as a non-IP frame.
QoS Class	QoS class value can be any number from 0-7.
DPL	Drop Precedence Level (0-1)

4.9.11 DSCP Translation

This page allows you to configure basic QoS DSCP translation settings for all switches. DSCP translation can be done in **Ingress** or **Egress**.

Figure 70: DSCP Translation



DSCP Translation

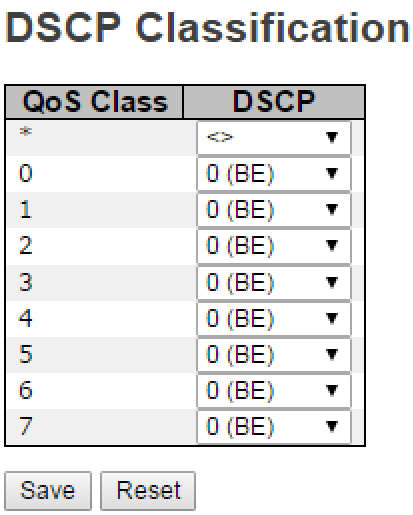
DSCP	Ingress		Egress
	Translate	Classify	Remap
*	<> ▼	□	<> ▼
0 (BE)	0 (BE) ▼	□	0 (BE) ▼
1	1 ▼	□	1 ▼
2	2 ▼	□	2 ▼
3	3 ▼	□	3 ▼

Label	Description
DSCP	Maximum number of supported DSCP values is 64 and valid DSCP value ranges from 0 to 63.
Ingress	Ingress DSCP can be first translated to new DSCP before using the DSCP for QoS class and DPL map. There are two configuration parameters for DSCP Translation - 1. **Translate:** DSCP can be translated to any of (0-63) DSCP values. 2. **Classify:** check to enable ingress classification
Egress	Configurable engress parameters include; **Remap DP0**: controls the remapping for frames with DP level 0. You can select the DSCP value from a selected menu to which you want to remap. DSCP value ranges form 0 to 63. **Remap DP1**: controls the remapping for frames with DP level 1. You can select the DSCP value from a selected menu to which you want to remap. DSCP value ranges form 0 to 63.

4.9.12 DSCP Classification

This page allows you to configure the mapping of QoS class and Drop Precedence Level to DSCP value.

Figure 71: DSCP Classification



DSCP Classification

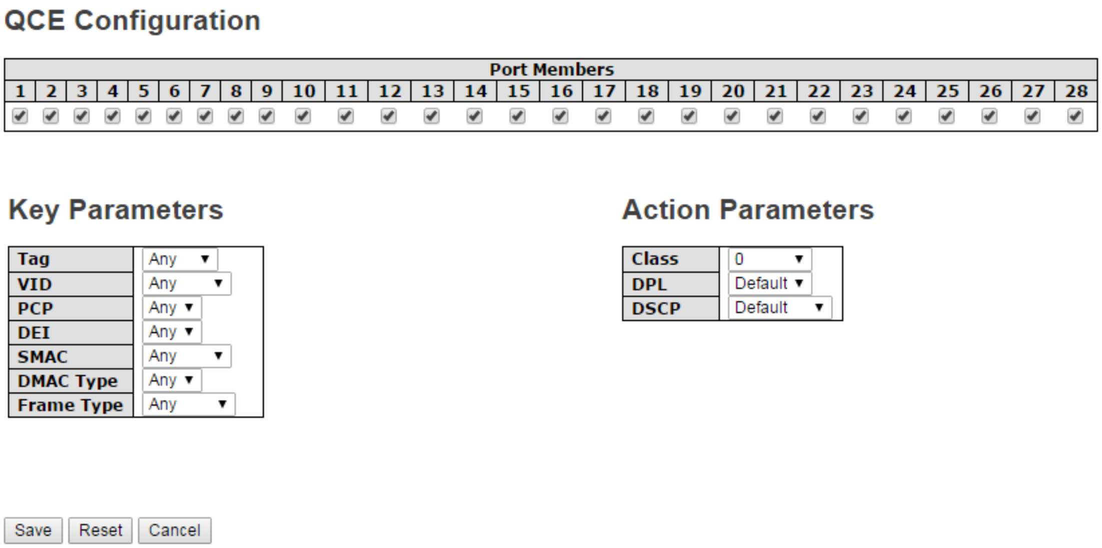
QoS Class	DSCP
*	<> ▼
0	0 (BE) ▼
1	0 (BE) ▼
2	0 (BE) ▼
3	0 (BE) ▼
4	0 (BE) ▼
5	0 (BE) ▼
6	0 (BE) ▼
7	0 (BE) ▼

Label	Description
QoS Class	Actual QoS class
DPL	Actual Drop Precedence Level
DSCP	Select the classified DSCP value (0-63)

4.9.13 QoS Control List

This page allows you to edit or insert a single QoS control entry at a time. A QCE consists of several parameters. These parameters vary with the frame type you select.

Figure 72: QCE Configuration



QCE Configuration

Port Members																											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑

Key Parameters

Tag	Any ▾
VID	Any ▾
PCP	Any ▾
DEI	Any ▾
SMAC	Any ▾
DMAC Type	Any ▾
Frame Type	Any ▾

Action Parameters

Class	0 ▾
DPL	Default ▾
DSCP	Default ▾

Label	Description
Port Members	Check to include the port in the QCL entry. By default, all ports are included.
Key Parameters	Key configurations include: Tag: value of tag, can be Any, Untag or Tag. VID: valid value of VLAN ID, can be any value from 1 to 4095 Any: user can enter either a specific value or a range of VIDs. PCP: Priority Code Point, can be specific numbers (0, 1, 2, 3, 4, 5, 6, 7), a range (0-1, 2-3, 4-5, 6-7, 0-3, 4-7) or Any DEI: Drop Eligible Indicator, can be any of values between 0 and 1 or Any SMAC: Source MAC Address, can be 24 MS bits (OUI) or Any DMAC Type: Destination MAC type, can be unicast (UC), multicast (MC), broadcast (BC) or Any

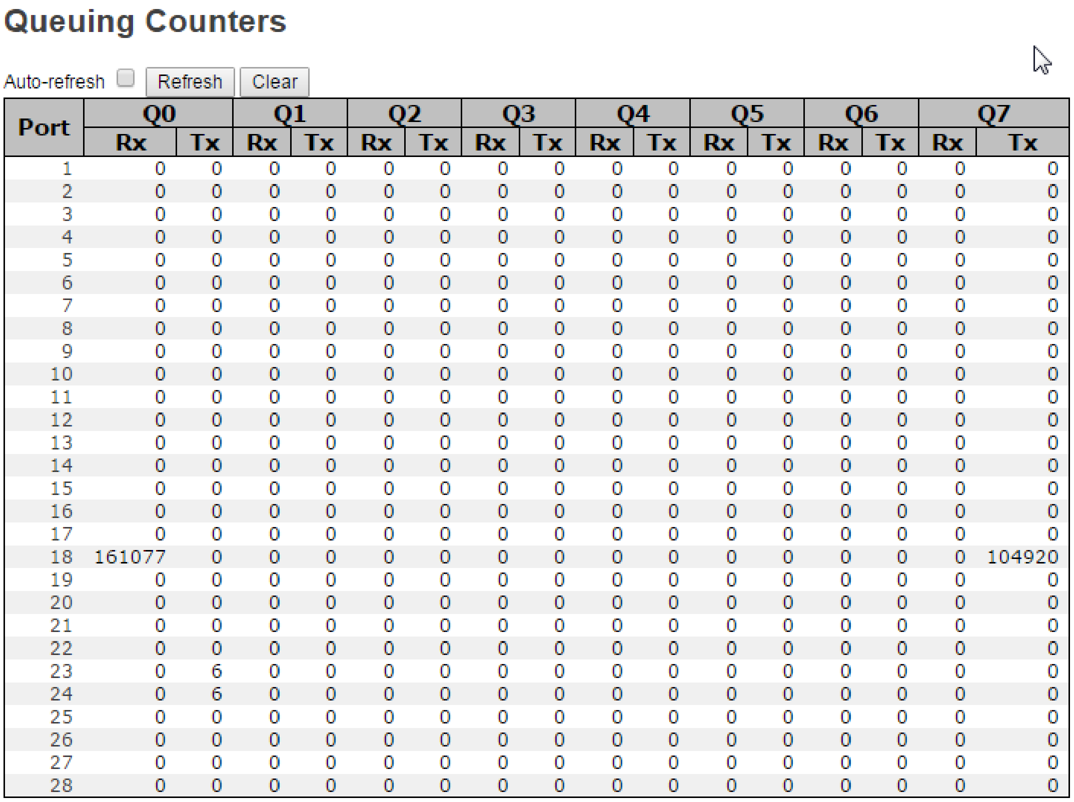
Label	Description
	Frame Type can be the following values: Any Ethernet LLC SNAP IPv4 IPv6 Note: all frame types are explained below.
Any	Allow all types of frames
Ethernet	Valid Ethernet values can range from 0x600 to 0xFFFF or Any' but excluding 0x800(IPv4) and 0x86DD (IPv6). The default value is Any.
LLC	SSAP Address: valid SSAP (Source Service Access Point) values can range from 0x00 to 0xFF or Any. The default value is Any. DSAP Address: valid DSAP (Destination Service Access Point) values can range from 0x00 to 0xFF or Any. The default value is Any. Control Valid Control: valid values can range from 0x00 to 0xFF or Any. The default value is Any.
SNAP	PID: valid PID (a.k.a ethernet type) values can range from 0x00 to 0xFFFF or Any. The default value is Any.
IPv4	Protocol IP Protocol Number: (0-255, TCP or UDP) or Any Source IP: specific Source IP address in value/mask format or Any. IP and mask are in the format of x.y.z.w where x, y, z, and w are decimal numbers between

Label	Description
	0 and 255. When the mask is converted to a 32-bit binary string and read from left to right, all bits following the first zero must also be zero. DSCP (Differentiated Code Point): can be a specific value, a range, or Any. DSCP values are in the range 0-63 including BE, CS1-CS7, EF or AF11-AF43. IP Fragment: Ipv4 frame fragmented options include 'yes', 'no', and 'any'. Sport Source TCP/UDP Port: (0-65535) or Any, specific value or port range applicable for IP protocol UDP/TCP Dport Destination TCP/UDP Port: (0-65535) or Any, specific value or port range applicable for IP protocol UDP/TCP
IPv6	Protocol IP protocol number: (0-255, TCP or UDP) or Any Source IP IPv6 source address: (a.b.c.d) or Any, 32 LS bits DSCP (Differentiated Code Point): can be a specific value, a range, or Any. DSCP values are in the range 0-63 including BE, CS1-CS7, EF or AF11-AF43. Sport Source TCP/UDP port: (0-65535) or Any, specific value or port range applicable for IP protocol UDP/TCP Dport Destination TCP/UDP port: (0-65535) or Any, specific value or port range applicable for IP protocol UDP/TCP
Action Parameters	Class QoS class: (0-7) or Default Valid Drop Precedence Level value can be (0-1) or Default. Valid DSCP value can be (0-63, BE, CS1-CS7, EF or AF11-AF43) or Default. Default means that the default classified value is not modified by this QCE.

4.9.14 QoS Counters

This page provides the statistics of individual queues for all switch ports.

Figure 73: Queuing Counters



Queuing Counters

Auto-refresh □ Refresh Clear

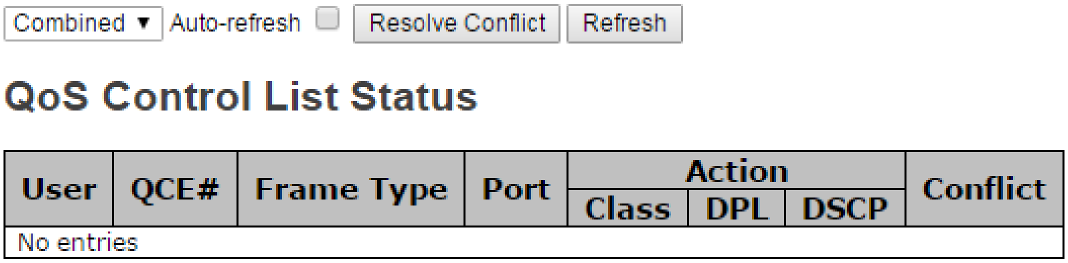
Port	Q0		Q1		Q2		Q3		Q4		Q5		Q6		Q7	
	Rx	Tx	Rx	Tx	Rx	Tx	Rx	Tx	Rx	Tx	Rx	Tx	Rx	Tx	Rx	Tx
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	161077	0	0	0	0	0	0	0	0	0	0	0	0	0	0	104920
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23	0	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24	0	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
28	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Label	Description
Port	The switch port number to which the following settings will be applied.
Qn	There are 8 QoS queues per port. Q0 is the lowest priority
Rx / Tx	The number of received and transmitted packets per queue

4.9.15 QCL Status

This page shows the QCL status by different QCL users. Each row describes the QCE that is defined. It is a conflict if a specific QCE is not applied to the hardware due to hardware limitations. The maximum number of QCEs is 256 on each switch.

Figure 74: QoS Control List Status



QoS Control List Status

User	QCE#	Frame Type	Port	Action			Conflict
				Class	DPL	DSCP	
No entries							

Label	Description
User	Indicates the QCL user
QCE#	Indicates the index of QCE
Frame Type	Indicates the type of frame to look for incoming frames. Possible frame types are: **Any**: the QCE will match all frame type. **Ethernet**: Only Ethernet frames (with Ether Type 0x600-0xFFFF) are allowed. **LLC**: Only (LLC) frames are allowed. **SNAP**: Only (SNAP) frames are allowed. **IPv4**: the QCE will match only IPV4 frames. **IPv6**: the QCE will match only IPV6 frames.

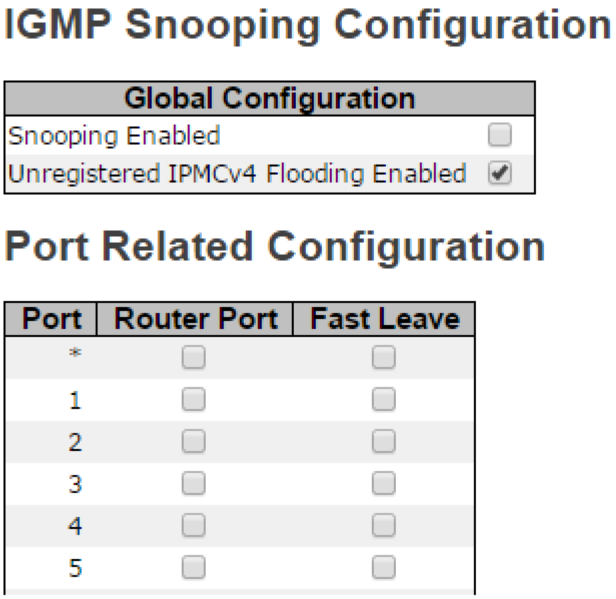
Label	Description
Port	Indicates the list of ports configured with the QCE.
Action	Indicates the classification action taken on ingress frame if parameters configured are matched with the frame's content. There are three action fields: **Class**, **DPL**, and **DSCP**. **Class**: Classified QoS; if a frame matches the QCE, it will be put in the queue. **DPL**: Drop Precedence Level; if a frame matches the QCE, then DP level will set to a value displayed under DPL column. **DSCP**: if a frame matches the QCE, then DSCP will be classified with the value displayed under DSCP column.
Conflict	Displays the conflict status of QCL entries. As hardware resources are shared by multiple applications, resources required to add a QCE may not be available. In that case, it shows conflict status as **Yes**, otherwise it is always **No**. Please note that conflict can be resolved by releasing the hardware resources required to add the QCL entry by pressing **Resolve Conflict** button**.**

4.10 Multicast

4.10.1 IGMP Snooping

This page provides IGMP Snooping related configurations.

Figure 75: IGMP Snooping



IGMP Snooping Configuration

Global Configuration	
Snooping Enabled	□
Unregistered IPMCv4 Flooding Enabled	☑

Port Related Configuration

Port	Router Port	Fast Leave
*	□	□
1	□	□
2	□	□
3	□	□
4	□	□
5	□	□

Label	Description
Snooping Enabled	Check to enable global IGMP snooping
Unregistered IPMCv4Flooding enabled	Check to enable unregistered IPMC traffic flooding
Router Port	Specifies which ports act as router ports. A router port is a port on the Ethernet switch that leads towards the Layer 3 multicast device or IGMP querier.

	If an aggregation member port is selected as a router port, the whole aggregation will act as a router port.
Fast Leave	Check to enable fast leave on the port

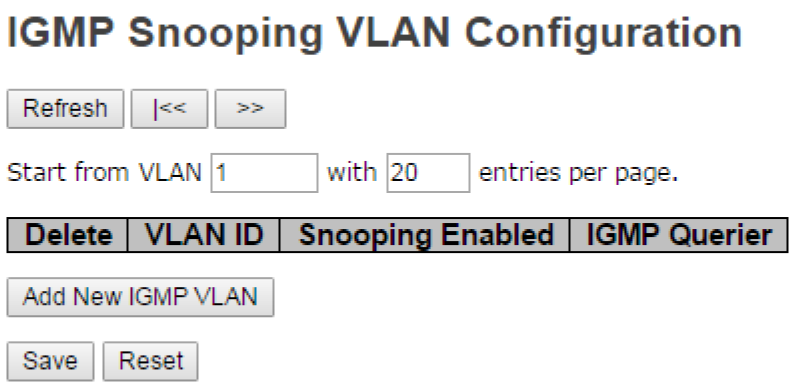
4.10.2 VLAN Configurations of IGMP Snooping

Each page shows up to 99 entries from the VLAN table, with a default value of 20, selected by the **Entries Per Page** input field. When first visited, the web page will show the first 20 entries from the beginning of the VLAN Table. The first displayed will be the one with the lowest VLAN ID found in the VLAN Table.

The **VLAN** input field allows the user to select the starting point in the VLAN Table. Clicking the **Refresh** button will update the displayed table starting from that or the next closest VLAN Table match.

The **>>** will use the last entry of the currently displayed entry as a basis for the next lookup. When the end is reached, the text **No more entries** is shown in the displayed table. Use the **|<<** button to start over.

Figure 76: IGMP Snooping VLAN Configuration



IGMP Snooping VLAN Configuration

Start from VLAN 1 with 20 entries per page.

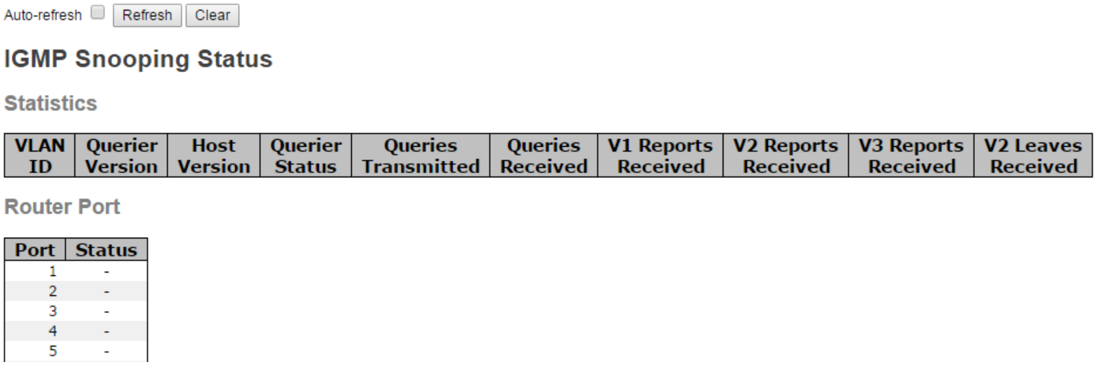
Delete	VLAN ID	Snooping Enabled	IGMP Querier

Label	Description
Delete	Check to delete the entry. The designated entry will be deleted during the next save.
VLAN ID	The VLAN ID of the entry
IGMP Snooping Enable	Check to enable IGMP snooping for individual VLAN. Up to 32 VLANs can be selected.
IGMP Querier	Check to enable the IGMP Querier in the VLAN

4.8.1 IGMP Snooping Status

This page provides IGMP snooping status.

Figure 77: IGMP Snooping Status



IGMP Snooping Status

Statistics

VLAN ID	Querier Version	Host Version	Querier Status	Queries Transmitted	Queries Received	V1 Reports Received	V2 Reports Received	V3 Reports Received	V2 Leaves Received

Router Port

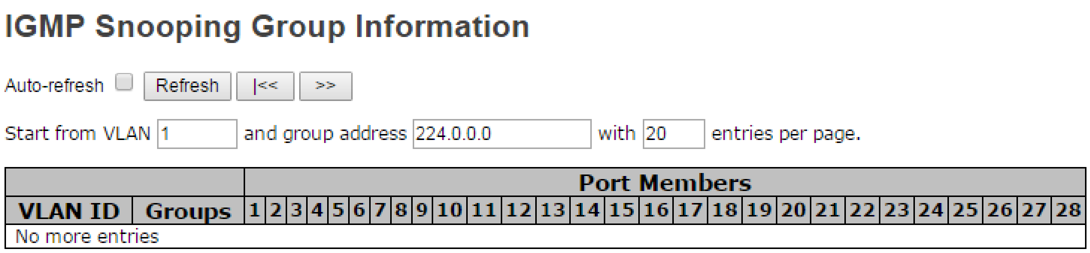
Port	Status
1	-
2	-
3	-
4	-
5	-

Label	Description
VLAN ID	The VLAN ID of the entry
Querier Version	Active Querier version
Host Version	Active Host version
Querier Status	Shows the Querier status as **ACTIVE** or **IDLE**
Querier Receive	The number of transmitted Querier
V1 Reports Receive	The number of received V1 reports
V2 Reports Receive	The number of received V2 reports
V3 Reports Receive	The number of received V3 reports
V2 Leave Receive	The number of received V2 leave packets
Refresh	Click to refresh the page immediately
Clear	Clear all statistics counters
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals
Port	Switch port number
Status	Indicates whether a specific port is a router port or not

4.10.3 Groups Information of IGMP Snooping

Entries in the **IGMP Group Table** are shown on this page. The **IGMP Group Table** is sorted first by VLAN ID, and then by group.

Figure 78: IGMP Snooping Group Information



IGMP Snooping Group Information

Auto-refresh □

Start from VLAN 1 and group address 224.0.0.0 with 20 entries per page.

		Port Members																											
VLAN ID	Groups	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
No more entries																													

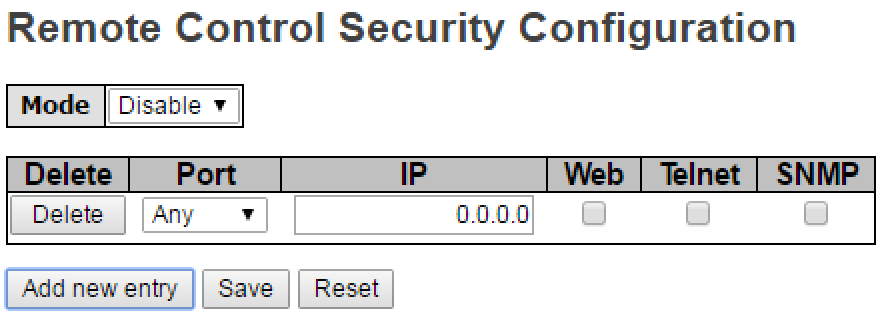
Label	Description
VLAN ID	The VLAN ID of the group
Groups	The group address of the group displayed
Port Members	Ports under this group

Section 5: Security

5.1 Remote Control Security Configurations

Remote Control Security allows you to limit the remote access to the management interface. When enabled, requests of the client which is not in the allow list will be rejected.

Figure 79: Remote Control Security Configuration



Remote Control Security Configuration

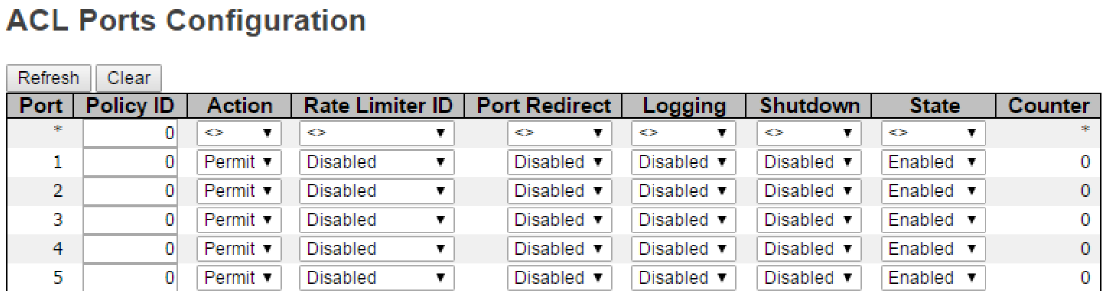
Mode	Disable ▼

Delete	Port	IP	Web	Telnet	SNMP
Delete	Any ▼	0.0.0.0	□	□	□

Label	Description
Port	Port number of the remote client
IP Address	IP address of the remote client. **0.0.0.0** means "any IP".
Web	Check to enable management via a Web interface
Telnet	Check to enable management via a Telnet interface
SNMP	Check to enable management via a SNMP interface
Delete	Check to delete entries

5.2 ACL Ports

This page allows you to configure the ACL parameters (ACE) of each switch port. These parameters will affect frames received on a port unless the frame matches a specific ACE.



ACL Ports Configuration

Refresh | Clear

Port	Policy ID	Action	Rate Limiter ID	Port Redirect	Logging	Shutdown	State	Counter
*	0	<>	<>	<>	<>	<>	<>	*
1	0	Permit	Disabled	Disabled	Disabled	Disabled	Enabled	0
2	0	Permit	Disabled	Disabled	Disabled	Disabled	Enabled	0
3	0	Permit	Disabled	Disabled	Disabled	Disabled	Enabled	0
4	0	Permit	Disabled	Disabled	Disabled	Disabled	Enabled	0
5	0	Permit	Disabled	Disabled	Disabled	Disabled	Enabled	0

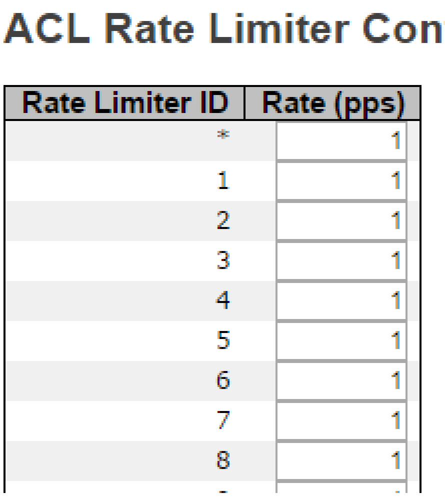
Label	Description
Port	The switch port number to which the following settings will be applied
Policy ID	Select to apply a policy to the port. The allowed values are 1 to 8. The default value is 1.
Action	Select to Permit to permit or Deny to deny forwarding. The default value is Permit.
Rate Limiter ID	Select a rate limiter for the port. The allowed values are Disabled or numbers from 1 to 15. The default value is Disabled.
Port Copy	Select which port frames are copied to. The allowed values are Disabled or a specific port number. The default value is Disabled.
Logging	Specifies the logging operation of the port. The allowed values are: Enabled: frames received on the port are stored in the system log Disabled: frames received on the port are not logged

	The default value is Disabled. Please note that system log memory capacity and logging rate is limited.
Shutdown	Specifies the shutdown operation of this port. The allowed values are: Enabled: if a frame is received on the port, the port will be disabled. Disabled: port shut down is disabled. The default value is Disabled.
Counter	Counts the number of frames that match this ACE.

Rate Limiters

This page allows you to configure the rate limiter for the ACL of the switch.

Figure 80: ACL Rate Limiter Configuration



ACL Rate Limiter Configuration

Rate Limiter ID	Rate (pps)
*	1
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1

Label	Description
Rate Limiter ID	The rate limiter ID for the settings contained in the same row.
Rate	The rate unit is packet per second (pps), which can be configured as 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1K, 2K, 4K, 8K, 16K, 32K, 64K, 128K, 256K, 512K, or 1024K. The 1 kpps is actually 1002.1 pps.

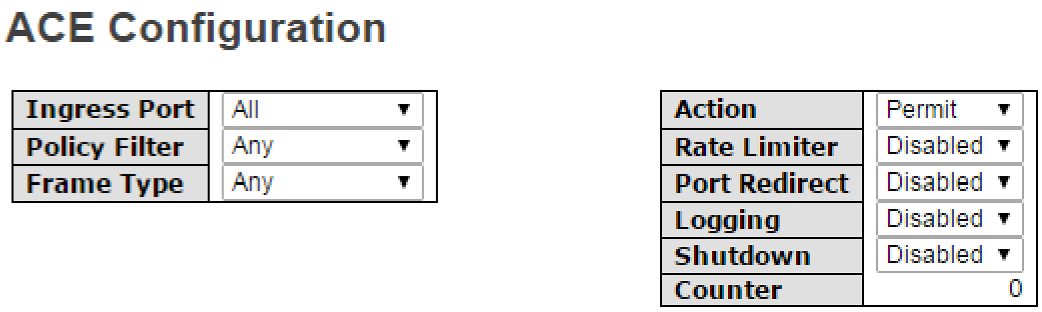
5.2.1 ACL Control List

This page allows you to configure ACE (Access Control Entry).

An ACE consists of several parameters. These parameters vary with the frame type you have selected. First select the ingress port for the ACE, and then the frame type. Different parameter options are displayed according to the frame type you have selected.

A frame matching the ACE can be configured here.

Figure 81: ACE Configuration



ACE Configuration

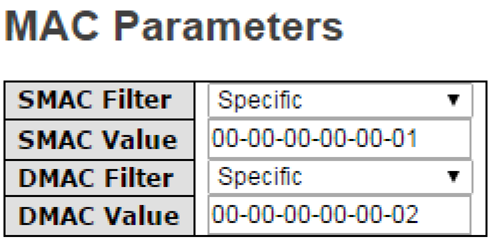
Ingress Port	All ▾
Policy Filter	Any ▾
Frame Type	Any ▾

Action	Permit ▾
Rate Limiter	Disabled ▾
Port Redirect	Disabled ▾
Logging	Disabled ▾
Shutdown	Disabled ▾
Counter	0

Label	Description
Ingress Port	Indicates the ingress port to which the ACE will apply. Any: the ACE applies to any port Port n: the ACE applies to this port number, where n is the number of the switch port. Policy n: the ACE applies to this policy number, where n can range from 1 to 8.
Frame Type	Indicates the frame type of the ACE. These frame types are mutually exclusive. Any: any frame can match the ACE. Ethernet Type: only Ethernet type frames can match the ACE. The IEEE 802.3 descripts the value of length/types should be greater than or equal to 1536 decimal (equal to 0600 hexadecimal). ARP: only ARP frames can match the ACE. Notice the ARP frames will not match the ACE with Ethernet type. IPv4: only IPv4 frames can match the ACE. Notice the IPv4 frames will not match the ACE with Ethernet type.
Action	Specifies the action to take when a frame matches the ACE. Permit: takes action when the frame matches the ACE. Deny: drops the frame matching the ACE.
Rate Limiter	Specifies the rate limiter in number of base units. The allowed range is 1 to 15. Disabled means the rate limiter operation is disabled.

Label	Description
Port Copy	Frames matching the ACE are copied to the port number specified here. The allowed range is the same as the switch port number range. Disabled means the port copy operation is disabled.
Logging	Specifies the logging operation of the ACE. The allowed values are: Enabled: frames matching the ACE are stored in the system log. Disabled: frames matching the ACE are not logged. Please note that system log memory capacity and logging rate is limited.
Shutdown	Specifies the shutdown operation of the ACE. The allowed values are: Enabled: if a frame matches the ACE, the ingress port will be disabled. Disabled: port shutdown is disabled for the ACE.
Counter	Indicates the number of times the ACE matched by a frame.

Figure 82: MAC Parameters

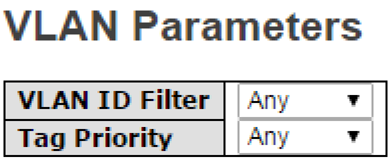


MAC Parameters

SMAC Filter	Specific
SMAC Value	00-00-00-00-00-01
DMAC Filter	Specific
DMAC Value	00-00-00-00-00-02

Label	Description
SMAC Filter	(Only displayed when the frame type is Ethernet Type or ARP.) Specifies the source MAC filter for the ACE. Any: no SMAC filter is specified (SMAC filter status is "don't-care"). Specific: if you want to filter a specific source MAC address with the ACE, choose this value. A field for entering an SMAC value appears.
SMAC Value	When Specific is selected for the SMAC filter, you can enter a specific source MAC address. The legal format is "xx-xx-xx-xx-xx-xx". Frames matching the ACE will use this SMAC value.
DMAC Filter	Specifies the destination MAC filter for this ACE Any: no DMAC filter is specified (DMAC filter status is "don't-care"). MC: frame must be multicast. BC: frame must be broadcast. UC: frame must be unicast. Specific: If you want to filter a specific destination MAC address with the ACE, choose this value. A field for entering a DMAC value appears.
DMAC Value	When Specific is selected for the DMAC filter, you can enter a specific destination MAC address. The legal format is "xx-xx-xx-xx-xx-xx". Frames matching the ACE will use this DMAC value.

Figure 83: VLAN Parameters

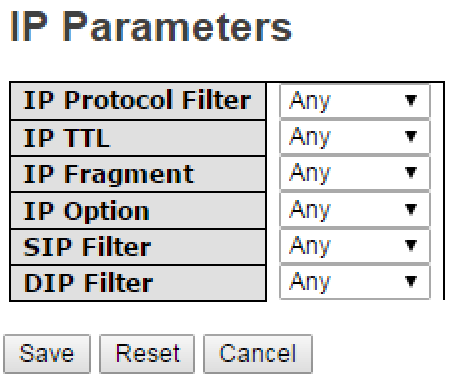


VLAN Parameters

VLAN ID Filter	Any ▼
Tag Priority	Any ▼

Label	Description
VLAN ID Filter	Specifies the VLAN ID filter for the ACE Any: no VLAN ID filter is specified (VLAN ID filter status is "don't-care"). Specific: if you want to filter a specific VLAN ID with the ACE, choose this value. A field for entering a VLAN ID number appears.
VLAN ID	When Specific is selected for the VLAN ID filter, you can enter a specific VLAN ID number. The allowed range is 1 to 4095. Frames matching the ACE will use this VLAN ID value.
Tag Priority	Specifies the tag priority for the ACE. A frame matching the ACE will use this tag priority. The allowed number range is 0 to 7. Any means that no tag priority is specified (tag priority is "don't-care").

Figure 84: IP Parameters



IP Parameters

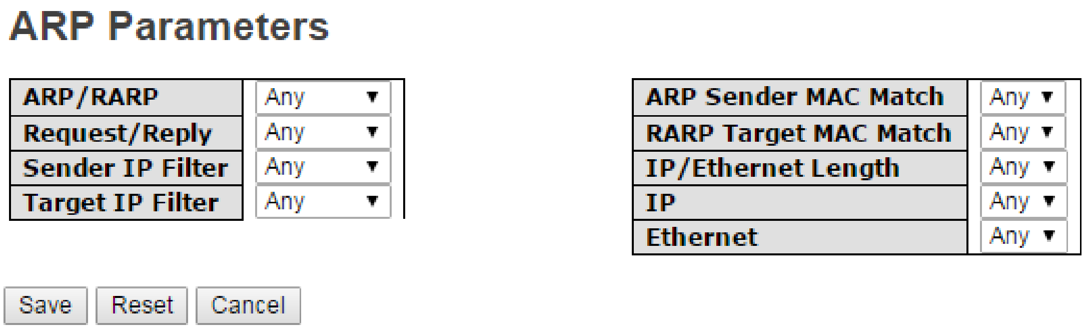
IP Protocol Filter	Any
IP TTL	Any
IP Fragment	Any
IP Option	Any
SIP Filter	Any
DIP Filter	Any

Label	Description
IP Protocol Filter	Specifies the IP protocol filter for the ACE Any: no IP protocol filter is specified ("don't-care"). Specific: if you want to filter a specific IP protocol filter with the ACE, choose this value. A field for entering an IP protocol filter appears. ICMP: selects ICMP to filter IPv4 ICMP protocol frames. Extra fields for defining ICMP parameters will appear. For more details of these fields, please refer to the help file. UDP: selects UDP to filter IPv4 UDP protocol frames. Extra fields for defining UDP parameters will appear. For more details of these fields, please refer to the help file. TCP: selects TCP to filter IPv4 TCP protocol frames. Extra fields for defining TCP parameters will appear. For more details of these fields, please refer to the help file.

Label	Description
IP Protocol Value	Specific allows you to enter a specific value. The allowed range is 0 to 255. Frames matching the ACE will use this IP protocol value.
IP TTL	Specifies the time-to-live settings for the ACE Zero: IPv4 frames with a time-to-live value greater than zero must not be able to match this entry. Non-zero: IPv4 frames with a time-to-live field greater than zero must be able to match this entry. Any: any value is allowed ("don't-care").
IP Fragment	Specifies the fragment offset settings for the ACE. This includes settings of More Fragments (MF) bit and Fragment Offset (FRAG OFFSET) for an IPv4 frame. No: IPv4 frames whose MF bit is set or the FRAG OFFSET field is greater than zero must not be able to match this entry. Yes: IPv4 frames whose MF bit is set or the FRAG OFFSET field is greater than zero must be able to match this entry. Any: any value is allowed ("don't-care").
IP Option	Specifies the options flag settings for the ACE No: IPv4 frames whose options flag is set must not be able to match this entry. Yes: IPv4 frames whose options flag is set must be able to match this entry. Any: any value is allowed ("don't-care").

Label	Description
SIP Filter	Specifies the source IP filter for this ACE Any: no source IP filter is specified (Source IP filter is "don't-care"). Host: source IP filter is set to Host. Specify the source IP address in the SIP Address field that appears. Network: source IP filter is set to Network. Specify the source IP address and source IP mask in the SIP Address and SIP Mask fields that appear.
SIP Address	When Host or Network is selected for the source IP filter, you can enter a specific SIP address in dotted decimal notation.
SIP Mask	When Network is selected for the source IP filter, you can enter a specific SIP mask in dotted decimal notation.
DIP Filter	Specifies the destination IP filter for the ACE Any: no destination IP filter is specified (destination IP filter is "don't-care"). Host: destination IP filter is set to Host. Specify the destination IP address in the DIP Address field that appears. Network: destination IP filter is set to Network. Specify the destination IP address and destination IP mask in the DIP Address and DIP Mask fields that appear.
DIP Address	When Host or Network is selected for the destination IP filter, you can enter a specific DIP address in dotted decimal notation.
DIP Mask	When Network is selected for the destination IP filter, you can enter a specific DIP mask in dotted decimal notation.

Figure 85: ARP Parameters



ARP Parameters

ARP/RARP	Any
Request/Reply	Any
Sender IP Filter	Any
Target IP Filter	Any

ARP Sender MAC Match	Any
RARP Target MAC Match	Any
IP/Ethernet Length	Any
IP	Any
Ethernet	Any

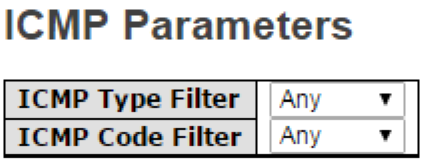
Label	Description
ARP/RARP	Specifies the available ARP/RARP opcode (OP) flag for the ACE Any: no ARP/RARP OP flag is specified (OP is "don't-care"). ARP: frame must have ARP/RARP opcode set to ARP RARP: frame must have ARP/RARP opcode set to RARP. Other: frame has unknown ARP/RARP Opcode flag.
Request/Reply	Specifies the available ARP/RARP opcode (OP) flag for the ACE Any: no ARP/RARP OP flag is specified (OP is "don't-care"). Request: frame must have ARP Request or RARP Request OP flag set. Reply: frame must have ARP Reply or RARP Reply OP flag.
Sender IP Filter	Specifies the sender IP filter for the ACE Any: no sender IP filter is specified (sender IP filter is "don't-care").

Label	Description
	Host: sender IP filter is set to Host. Specify the sender IP address in the SIP Address field that appears. Network: sender IP filter is set to Network. Specify the sender IP address and sender IP mask in the SIP Address and SIP Mask fields that appear.
Sender IP Address	When Host or Network is selected for the sender IP filter, you can enter a specific sender IP address in dotted decimal notation.
Sender IP Mask	When Network is selected for the sender IP filter, you can enter a specific sender IP mask in dotted decimal notation.
Target IP Filter	Specifies the target IP filter for the specific ACE Any: no target IP filter is specified (target IP filter is "don't-care"). Host: target IP filter is set to Host. Specify the target IP address in the Target IP Address field that appears. Network: target IP filter is set to Network. Specify the target IP address and target IP mask in the Target IP Address and Target IP Mask fields that appear.
Target IP Address	When Host or Network is selected for the target IP filter, you can enter a specific target IP address in dotted decimal notation.
Target IP Mask	When Network is selected for the target IP filter, you can enter a specific target IP mask in dotted decimal notation.
ARP SMAC Match	Specifies whether frames will meet the action according to their sender hardware address field (SHA) settings. 0: ARP frames where SHA is not equal to the SMAC address

Label	Description
	1: ARP frames where SHA is equal to the SMAC address Any: any value is allowed ("don't-care").
RARP SMAC Match	Specifies whether frames will meet the action according to their target hardware address field (THA) settings. 0: RARP frames where THA is not equal to the SMAC address 1: RARP frames where THA is equal to the SMAC address Any: any value is allowed ("don't-care")
IP/Ethernet Length	Specifies whether frames will meet the action according to their ARP/RARP hardware address length (HLN) and protocol address length (PLN) settings. 0: ARP/RARP frames where the HLN is equal to Ethernet (0x06) and the (PLN) is equal to IPv4 (0x04) must not match this entry. 1: ARP/RARP frames where the HLN is equal to Ethernet (0x06) and the (PLN) is equal to IPv4 (0x04) must match this entry. Any: any value is allowed ("don't-care").
IP	Specifies whether frames will meet the action according to their ARP/RARP hardware address space (HRD) settings. 0: ARP/RARP frames where the HLD is equal to Ethernet (1) must not match this entry. 1: ARP/RARP frames where the HLD is equal to Ethernet (1) must match this entry. Any: any value is allowed ("don't-care").

Label	Description
Ethernet	Specifies whether frames will meet the action according to their ARP/RARP protocol address space (PRO) settings. 0: ARP/RARP frames where the PRO is equal to IP (0x800) must not match this entry. 1: ARP/RARP frames where the PRO is equal to IP (0x800) must match this entry. Any: any value is allowed ("don't-care").

Figure 86: ICMP Parameters



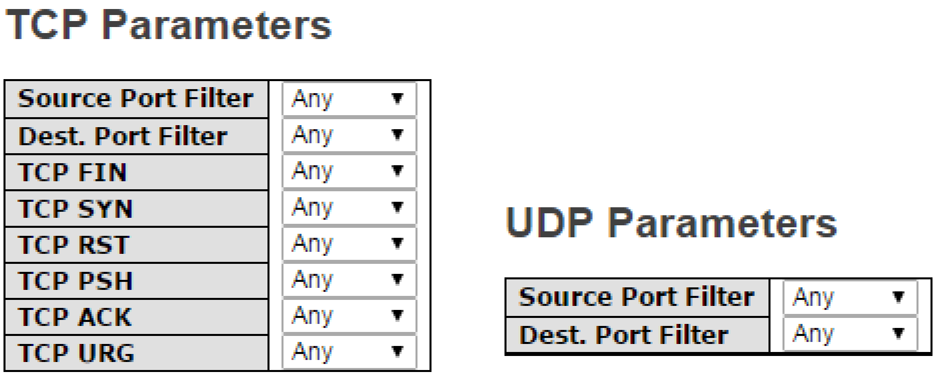
ICMP Parameters

ICMP Type Filter	Any
ICMP Code Filter	Any

Label	Description
ICMP Type Filter	Specifies the ICMP filter for the ACE Any: no ICMP filter is specified (ICMP filter status is "don't-care"). Specific: if you want to filter a specific ICMP filter with the ACE, you can enter a specific ICMP value. A field for entering an ICMP value appears.

ICMP Type Value	When Specific is selected for the ICMP filter, you can enter a specific ICMP value. The allowed range is 0 to 255. A frame matching the ACE will use this ICMP value.
ICMP Code Filter	Specifies the ICMP code filter for the ACE Any: no ICMP code filter is specified (ICMP code filter status is "don't-care"). Specific: if you want to filter a specific ICMP code filter with the ACE, you can enter a specific ICMP code value. A field for entering an ICMP code value appears.
ICMP Code Value	When Specific is selected for the ICMP code filter, you can enter a specific ICMP code value. The allowed range is 0 to 255. A frame matching the ACE will use this ICMP code value.

Figure 87: TCP Parameters



TCP Parameters

Source Port Filter	Any
Dest. Port Filter	Any
TCP FIN	Any
TCP SYN	Any
TCP RST	Any
TCP PSH	Any
TCP ACK	Any
TCP URG	Any

UDP Parameters

Source Port Filter	Any
Dest. Port Filter	Any

Label	Description
TCP/UDP Source Filter	Specifies the TCP/UDP source filter for the ACE Any: no TCP/UDP source filter is specified (TCP/UDP source filter status is "don't-care"). Specific: if you want to filter a specific TCP/UDP source filter with the ACE, you can enter a specific TCP/UDP source value. A field for entering a TCP/UDP source value appears. Range: if you want to filter a specific TCP/UDP source range filter with the ACE, you can enter a specific TCP/UDP source range. A field for entering a TCP/UDP source value appears.
TCP/UDP Source No.	When Specific is selected for the TCP/UDP source filter, you can enter a specific TCP/UDP source value. The allowed range is 0 to 65535. A frame matching the ACE will use this TCP/UDP source value.
TCP/UDP Source Range	When Range is selected for the TCP/UDP source filter, you can enter a specific TCP/UDP source range value. The allowed range is 0 to 65535. A frame matching the ACE will use this TCP/UDP source value.
TCP/UDP Destination Filter	Specifies the TCP/UDP destination filter for the ACE Any: no TCP/UDP destination filter is specified (TCP/UDP destination filter status is "don't-care"). Specific: if you want to filter a specific TCP/UDP destination filter with the ACE, you can enter a specific TCP/UDP destination value. A field for entering a TCP/UDP destination value appears. Range: if you want to filter a specific range TCP/UDP destination filter with the ACE, you can enter a specific TCP/UDP destination range. A field for entering a TCP/UDP destination value appears.

Label	Description
TCP/UDP Destination Number	When Specific is selected for the TCP/UDP destination filter, you can enter a specific TCP/UDP destination value. The allowed range is 0 to 65535. A frame matching the ACE will use this TCP/UDP destination value.
TCP/UDP Destination Range	When Range is selected for the TCP/UDP destination filter, you can enter a specific TCP/UDP destination range value. The allowed range is 0 to 65535. A frame matching the ACE will use this TCP/UDP destination value.
TCP FIN	Specifies the TCP FIN ("no more data from sender") value for the ACE. 0: TCP frames where the FIN field is set must not be able to match this entry. 1: TCP frames where the FIN field is set must be able to match this entry. Any: any value is allowed ("don't-care").
TCP SYN	Specifies the TCP SYN ("synchronize sequence numbers") value for the ACE 0: TCP frames where the SYN field is set must not be able to match this entry. 1: TCP frames where the SYN field is set must be able to match this entry. Any: any value is allowed ("don't-care").
TCP PSH	Specifies the TCP PSH ("push function") value for the ACE

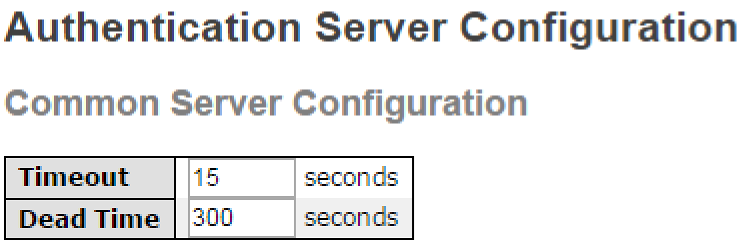
Label	Description
	0: TCP frames where the PSH field is set must not be able to match this entry. 1: TCP frames where the PSH field is set must be able to match this entry. Any: any value is allowed ("don't-care").
TCP ACK	Specifies the TCP ACK ("acknowledgment field significant") value for the ACE 0: TCP frames where the ACK field is set must not be able to match this entry. 1: TCP frames where the ACK field is set must be able to match this entry. Any: any value is allowed ("don't-care").
TCP URG	Specifies the TCP URG ("urgent pointer field significant") value for the ACE 0: TCP frames where the URG field is set must not be able to match this entry. 1: TCP frames where the URG field is set must be able to match this entry. Any: any value is allowed ("don't-care").

5.2.2 Authentication Server Configuration

Common Server Configurations

This page allows you to configure authentication servers.

Figure 88: Authentication Server Configuration



Authentication Server Configuration

Common Server Configuration

Timeout	15	seconds
Dead Time	300	seconds

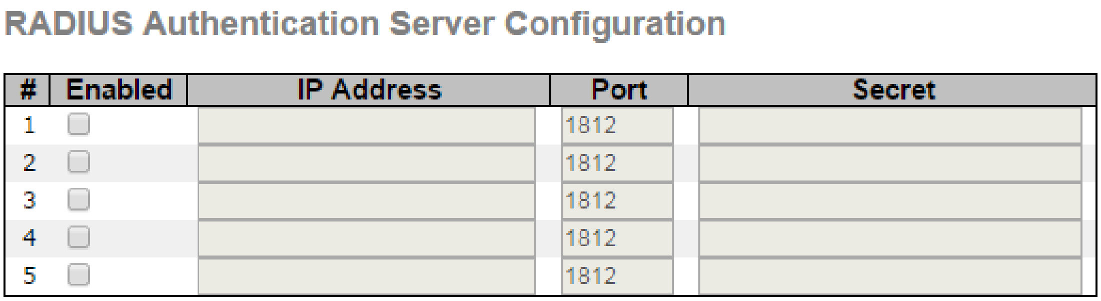
Label	Description
Timeout	The timeout, which can be set to a number between 3 and 3600 seconds, is the maximum time to wait for a reply from a server. If the server does not reply within this time frame, we will consider it to be dead and continue with the next enabled server (if any). RADIUS servers are using the UDP protocol, which is unreliable by design. In order to cope with lost frames, the timeout interval is divided into 3 subintervals of equal length. If a reply is not received within the subinterval, the request is transmitted again. This algorithm causes the RADIUS server to be queried up to 3 times before it is considered to be dead.
Dead Time	The dead time, which can be set to a number between 0 and 3600 seconds, is the period during which the switch will not send new requests to a server that has failed to respond to a previous request. This will stop the switch from continually trying to contact a server that it has already determined as dead. Setting the dead time to a value greater than 0 (zero) will enable this feature, but only if more than one server has been configured.

RADIUS

Authentication and Accounting Server Configurations

The table has one row for each RADIUS authentication server and a number of columns, which are:

Figure 89: RADIUS

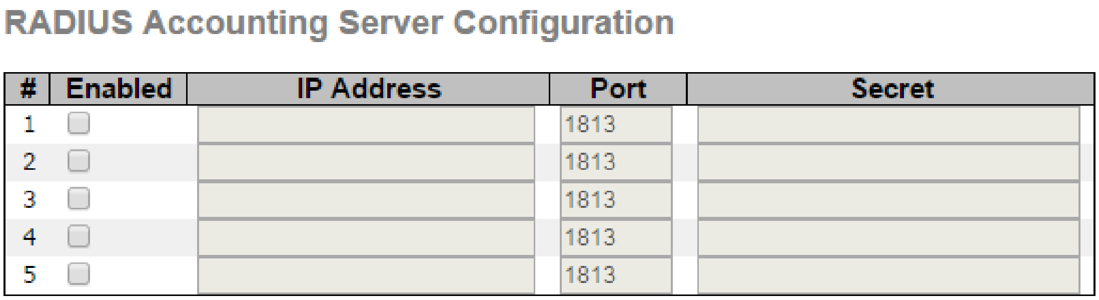


RADIUS Authentication Server Configuration

#	Enabled	IP Address	Port	Secret
1	□		1812	
2	□		1812	
3	□		1812	
4	□		1812	
5	□		1812	

Label	Description
#	The RADIUS authentication server number for which the configuration below applies.
Enabled	Check to enable the RADIUS authentication server.
IP Address	The IP address or hostname of the RADIUS authentication server. IP address is expressed in dotted decimal notation.
Port	The UDP port to use on the RADIUS authentication server. If the port is set to 0 (zero), the default port (1812) is used on the RADIUS authentication server.
Secret	The secret - up to 29 characters long - shared between the RADIUS authentication server and the switch stack.

Figure 90: RADIUS Accounting Server Configuration



RADIUS Accounting Server Configuration

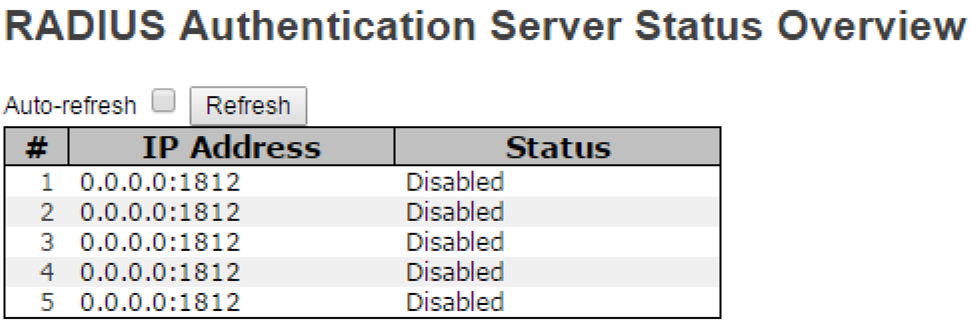
#	Enabled	IP Address	Port	Secret
1	□		1813	
2	□		1813	
3	□		1813	
4	□		1813	
5	□		1813	

Label	Description
#	The RADIUS accounting server number for which the configuration below applies.
Enabled	Check to enable the RADIUS accounting server
IP Address	The IP address or hostname of the RADIUS accounting server. IP address is expressed in dotted decimal notation.
Port	The UDP port to use on the RADIUS accounting server. If the port is set to 0 (zero), the default port (1813) is used on the RADIUS accounting server.
Secret	The secret - up to 29 characters long - shared between the RADIUS accounting server and the switch stack.

Authentication and Accounting Server Status Overview

This page provides an overview of the status of the RADIUS servers configurable on the authentication configuration page.

Figure 91: RADIUS Authentication Server Status Overvview



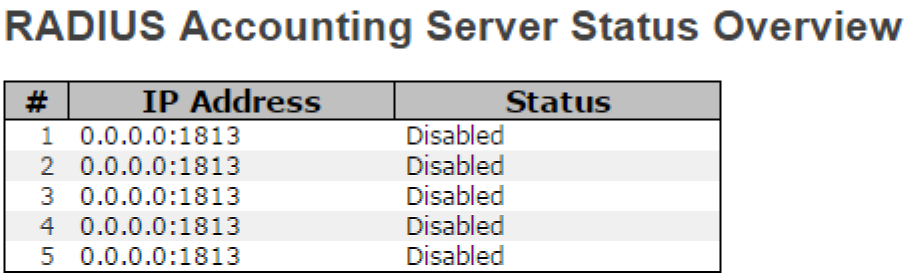
RADIUS Authentication Server Status Overview

Auto-refresh □ Refresh

#	IP Address	Status
1	0.0.0.0:1812	Disabled
2	0.0.0.0:1812	Disabled
3	0.0.0.0:1812	Disabled
4	0.0.0.0:1812	Disabled
5	0.0.0.0:1812	Disabled

Label	Description
#	The RADIUS server number. Click to navigate to detailed statistics of the server
IP Address	The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of the server
Status	The current status of the server. This field has one of the following values: Disabled: the server is disabled. Not Ready: the server is enabled, but IP communication is not yet up and running. Ready: the server is enabled, IP communications are built, and the RADIUS module is ready to accept access attempts. Dead (X seconds left): access attempts are made to this server, but it does not reply within the configured timeout. The server has temporarily been disabled, but will be re-enabled when the dead-time expires. The number of seconds left before this occurs is displayed in parentheses. This state is only reachable when more than one server is enabled.

Figure 92: RADIUS Accounting Server Status Overview



RADIUS Accounting Server Status Overview

#	IP Address	Status
1	0.0.0.0:1813	Disabled
2	0.0.0.0:1813	Disabled
3	0.0.0.0:1813	Disabled
4	0.0.0.0:1813	Disabled
5	0.0.0.0:1813	Disabled

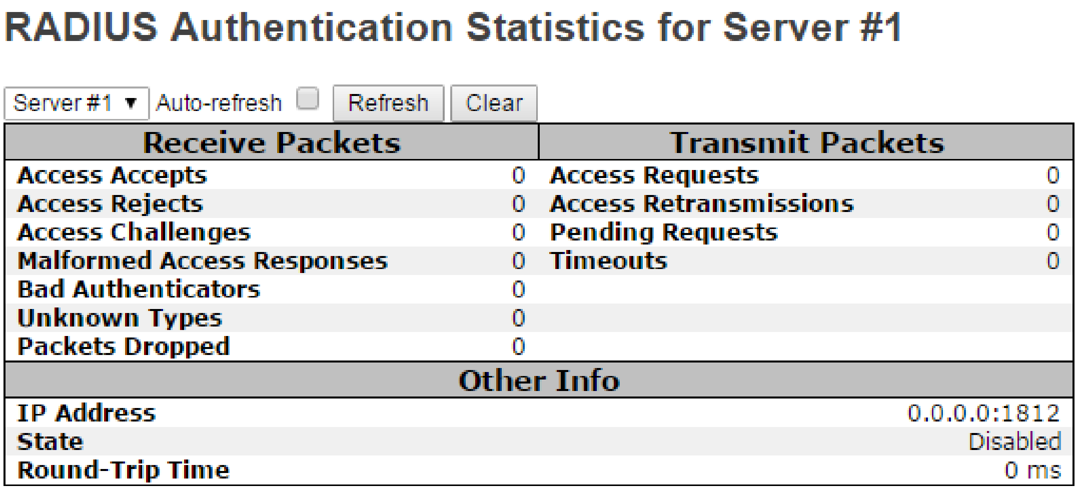
Label	Description
#	The RADIUS server number. Click to navigate to detailed statistics of the server
IP Address	The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of the server
Status	The current status of the server. This field has one of the following values: Disabled: the server is disabled. Not Ready: the server is enabled, but IP communication is not yet up and running. Ready: the server is enabled, IP communication is up and running, and the RADIUS module is ready to accept accounting attempts. Dead (X seconds left): accounting attempts are made to this server, but it does not reply within the configured timeout. The server has temporarily been disabled, but will be re-enabled when the dead-time expires. The number of seconds left before this occurs is displayed in parentheses. This state is only reachable when more than one server is enabled.

Authentication and Accounting Server Statistics

The statistics map closely to those specified in RFC4668 - RADIUS Authentication Client MIB.

Use the server drop-down list to switch between the backend servers to show related details.

Figure 93: RADIUS Authentication Statistics for Server #1

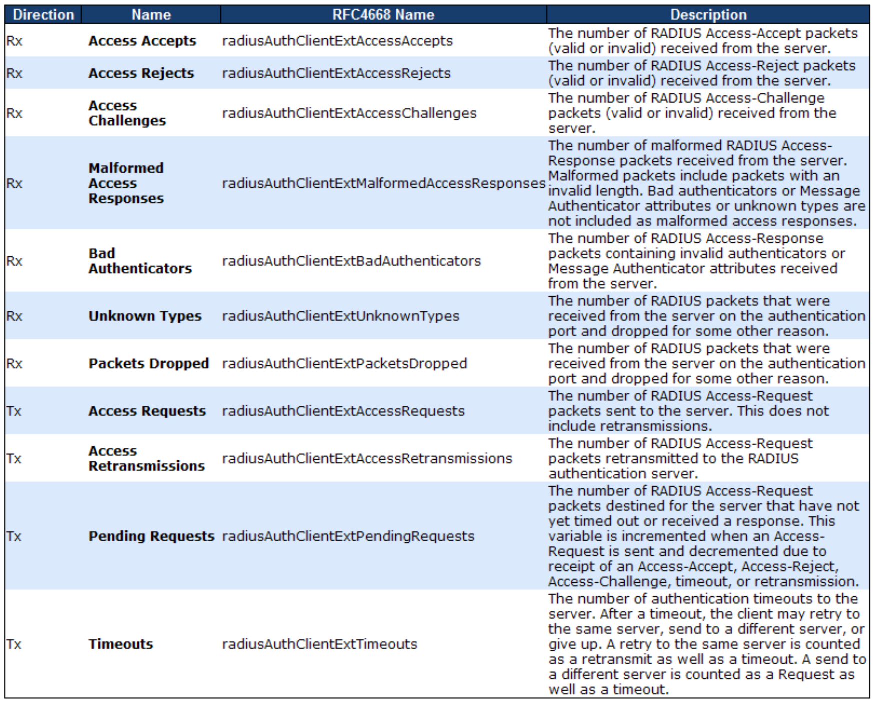


RADIUS Authentication Statistics for Server #1

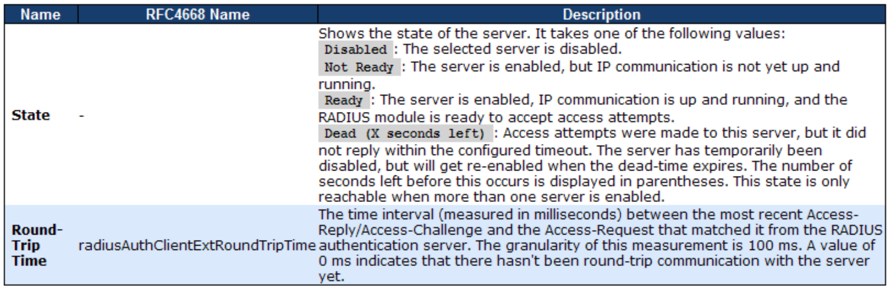
Receive Packets		Transmit Packets	
Access Accepts	0	Access Requests	0
Access Rejects	0	Access Retransmissions	0
Access Challenges	0	Pending Requests	0
Malformed Access Responses	0	Timeouts	0
Bad Authenticators	0		
Unknown Types	0		
Packets Dropped	0		

Other Info	
IP Address	0.0.0.0:1812
State	Disabled
Round-Trip Time	0 ms

<table>
<tr><th>Label</th><th>Description</th></tr>
<tr><td>Packet Counters</td><td>RADIUS authentication server packet counters. There are seven ‘receive’ and four ‘transmit’ counters.

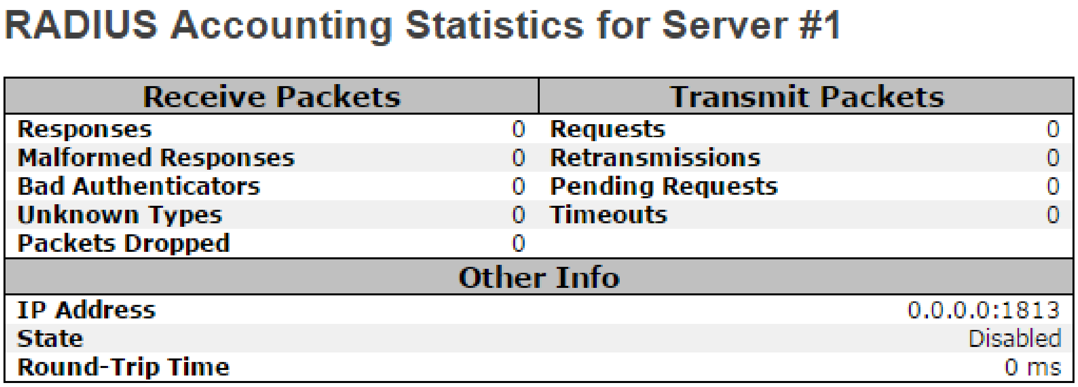


<table>
<tr><th>Direction</th><th>Name</th><th>RFC4668 Name</th><th>Description</th></tr>
<tr><td>Rx</td><td><b>Access Accepts</b></td><td>radiusAuthClientExtAccessAccepts</td><td>The number of RADIUS Access-Accept packets (valid or invalid) received from the server.</td></tr>
<tr><td>Rx</td><td><b>Access Rejects</b></td><td>radiusAuthClientExtAccessRejects</td><td>The number of RADIUS Access-Reject packets (valid or invalid) received from the server.</td></tr>
<tr><td>Rx</td><td><b>Access Challenges</b></td><td>radiusAuthClientExtAccessChallenges</td><td>The number of RADIUS Access-Challenge packets (valid or invalid) received from the server.</td></tr>
<tr><td>Rx</td><td><b>Malformed Access Responses</b></td><td>radiusAuthClientExtMalformedAccessResponses</td><td>The number of malformed RADIUS Access-Response packets received from the server. Malformed packets include packets with an invalid length. Bad authenticators or Message Authenticator attributes or unknown types are not included as malformed access responses.</td></tr>
<tr><td>Rx</td><td><b>Bad Authenticators</b></td><td>radiusAuthClientExtBadAuthenticators</td><td>The number of RADIUS Access-Response packets containing invalid authenticators or Message Authenticator attributes received from the server.</td></tr>
<tr><td>Rx</td><td><b>Unknown Types</b></td><td>radiusAuthClientExtUnknownTypes</td><td>The number of RADIUS packets that were received from the server on the authentication port and dropped for some other reason.</td></tr>
<tr><td>Rx</td><td><b>Packets Dropped</b></td><td>radiusAuthClientExtPacketsDropped</td><td>The number of RADIUS packets that were received from the server on the authentication port and dropped for some other reason.</td></tr>
<tr><td>Tx</td><td><b>Access Requests</b></td><td>radiusAuthClientExtAccessRequests</td><td>The number of RADIUS Access-Request packets sent to the server. This does not include retransmissions.</td></tr>
<tr><td>Tx</td><td><b>Access Retransmissions</b></td><td>radiusAuthClientExtAccessRetransmissions</td><td>The number of RADIUS Access-Request packets retransmitted to the RADIUS authentication server.</td></tr>
<tr><td>Tx</td><td><b>Pending Requests</b></td><td>radiusAuthClientExtPendingRequests</td><td>The number of RADIUS Access-Request packets destined for the server that have not yet timed out or received a response. This variable is incremented when an Access-Request is sent and decremented due to receipt of an Access-Accept, Access-Reject, Access-Challenge, timeout, or retransmission.</td></tr>
<tr><td>Tx</td><td><b>Timeouts</b></td><td>radiusAuthClientExtTimeouts</td><td>The number of authentication timeouts to the server. After a timeout, the client may retry to the same server, send to a different server, or give up. A retry to the same server is counted as a retransmit as well as a timeout. A send to a different server is counted as a Request as well as a timeout.</td></tr>
</table>
</td></tr>
<tr><td>Other Info</td><td>This section contains information about the state of the server and the latest round-trip time.



<table>
<tr><th>Name</th><th>RFC4668 Name</th><th>Description</th></tr>
<tr><td><b>State</b></td><td>-</td><td>Shows the state of the server. It takes one of the following values:
Disabled : The selected server is disabled.
Not Ready : The server is enabled, but IP communication is not yet up and running.
Ready : The server is enabled, IP communication is up and running, and the RADIUS module is ready to accept access attempts.
Dead (X seconds left) : Access attempts were made to this server, but it did not reply within the configured timeout. The server has temporarily been disabled, but will get re-enabled when the dead-time expires. The number of seconds left before this occurs is displayed in parentheses. This state is only reachable when more than one server is enabled.</td></tr>
<tr><td><b>Round-Trip Time</b></td><td>radiusAuthClientExtRoundTripTime</td><td>The time interval (measured in milliseconds) between the most recent Access-Reply/Access-Challenge and the Access-Request that matched it from the RADIUS authentication server. The granularity of this measurement is 100 ms. A value of 0 ms indicates that there hasn't been round-trip communication with the server yet.</td></tr>
</table>
</td></tr>
</table>

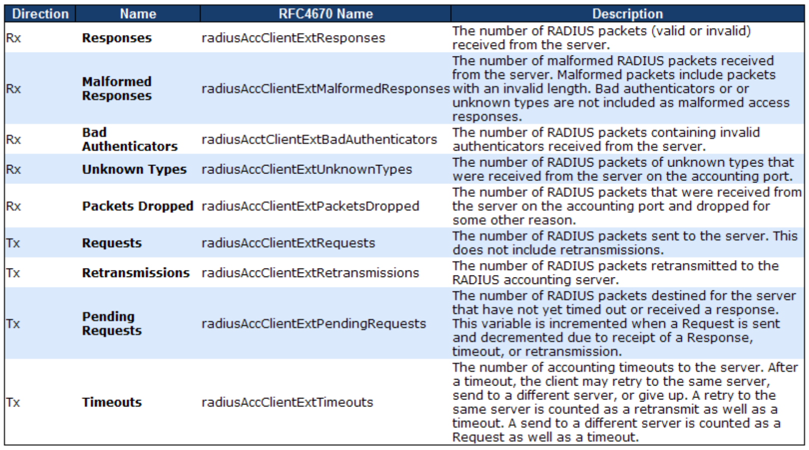
Figure 94: RADIUS Accounting Statistics for Server #1

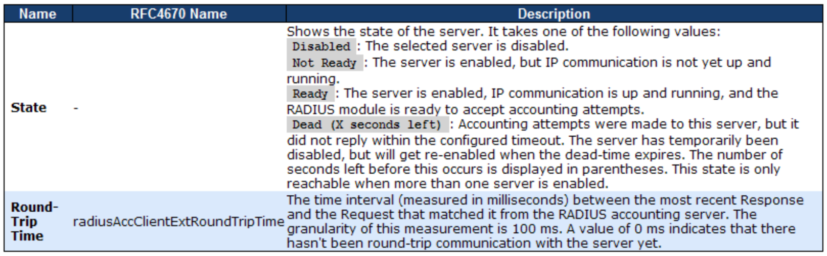


RADIUS Accounting Statistics for Server #1

Receive Packets		Transmit Packets	
Responses	0	Requests	0
Malformed Responses	0	Retransmissions	0
Bad Authenticators	0	Pending Requests	0
Unknown Types	0	Timeouts	0
Packets Dropped	0		

Other Info	
IP Address	0.0.0.0:1813
State	Disabled
Round-Trip Time	0 ms

<table>
<tr><th>Label</th><th>Description</th></tr>
<tr><td>Packet Counters</td><td>RADIUS accounting server packet counters. There are five ‘receive’ and four ‘transmit’ counters.

<table>
<tr><th>Direction</th><th>Name</th><th>RFC4670 Name</th><th>Description</th></tr>
<tr><td>Rx</td><td><b>Responses</b></td><td>radiusAccClientExtResponses</td><td>The number of RADIUS packets (valid or invalid) received from the server.</td></tr>
<tr><td>Rx</td><td><b>Malformed Responses</b></td><td>radiusAccClientExtMalformedResponses</td><td>The number of malformed RADIUS packets received from the server. Malformed packets include packets with an invalid length. Bad authenticators or or unknown types are not included as malformed access responses.</td></tr>
<tr><td>Rx</td><td><b>Bad Authenticators</b></td><td>radiusAcctClientExtBadAuthenticators</td><td>The number of RADIUS packets containing invalid authenticators received from the server.</td></tr>
<tr><td>Rx</td><td><b>Unknown Types</b></td><td>radiusAccClientExtUnknownTypes</td><td>The number of RADIUS packets of unknown types that were received from the server on the accounting port.</td></tr>
<tr><td>Rx</td><td><b>Packets Dropped</b></td><td>radiusAccClientExtPacketsDropped</td><td>The number of RADIUS packets that were received from the server on the accounting port and dropped for some other reason.</td></tr>
<tr><td>Tx</td><td><b>Requests</b></td><td>radiusAccClientExtRequests</td><td>The number of RADIUS packets sent to the server. This does not include retransmissions.</td></tr>
<tr><td>Tx</td><td><b>Retransmissions</b></td><td>radiusAccClientExtRetransmissions</td><td>The number of RADIUS packets retransmitted to the RADIUS accounting server.</td></tr>
<tr><td>Tx</td><td><b>Pending Requests</b></td><td>radiusAccClientExtPendingRequests</td><td>The number of RADIUS packets destined for the server that have not yet timed out or received a response. This variable is incremented when a Request is sent and decremented due to receipt of a Response, timeout, or retransmission.</td></tr>
<tr><td>Tx</td><td><b>Timeouts</b></td><td>radiusAccClientExtTimeouts</td><td>The number of accounting timeouts to the server. After a timeout, the client may retry to the same server, send to a different server, or give up. A retry to the same server is counted as a retransmit as well as a timeout. A send to a different server is counted as a Request as well as a timeout.</td></tr>
</table>
</td></tr>
</table>

<table>
<tr><th>Label</th><th>Description</th></tr>
<tr><td>Other Info</td><td>This section contains information about the state of the server and the latest round-trip time.
<table>
<tr><th>Name</th><th>RFC4670 Name</th><th>Description</th></tr>
<tr><td>State</td><td>-</td><td>Shows the state of the server. It takes one of the following values:
Disabled : The selected server is disabled.
Not Ready : The server is enabled, but IP communication is not yet up and running.
Ready : The server is enabled, IP communication is up and running, and the RADIUS module is ready to accept accounting attempts.
Dead (X seconds left) : Accounting attempts were made to this server, but it did not reply within the configured timeout. The server has temporarily been disabled, but will get re-enabled when the dead-time expires. The number of seconds left before this occurs is displayed in parentheses. This state is only reachable when more than one server is enabled.</td></tr>
<tr><td>Round-Trip Time</td><td>radiusAccClientExtRoundTripTime</td><td>The time interval (measured in milliseconds) between the most recent Response and the Request that matched it from the RADIUS accounting server. The granularity of this measurement is 100 ms. A value of 0 ms indicates that there hasn't been round-trip communication with the server yet.</td></tr>
</table></td></tr>
</table>

5.2.3 NAS (802.1x)

This page allows you to configure the IEEE 802.1X and MAC-based authentication system and port settings.

The IEEE 802.1X standard defines a port-based access control procedure that prevents unauthorized access to a network by requiring users to first submit credentials for authentication. One or more central servers (the backend servers) determine whether the user is allowed access to the network. These backend (RADIUS) servers are configured on the authentication configuration page.

MAC-based authentication allows for authentication of more than one user on the same port, and does not require the users to have special 802.1X software installed on their system. The switch uses the users' MAC addresses to authenticate against the backend server. As intruders can create counterfeit MAC addresses, MAC-based authentication is less secure than 802.1X authentication.

Overview of 802.1X (Port-Based) Authentication

In an 802.1X network environment, the user is called the supplicant, the switch is the authenticator, and the RADIUS server is the authentication server. The switch acts as the man-in-the-middle, forwarding requests and responses between the supplicant and the authentication server. Frames sent between the supplicant and the switch are special 802.1X frames, known as EAPOL (EAP Over LANs) frames which encapsulate EAP PDUs (RFC3748). Frames sent between the switch and the RADIUS server are RADIUS packets. RADIUS packets also encapsulate EAP PDUs together with other attributes like the switch's IP address, name, and the supplicant's port number on the switch. EAP is very flexible as it allows for different authentication methods, like MD5-Challenge, PEAP, and TLS. The important thing is that the authenticator (the switch) does not need to know which authentication method the supplicant and the authentication server are using, or how many information exchange frames are needed for a particular method. The switch simply encapsulates the EAP part of the frame into the relevant type (EAPOL or RADIUS) and forwards it.

When authentication is complete, the RADIUS server sends a special packet containing a success or failure indication. Besides forwarding the result to the supplicant, the switch uses it to open up or block traffic on the switch port connected to the supplicant.

Note: in an environment where two backend servers are enabled, the server timeout is configured to X seconds (using the authentication configuration page), and the first server in the list is currently down (but not considered dead), if the supplicant retransmits EAPOL Start frames at a rate faster than X seconds, it will never be authenticated because the switch will cancel on-going backend authentication server requests whenever it receives a new EAPOL Start frame from the supplicant. Since the server has not failed (because the X seconds have not expired), the same server will be contacted when the next backend authentication server requests from the switch. This scenario will loop forever. Therefore, the server timeout should be smaller than the supplicant's EAPOL Start frame retransmission rate.

Overview of MAC-Based Authentication

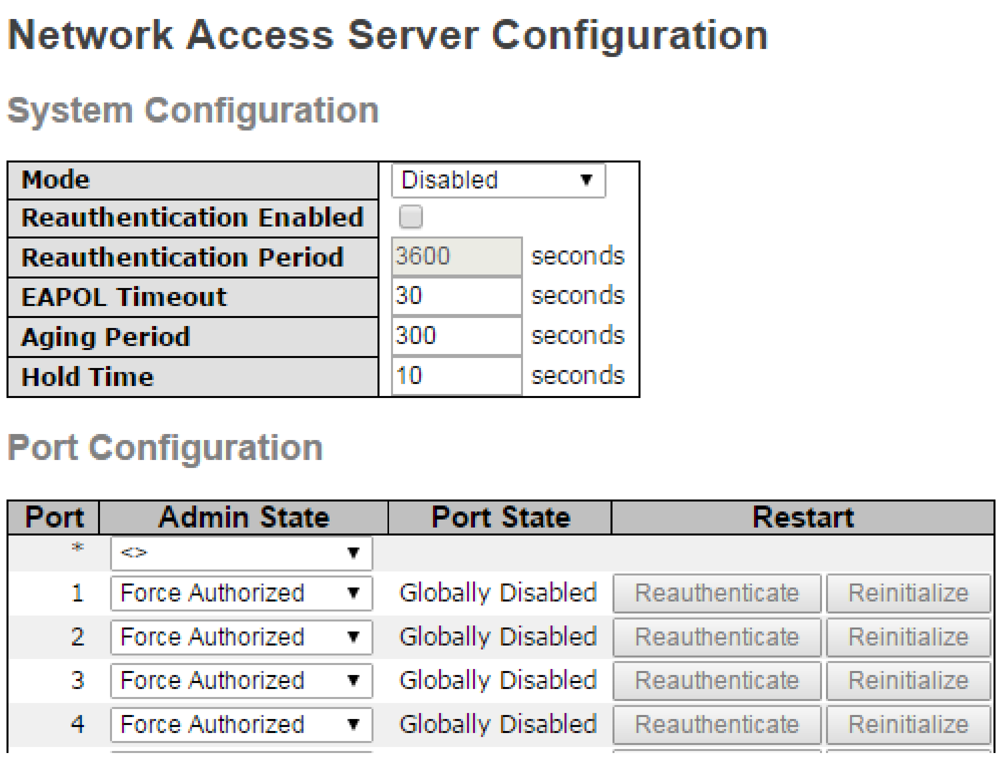
Unlike 802.1X, MAC-based authentication is not a standard, but merely a best-practices method adopted by the industry. In MAC-based authentication, users are called clients, and the switch acts as the supplicant on behalf of clients. The initial frame (any kind of frame) sent by a client is snooped by the switch, which in turn uses the client's MAC address as both username and password in the subsequent EAP exchange with the RADIUS server. The 6-byte MAC address is converted to a string in the following form "xx-xx-xx-xx-xx-xx", that is, a dash (-) is used as separator between the lower-cased hexadecimal digits. The switch only supports the MD5-Challenge authentication method, so the RADIUS server must be configured accordingly.

When authentication is complete, the RADIUS server sends a success or failure indication, which in turn causes the switch to open up or block traffic for that particular client, using static entries into the MAC Table. Only then will frames from the client be forwarded on the switch. There are no EAPOL frames involved in this authentication, and therefore, MAC-based authentication has nothing to do with the 802.1X standard.

The advantage of MAC-based authentication over 802.1X is that several clients can be connected to the same port (e.g. through a 3rd party switch or a hub) and still require individual authentication, and that the clients do npt need special supplicant software to authenticate. The disadvantage is that MAC addresses can be spoofed by malicious users, equipment whose MAC address is a valid RADIUS user can be used by anyone, and only the MD5-Challenge method is supported.

802.1X and MAC-Based authentication configurations consist of two sections: system- and port-wide.

Figure 95: Network Access Server Configuration



Network Access Server Configuration

System Configuration

Mode	Disabled ▼	
Reauthentication Enabled	□	
Reauthentication Period	3600	seconds
EAPOL Timeout	30	seconds
Aging Period	300	seconds
Hold Time	10	seconds

Port Configuration

Port	Admin State	Port State	Restart	
*	<> ▼			
1	Force Authorized ▼	Globally Disabled	Reauthenticate	Reinitialize
2	Force Authorized ▼	Globally Disabled	Reauthenticate	Reinitialize
3	Force Authorized ▼	Globally Disabled	Reauthenticate	Reinitialize
4	Force Authorized ▼	Globally Disabled	Reauthenticate	Reinitialize

Label	Description
Mode	Indicates if 802.1X and MAC-based authentication is globally enabled or disabled on the switch. If globally disabled, all ports are allowed to forward frames.

Label	Description
Reauthentication Enabled	If checked, clients are reauthenticated after the interval specified by the Reauthentication Period. Reauthentication for 802.1X-enabled ports can be used to detect if a new device is plugged into a switch port. For MAC-based ports, reauthentication is only useful if the RADIUS server configuration has changed. It does not involve communication between the switch and the client, and therefore does not imply that a client is still present on a port (see Age Period below).
Reauthentication Period	Determines the period, in seconds, after which a connected client must be re-authenticated. This is only active if the **Reauthentication Enabled** checkbox is checked. Valid range of the value is 1 to 3600 seconds.
EAPOL Timeout	Determines the time for retransmission of Request Identity EAPOL frames. Valid range of the value is 1 to 65535 seconds. This has no effect for MAC-based ports.
Age Period	This setting applies to the following modes, i.e. modes using the **Port Security** functionality to secure MAC addresses: MAC-Based Auth.: When the NAS module uses the Port Security module to secure MAC addresses, the Port Security module needs to check for activity on the MAC address in question at regular intervals and free resources if no activity is seen within a given period of time. This parameter controls exactly this period and can be set to a number between 10 and 1000000 seconds. For ports in **MAC-based Auth.** mode, reauthentication does not cause direct communications between the switch and the client, so this will not detect whether the client is still attached or not, and the only way to free any resources is to age the entry.

Label	Description
Hold Time	This setting applies to the following modes, i.e. modes using the **Port Security** functionality to secure MAC addresses: MAC-Based Auth.: If a client is denied access - either because the RADIUS server denies the client access or because the RADIUS server request times out (according to the timeout specified on the "**Configuration→Security→AAA**" page) - the client is put on hold in Unauthorized state. The hold timer does not count during an on-going authentication. The switch will ignore new frames coming from the client during the hold time. The hold time can be set to a number between 10 and 1000000 seconds.
Port	The port number for which the configuration below applies
Admin State	If NAS is globally enabled, this selection controls the port's authentication mode. The following modes are available: Force Authorized In this mode, the switch will send one EAPOL Success frame when the port link is up, and any client on the port will be allowed network access without authentication. Force Unauthorized In this mode, the switch will send one EAPOL Failure frame when the port link is up, and any client on the port will be disallowed network access. Port-based 802.1X

Label	Description
	In an 802.1X network environment, the user is called the supplicant, the switch is the authenticator, and the RADIUS server is the authentication server. The authenticator acts as the man-in-the-middle, forwarding requests and responses between the supplicant and the authentication server. Frames sent between the supplicant and the switch are special 802.1X frames, known as EAPOL (EAP Over LANs) frames which encapsulate EAP PDUs (RFC3748). Frames sent between the switch and the RADIUS server is RADIUS packets. RADIUS packets also encapsulate EAP PDUs together with other attributes like the switch's IP address, name, and the supplicant's port number on the switch. EAP is very flexible as it allows for different authentication methods, like MD5-Challenge, PEAP, and TLS. The important thing is that the authenticator (the switch) does not need to know which authentication method the supplicant and the authentication server are using, or how many information exchange frames are needed for a particular method. The switch simply encapsulates the EAP part of the frame into the relevant type (EAPOL or RADIUS) and forwards it. When authentication is complete, the RADIUS server sends a special packet containing a success or failure indication. Besides forwarding the result to the supplicant, the switch uses it to open up or block traffic on the switch port connected to the supplicant. Note: in an environment where two backend servers are enabled, the server timeout is configured to X seconds (using the authentication configuration page), and the first server in the list is currently down (but not considered dead), if the supplicant retransmits EAPOL Start frames at a rate faster than X seconds, it will never be authenticated because the switch will cancel on-going backend authentication server requests whenever it receives a new EAPOL Start frame from the supplicant. Since the server has not failed (because the X seconds have not expired), the same server will be contacted when the next backend authentication server request from the switch This scenario will loop

Label	Description
	forever. Therefore, the server timeout should be smaller than the supplicant's EAPOL Start frame retransmission rate. a. Single 802.1X In port-based 802.1X authentication, once a supplicant is successfully authenticated on a port, the whole port is opened for network traffic. This allows other clients connected to the port (for instance through a hub) to piggy-back on the successfully authenticated client and get network access even though they are not authenticated individually. To overcome this security breach, use the Single 802.1X variant. Single 802.1X is not yet an IEEE standard, but features many of the same characteristics as port-based 802.1X. In Single 802.1X, at most one supplicant can get authenticated on the port at a time. Normal EAPOL frames are used in the communications between the supplicant and the switch. If more than one supplicant are connected to a port, the one that comes first when the port's link is connected will be the first one considered. If that supplicant does not provide valid credentials within a certain amount of time, the chance will be given to another supplicant. Once a supplicant is successfully authenticated, only that supplicant will be allowed access. This is the most secure of all the supported modes. In this mode, the Port Security module is used to secure a supplicant's MAC address once successfully authenticated. b. Multi 802.1X In port-based 802.1X authentication, once a supplicant is successfully authenticated on a port, the whole port is opened for network traffic. This allows other clients connected to the port (for instance through a hub) to piggy-back on the successfully authenticated client and get network access

Label	Description
	even though they are not authenticated individually. To overcome this security breach, use the Multi 802.1X variant. Multi 802.1X is not yet an IEEE standard, but features many of the same characteristics as port-based 802.1X. In Multi 802.1X, one or more supplicants can be authenticated on the same port at the same time. Each supplicant is authenticated individually and secured in the MAC table using the Port Security module. In Multi 802.1X it is not possible to use the multicast BPDU MAC address as the destination MAC address for EAPOL frames sent from the switch to the supplicant, since that would cause all supplicants attached to the port to reply to requests sent from the switch. Instead, the switch uses the supplicant's MAC address, which is obtained from the first EAPOL Start or EAPOL Response Identity frame sent by the supplicant. An exception to this is when no supplicants are attached. In this case, the switch sends EAPOL Request Identity frames using the BPDU multicast MAC address as destination - to wake up any supplicants that might be on the port. The maximum number of supplicants that can be attached to a port can be limited using the Port Security Limit Control functionality. MAC-based Auth. Unlike port-based 802.1X, MAC-based authentication is not a standard, but merely a best-practices method adopted by the industry. In MAC-based authentication, users are called clients, and the switch acts as the supplicant on behalf of clients. The initial frame (any kind of frame) sent by a client is snooped by the switch, which in turn uses the client's MAC address as both username and password in the subsequent EAP exchange with the RADIUS server. The 6-byte MAC address is converted to a string in the following form "xx-xx-xx-xx-xx-xx", that is, a dash (-) is used as separator between the lower-cased hexadecimal

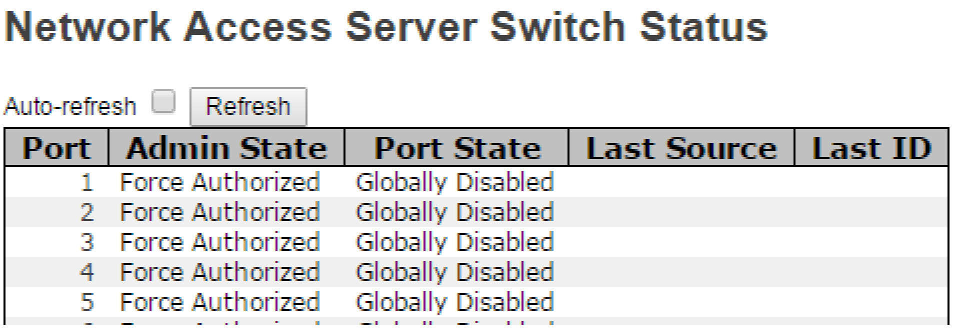
Label	Description
	digits. The switch only supports the MD5-Challenge authentication method, so the RADIUS server must be configured accordingly. When authentication is complete, the RADIUS server sends a success or failure indication, which in turn causes the switch to open up or block traffic for that particular client, using the Port Security module. Only then will frames from the client be forwarded on the switch. There are no EAPOL frames involved in this authentication, and therefore, MAC-based authentication has nothing to do with the 802.1X standard. The advantage of MAC-based authentication over port-based 802.1X is that several clients can be connected to the same port (e.g. through a 3rd party switch or a hub) and still require individual authentication, and that the clients don't need special supplicant software to authenticate. The advantage of MAC-based authentication over 802.1X-based authentication is that the clients do not need special supplicant software to authenticate. The disadvantage is that MAC addresses can be spoofed by malicious users - equipment whose MAC address is a valid RADIUS user can be used by anyone. Also, only the MD5-Challenge method is supported. The maximum number of clients that can be attached to a port can be limited using the Port Security Limit Control functionality.
Port State	The current state of the port. It can undertake one of the following values: **Globally Disabled**: NAS is globally disabled. **Link Down**: NAS is globally enabled, but there is no link on the port. **Authorized**: the port is in Force Authorized or a single-supplicant mode and the supplicant is authorized.

Label	Description
	Unauthorized: the port is in Force Unauthorized or a single-supplicant mode and the supplicant is not successfully authorized by the RADIUS server. **X Auth/Y Unauth**: the port is in a multi-supplicant mode. Currently X clients are authorized and Y are unauthorized.
Restart	Two buttons are available for each row. The buttons are only enabled when authentication is globally enabled and the port's Admin State is in an EAPOL-based or MAC-based mode. Clicking these buttons will not cause settings changed on the page to take effect. **Reauthenticate**: schedules a reauthentication whenever the quiet-period of the port runs out (EAPOL-based authentication). For MAC-based authentication, reauthentication will be attempted immediately. The button only has effect on successfully authenticated clients on the port and will not cause the clients to be temporarily unauthorized. **Reinitialize**: forces a reinitialization of the clients on the port and hence a reauthentication immediately. The clients will transfer to the unauthorized state while the reauthentication is in progress.

NAS Status

This page provides an overview of the current NAS port states.

Figure 96: Network Access Server Switch Status



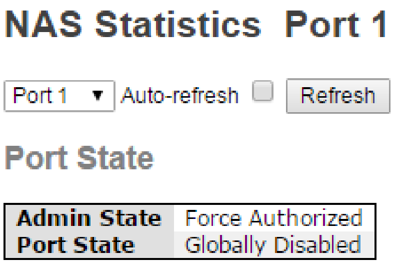
Network Access Server Switch Status

Port	Admin State	Port State	Last Source	Last ID
1	Force Authorized	Globally Disabled		
2	Force Authorized	Globally Disabled		
3	Force Authorized	Globally Disabled		
4	Force Authorized	Globally Disabled		
5	Force Authorized	Globally Disabled		

Label	Description
Port	The switch port number. Click to navigate to detailed 802.1X statistics of each port.
Admin State	The port's current administrative state. Refer to **NAS Admin State** for more details regarding each value.
Port State	The current state of the port. Refer to **NAS Port State** for more details regarding each value.
Last Source	The source MAC address carried in the most recently received EAPOL frame for EAPOL-based authentication, and the most recently received frame from a new client for MAC-based authentication.
Last ID	The user name (supplicant identity) carried in the most recently received Response Identity EAPOL frame for EAPOL-based authentication, and the source MAC address from the most recently received frame from a new client for MAC-based authentication.

This page provides detailed IEEE 802.1X statistics for a specific switch port using port-based authentication. For MAC-based ports, only selected backend server (RADIUS Authentication Server) statistics is showed. Use the port drop-down list to select which port details to be displayed.

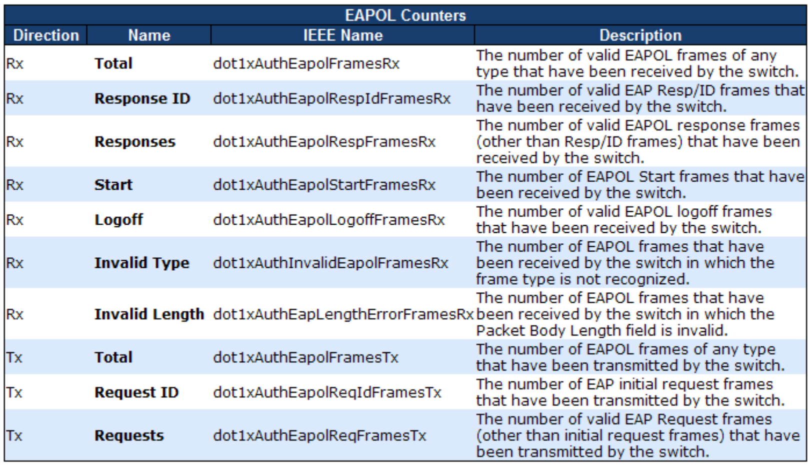
Figure 97: NAS Statistics Port 1

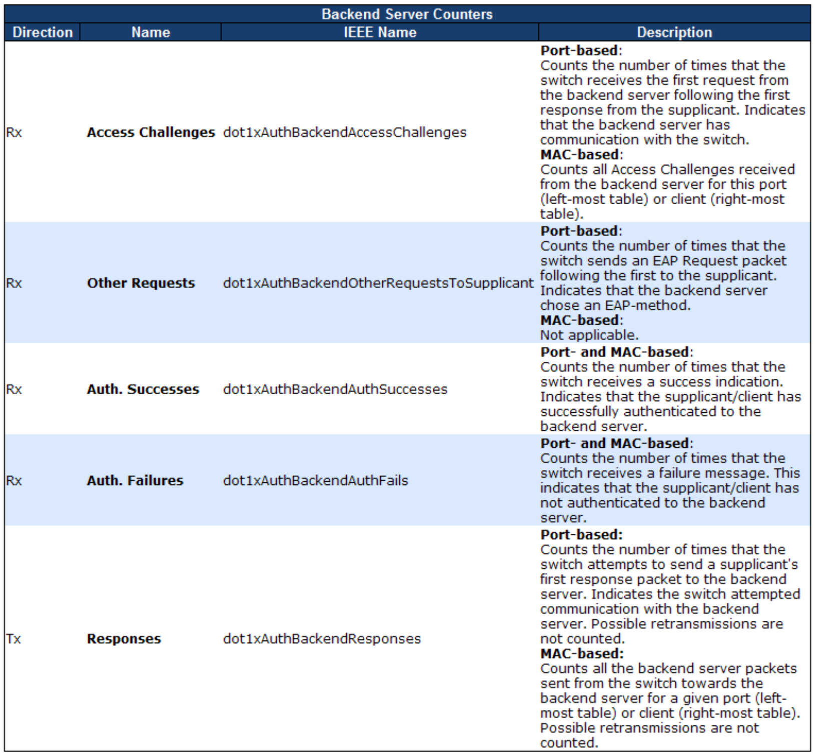


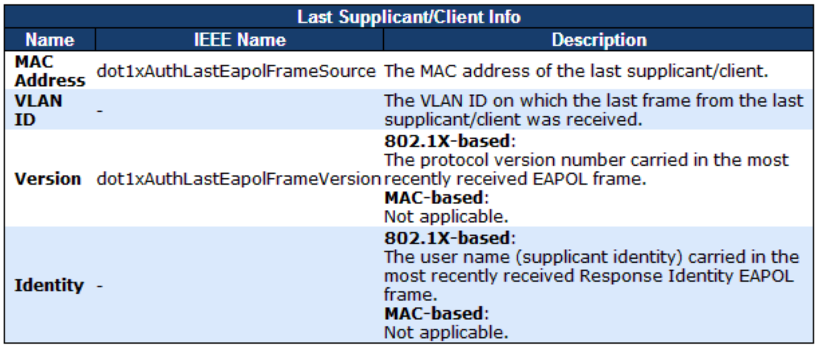
NAS Statistics Port 1

Port State

Admin State	Force Authorized
Port State	Globally Disabled

<table>
<tr><th>Label</th><th>Description</th></tr>
<tr><td>Admin State</td><td>The port's current administrative state. Refer to <b>NAS Admin State</b> for more details regarding each value.</td></tr>
<tr><td>Port State</td><td>The current state of the port. Refer to <b>NAS Port State</b> for more details regarding each value.</td></tr>
<tr><td>EAPOL Counters</td><td>These supplicant frame counters are available for the following administrative states:
• Force Authorized
• Force Unauthorized
• 802.1X

<table>
<tr><th colspan="4">EAPOL Counters</th></tr>
<tr><th>Direction</th><th>Name</th><th>IEEE Name</th><th>Description</th></tr>
<tr><td>Rx</td><td><b>Total</b></td><td>dot1xAuthEapolFramesRx</td><td>The number of valid EAPOL frames of any type that have been received by the switch.</td></tr>
<tr><td>Rx</td><td><b>Response ID</b></td><td>dot1xAuthEapolRespIdFramesRx</td><td>The number of valid EAP Resp/ID frames that have been received by the switch.</td></tr>
<tr><td>Rx</td><td><b>Responses</b></td><td>dot1xAuthEapolRespFramesRx</td><td>The number of valid EAPOL response frames (other than Resp/ID frames) that have been received by the switch.</td></tr>
<tr><td>Rx</td><td><b>Start</b></td><td>dot1xAuthEapolStartFramesRx</td><td>The number of EAPOL Start frames that have been received by the switch.</td></tr>
<tr><td>Rx</td><td><b>Logoff</b></td><td>dot1xAuthEapolLogoffFramesRx</td><td>The number of valid EAPOL logoff frames that have been received by the switch.</td></tr>
<tr><td>Rx</td><td><b>Invalid Type</b></td><td>dot1xAuthInvalidEapolFramesRx</td><td>The number of EAPOL frames that have been received by the switch in which the frame type is not recognized.</td></tr>
<tr><td>Rx</td><td><b>Invalid Length</b></td><td>dot1xAuthEapLengthErrorFramesRx</td><td>The number of EAPOL frames that have been received by the switch in which the Packet Body Length field is invalid.</td></tr>
<tr><td>Tx</td><td><b>Total</b></td><td>dot1xAuthEapolFramesTx</td><td>The number of EAPOL frames of any type that have been transmitted by the switch.</td></tr>
<tr><td>Tx</td><td><b>Request ID</b></td><td>dot1xAuthEapolReqIdFramesTx</td><td>The number of EAP initial request frames that have been transmitted by the switch.</td></tr>
<tr><td>Tx</td><td><b>Requests</b></td><td>dot1xAuthEapolReqFramesTx</td><td>The number of valid EAP Request frames (other than initial request frames) that have been transmitted by the switch.</td></tr>
</table>
</td></tr>
</table>

<table>
<tr><th>Label</th><th>Description</th></tr>
<tr><td>Backend Server Counters</td><td>These backend (RADIUS) frame counters are available for the following administrative states:
• 802.1X
• MAC-based Auth.

<table>
<tr><th colspan="4">Backend Server Counters</th></tr>
<tr><th>Direction</th><th>Name</th><th>IEEE Name</th><th>Description</th></tr>
<tr><td>Rx</td><td><b>Access Challenges</b></td><td>dot1xAuthBackendAccessChallenges</td><td><b>Port-based</b>:
Counts the number of times that the switch receives the first request from the backend server following the first response from the supplicant. Indicates that the backend server has communication with the switch.
<b>MAC-based</b>:
Counts all Access Challenges received from the backend server for this port (left-most table) or client (right-most table).</td></tr>
<tr><td>Rx</td><td><b>Other Requests</b></td><td>dot1xAuthBackendOtherRequestsToSupplicant</td><td><b>Port-based</b>:
Counts the number of times that the switch sends an EAP Request packet following the first to the supplicant. Indicates that the backend server chose an EAP-method.
<b>MAC-based</b>:
Not applicable.</td></tr>
<tr><td>Rx</td><td><b>Auth. Successes</b></td><td>dot1xAuthBackendAuthSuccesses</td><td><b>Port- and MAC-based</b>:
Counts the number of times that the switch receives a success indication. Indicates that the supplicant/client has successfully authenticated to the backend server.</td></tr>
<tr><td>Rx</td><td><b>Auth. Failures</b></td><td>dot1xAuthBackendAuthFails</td><td><b>Port- and MAC-based</b>:
Counts the number of times that the switch receives a failure message. This indicates that the supplicant/client has not authenticated to the backend server.</td></tr>
<tr><td>Tx</td><td><b>Responses</b></td><td>dot1xAuthBackendResponses</td><td><b>Port-based:</b>
Counts the number of times that the switch attempts to send a supplicant's first response packet to the backend server. Indicates the switch attempted communication with the backend server. Possible retransmissions are not counted.
<b>MAC-based:</b>
Counts all the backend server packets sent from the switch towards the backend server for a given port (left-most table) or client (right-most table). Possible retransmissions are not counted.</td></tr>
</table></td></tr>
<tr><td>Last Supplicant/Client Info</td><td>Information about the last supplicant/client that attempts to authenticate. This information is available for the following administrative states:
• 802.1X
• MAC-based Auth.</td></tr>
</table>

Label	Description
	

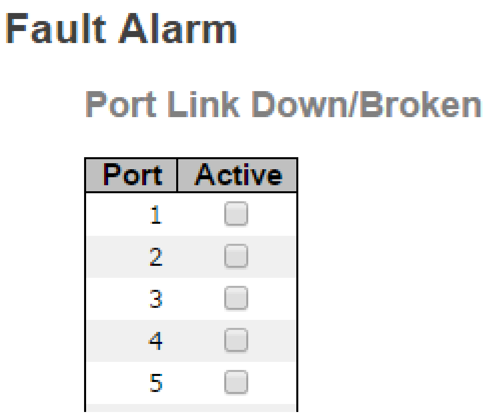
Last Supplicant/Client Info		
Name	**IEEE Name**	**Description**
MAC Address	dot1xAuthLastEapolFrameSource	The MAC address of the last supplicant/client.
VLAN ID	-	The VLAN ID on which the last frame from the last supplicant/client was received.
Version	dot1xAuthLastEapolFrameVersion	**802.1X-based**: The protocol version number carried in the most recently received EAPOL frame. **MAC-based**: Not applicable.
Identity	-	**802.1X-based**: The user name (supplicant identity) carried in the most recently received Response Identity EAPOL frame. **MAC-based**: Not applicable.

5.3 Alerts

5.3.1 Fault Alarm

When any selected fault event happens, the Fault LED on the switch panel will light up and the electric relay will signal at the same time.

Figure 98: Fault Alarm



Fault Alarm

Port Link Down/Broken

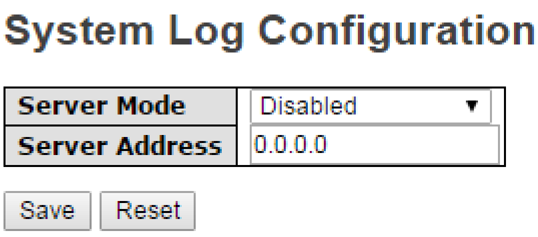
Port	Active
1	□
2	□
3	□
4	□
5	□

5.3.2 System Warning

SYSLOG Setting

The SYSLOG is a protocol that transmits event notifications across networks. For more details, please refer to RFC 3164 - The BSD SYSLOG Protocol.

Figure 99: System Log Configuration



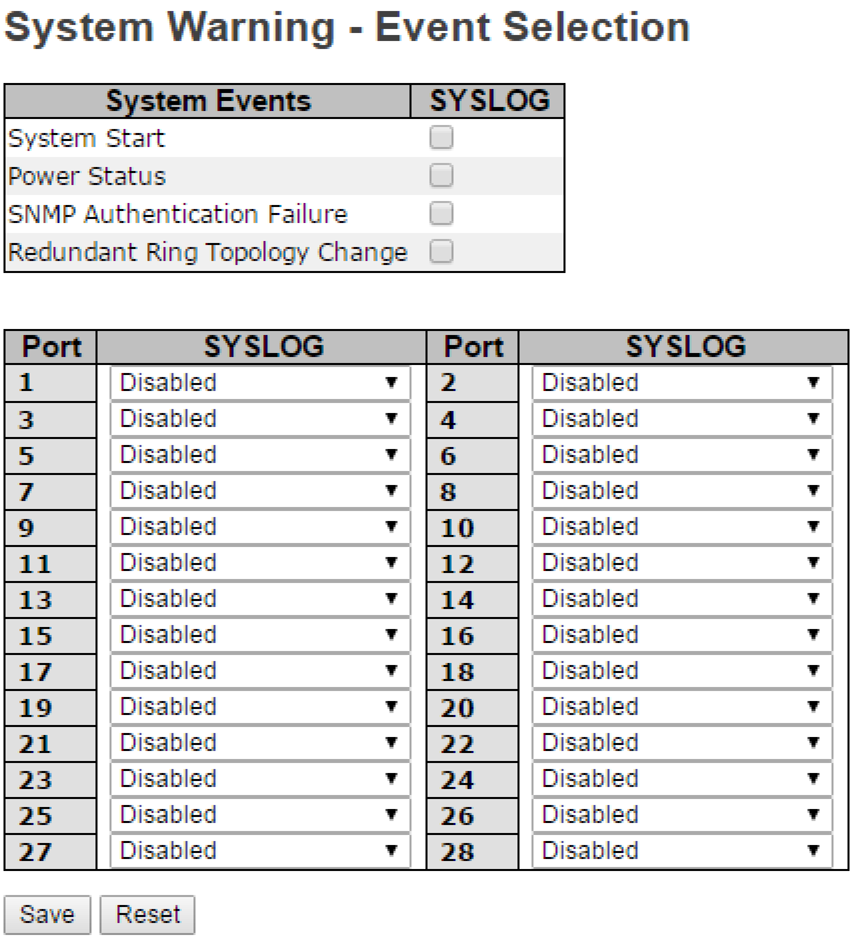
System Log Configuration

Server Mode	Disabled ▼
Server Address	0.0.0.0

Event Selection

SYSLOG and SMTP are two warning methods supported by the system. Check the corresponding box to enable the system event warning method you want. Please note that the checkbox cannot be checked when SYSLOG or SMTP is disabled.

Figure 100: System Warning – Event Selection



System Warning - Event Selection

System Events	SYSLOG
System Start	□
Power Status	□
SNMP Authentication Failure	□
Redundant Ring Topology Change	□

Port	SYSLOG	Port	SYSLOG
1	Disabled	2	Disabled
3	Disabled	4	Disabled
5	Disabled	6	Disabled
7	Disabled	8	Disabled
9	Disabled	10	Disabled
11	Disabled	12	Disabled
13	Disabled	14	Disabled
15	Disabled	16	Disabled
17	Disabled	18	Disabled
19	Disabled	20	Disabled
21	Disabled	22	Disabled
23	Disabled	24	Disabled
25	Disabled	26	Disabled
27	Disabled	28	Disabled

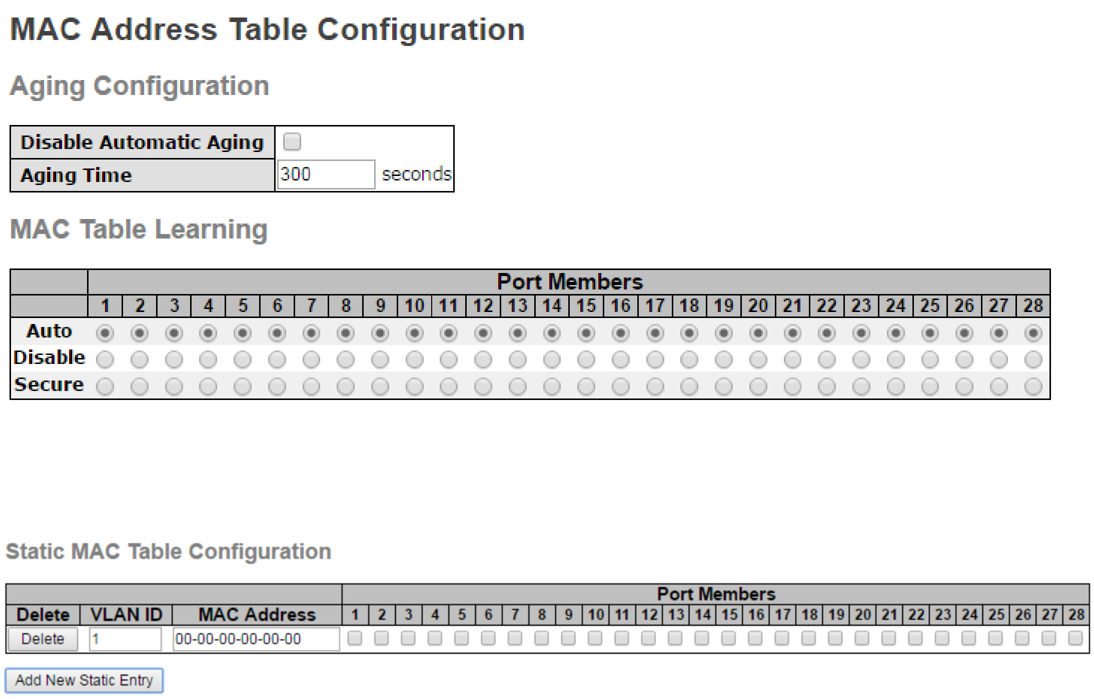
Label	Description
System Cold Start	Sends out alerts when the system is restarted
Power Status	Sends out alerts when power is up or down
SNMP Authentication Failure	Sends out alert when SNMP authentication fails
Ring Topology Change	Sends out alerts when Ring topology changes
Port Event SYSLOG / SMTP event	Disable Link Up Link Down Link Up & Link Down
Apply	Click to activate the configurations
Help	Shows help file

5.4 Monitor and Diag

5.4.1 MAC Table

The MAC address table can be configured on this page. You can set timeouts for entries in the dynamic MAC table and configure the static MAC table here.

Figure 101: MAC Address Table Configuration



MAC Address Table Configuration

Aging Configuration

Disable Automatic Aging	□
Aging Time	300 seconds

MAC Table Learning

	Port Members																											
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Auto	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Disable	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Secure	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Static MAC Table Configuration

			Port Members																											
Delete	VLAN ID	MAC Address	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Delete	1	00-00-00-00-00-00	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□

Add New Static Entry

Aging Configuration

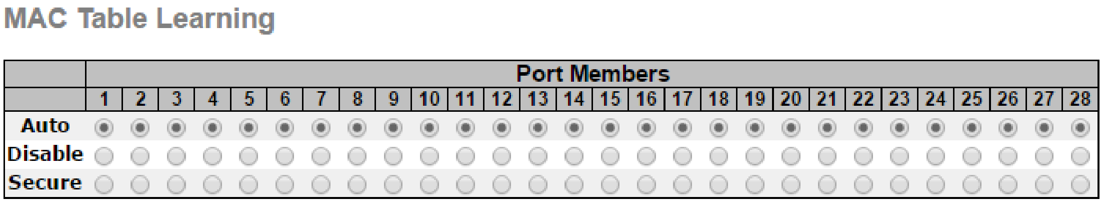
By default, dynamic entries are removed from the MAC after 300 seconds. This removal is called aging. You can configure aging time by entering a value in the box of **Age Time**. The allowed range is 10 to 1000000 seconds. You can also disable the automatic aging of dynamic entries by checking **Disable Automatic Aging**.

MAC Table Learning

If the learning mode for a given port is grayed out, it means another module is in control of the mode, and thus the user cannot change the configurations. An example of such a module is MAC-Based authentication under 802.1X.

You can configure the port to dynamically learn the MAC address based upon the following settings:

Figure 102: MAC Table Learning



MAC Table Learning

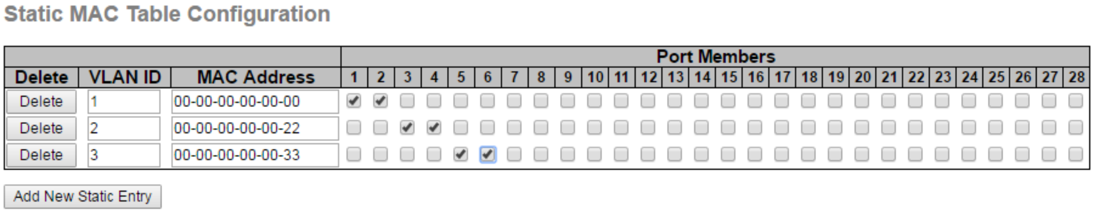
	Port Members																											
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Auto	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Disable	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Secure	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Label	Description
Auto	Learning is done automatically as soon as a frame with unknown SMAC is received.
Disable	No learning is done.
Secure	Only static MAC entries are learned, all other frames are dropped. Note: make sure the link used for managing the switch is added to the static Mac table before changing to secure learning mode, otherwise the management link will be lost and can only be restored by using another non-secure port or by connecting to the switch via the serial interface.

Static MAC Table Configurations

The static entries in the MAC table are shown in this table. The static MAC table can contain up to 64 entries. The entries are for the whole stack, not for individual switches. The MAC table is sorted first by VLAN ID and then by MAC address.

Figure 103: Static MAC Table Configuration



Static MAC Table Configuration

			Port Members																											
Delete	**VLAN ID**	**MAC Address**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**
Delete	1	00-00-00-00-00-00	☑	☑	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
Delete	2	00-00-00-00-00-22	□	□	☑	☑	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
Delete	3	00-00-00-00-00-33	□	□	□	□	☑	☑	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□

Label	Description
Delete	Check to delete an entry. It will be deleted during the next save.
VLAN ID	The VLAN ID for the entry
MAC Address	The MAC address for the entry
Port Members	Checkmarks indicate which ports are members of the entry. Check or uncheck to modify the entry.
Adding New Static Entry	Click to add a new entry to the static MAC table. You can specify the VLAN ID, MAC address, and port members for the new entry. Click **Save** to save the changes.

5.5 MAC Table

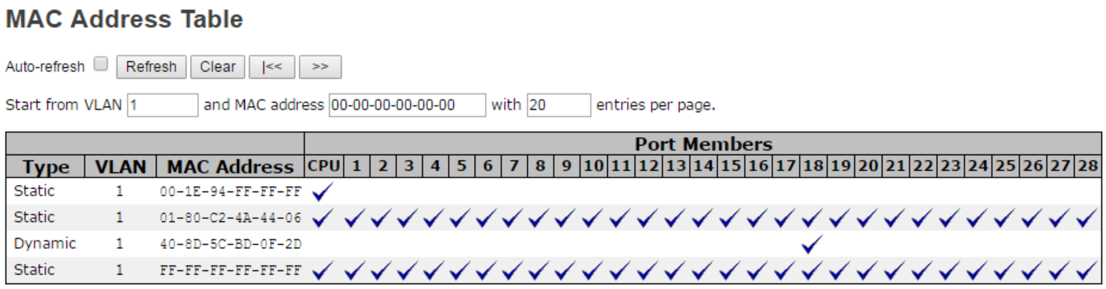
Each page shows up to 999 entries from the MAC table, with a default value of 20, selected by the **Entries Per Page** input field. When first visited, the web page will show the first 20 entries from the beginning of the MAC Table. The first displayed will be the one with the lowest VLAN ID and the lowest MAC address found in the MAC Table.

Each page shows up to 999 entries from the MAC table, with a default value of 20, selected by the **Entries Per Page** input field. When first visited, the web page will show the first 20 entries from the beginning of the MAC Table. The first displayed will be the one with the lowest VLAN ID and the lowest MAC address found in the MAC Table.

The **Start from MAC address** and **VLAN** fields allow the user to select the starting point in the MAC table. Clicking the **Refresh** button will update the displayed table starting from that or the closest next MAC table match. In addition, the two input fields will – upon clicking **Refresh** - assume the value of the first displayed entry, allows for continuous refresh with the same start address.

The **>>** will use the last entry of the currently displayed VLAN/MAC address pairs as a basis for the next lookup. When it reaches the end, the text "**no more entries**" is shown in the displayed table. Use the **|<<** button to start over.

Figure 104: MAC Address Table



MAC Address Table

Auto-refresh □ Refresh Clear |<< >>

Start from VLAN 1 and MAC address 00-00-00-00-00-00 with 20 entries per page.

			Port Members																												
Type	**VLAN**	**MAC Address**	**CPU**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**
Static	1	00-1E-94-FF-FF-FF	✓																												
Static	1	01-80-C2-4A-44-06	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Dynamic	1	40-8D-5C-BD-0F-2D																			✓										
Static	1	FF-FF-FF-FF-FF-FF	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

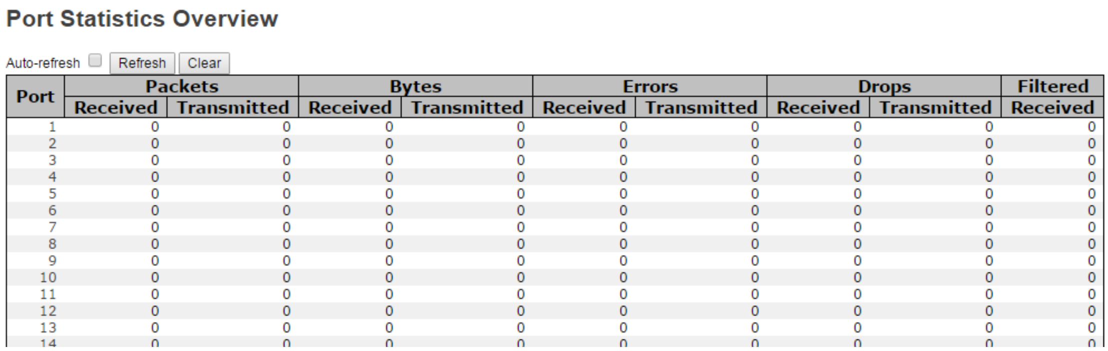
Label	Description
Type	Indicates whether the entry is a static or dynamic entry
MAC address	The MAC address of the entry
VLAN	The VLAN ID of the entry
Port Members	The ports that are members of the entry.

5.5.1 Port Statistics

Traffic Overview

This page provides an overview of general traffic statistics for all switch ports.

Figure 105: Port Statistics Overview



Port Statistics Overview

Port	Packets		Bytes		Errors		Drops		Filtered
	Received	Transmitted	Received	Transmitted	Received	Transmitted	Received	Transmitted	Received
1	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0

Label	Description
Port	The switch port number to which the following settings will be applied.
Packets	The number of received and transmitted packets per port
Bytes	The number of received and transmitted bytes per port
Errors	The number of frames received in error and the number of incomplete transmissions per port
Drops	The number of frames discarded due to ingress or egress congestion
Filtered	The number of received frames filtered by the forwarding process
Auto-refresh	Check to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the counter entries, starting from the current entry ID.

Clear	Flushes all counters entries

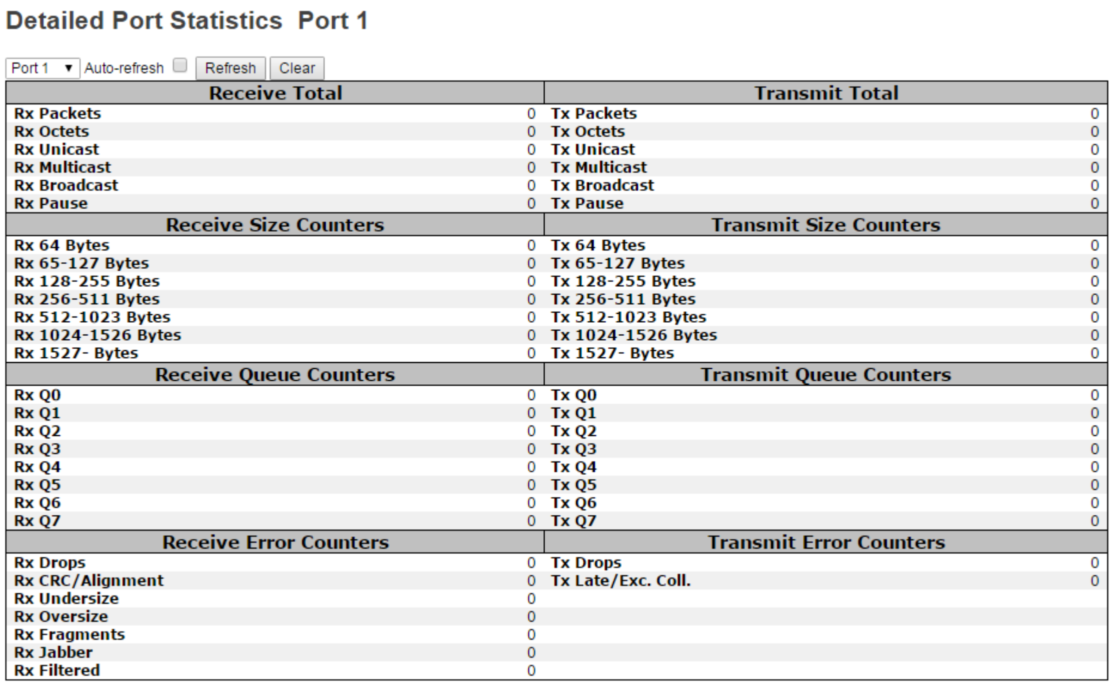
Detailed Statistics

This page provides detailed traffic statistics for a specific switch port. Use the port drop-down list to decide the details of which switch port to be displayed.

The displayed counters include the total number for receive and transmit, the size for receive and transmit, and the errors for receive and transmit.

Detailed Statistics – Total Receive & Transmit

Figure 106: Detailed Port Statistics Port 1



Detailed Port Statistics Port 1

Receive Total		Transmit Total	
Rx Packets	0	Tx Packets	0
Rx Octets	0	Tx Octets	0
Rx Unicast	0	Tx Unicast	0
Rx Multicast	0	Tx Multicast	0
Rx Broadcast	0	Tx Broadcast	0
Rx Pause	0	Tx Pause	0
Receive Size Counters		**Transmit Size Counters**	
Rx 64 Bytes	0	Tx 64 Bytes	0
Rx 65-127 Bytes	0	Tx 65-127 Bytes	0
Rx 128-255 Bytes	0	Tx 128-255 Bytes	0
Rx 256-511 Bytes	0	Tx 256-511 Bytes	0
Rx 512-1023 Bytes	0	Tx 512-1023 Bytes	0
Rx 1024-1526 Bytes	0	Tx 1024-1526 Bytes	0
Rx 1527- Bytes	0	Tx 1527- Bytes	0
Receive Queue Counters		**Transmit Queue Counters**	
Rx Q0	0	Tx Q0	0
Rx Q1	0	Tx Q1	0
Rx Q2	0	Tx Q2	0
Rx Q3	0	Tx Q3	0
Rx Q4	0	Tx Q4	0
Rx Q5	0	Tx Q5	0
Rx Q6	0	Tx Q6	0
Rx Q7	0	Tx Q7	0
Receive Error Counters		**Transmit Error Counters**	
Rx Drops	0	Tx Drops	0
Rx CRC/Alignment	0	Tx Late/Exc. Coll.	0
Rx Undersize	0		
Rx Oversize	0		
Rx Fragments	0		
Rx Jabber	0		
Rx Filtered	0		

Label	Description
Rx and Tx Packets	The number of received and transmitted (good and bad) packets

Label	Description
Rx and Tx Octets	The number of received and transmitted (good and bad) bytes, including FCS, except framing bits
Rx and Tx Unicast	The number of received and transmitted (good and bad) unicast packets
Rx and Tx Multicast	The number of received and transmitted (good and bad) multicast packets
Rx and Tx Broadcast	The number of received and transmitted (good and bad) broadcast packets
Rx and Tx Pause	The number of MAC Control frames received or transmitted on this port that have an opcode indicating a PAUSE operation
Rx Drops	The number of frames dropped due to insufficient receive buffer or egress congestion
Rx CRC/Alignment	The number of frames received with CRC or alignment errors
Rx Undersize	The number of short[1] frames received with a valid CRC
Rx Oversize	The number of long[2] frames received with a valid CRC
Rx Fragments	The number of short[1] frames received with an invalid CRC
Rx Jabber	The number of long[2] frames received with an invalid CRC
Rx Filtered	The number of received frames filtered by the forwarding process
Tx Drops	The number of frames dropped due to output buffer congestion
Tx Late / Exc.Coll.	The number of frames dropped due to excessive or late collisions

1. Short frames are frames smaller than 64 bytes.

2. Long frames are frames longer than the maximum frame length configured for this port.

5.5.2 Port Mirroring

You can configure port mirroring on this page.

To solve network problems, selected traffic can be copied, or mirrored, to a mirror port where a frame analyzer can be attached to analyze the frame flow.

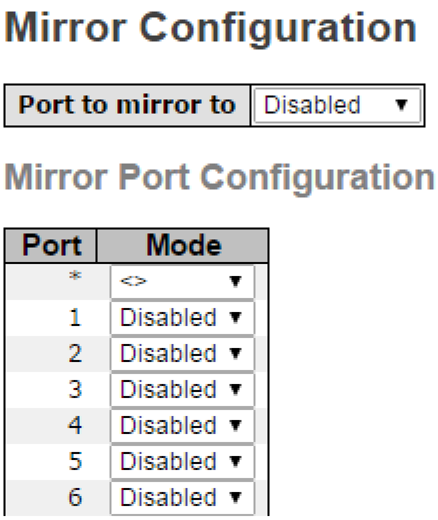
The traffic to be copied to the mirror port is selected as follows:

All frames received on a given port (also known as ingress or source mirroring).

All frames transmitted on a given port (also known as egress or destination mirroring).

Port to mirror is also known as the mirror port. Frames from ports that have either source (rx) or destination (tx) mirroring enabled are mirrored to this port. Disabled option disables mirroring.

Figure 107: Mirror Configuration



Mirror Configuration

Port to mirror to: Disabled

Mirror Port Configuration

Port	Mode
*	<>
1	Disabled
2	Disabled
3	Disabled
4	Disabled
5	Disabled
6	Disabled

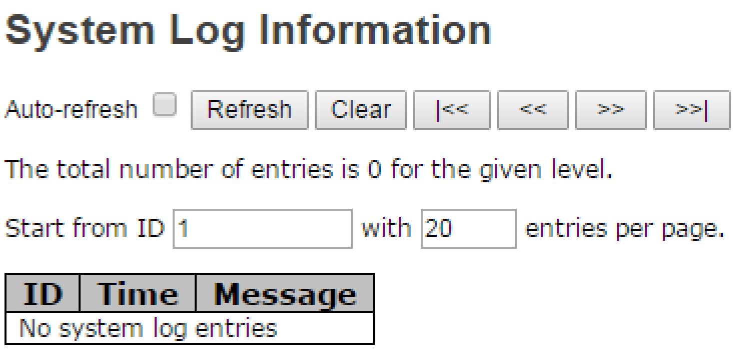
Label	Description
Port	The switch port number to which the following settings will be applied.
Mode	Drop-down list for selecting a mirror mode.

Label	Description
	Rx only: only frames received on this port are mirrored to the mirror port. Frames transmitted are not mirrored. **Tx only**: only frames transmitted from this port are mirrored to the mirror port. Frames received are not mirrored. **Disabled**: neither transmitted nor recived frames are mirrored. **Enabled**: both received and transmitted frames are mirrored to the mirror port. Note: for a given port, a frame is only transmitted once. Therefore, you cannot mirror Tx frames to the mirror port. In this case, mode for the selected mirror port is limited to **Disabled** or **Rx nly**.

5.5.3 System Log Information

This page provides switch system log information.

Figure 108: System Log Information



System Log Information

The total number of entries is 0 for the given level.

Start from ID 1 with 20 entries per page.

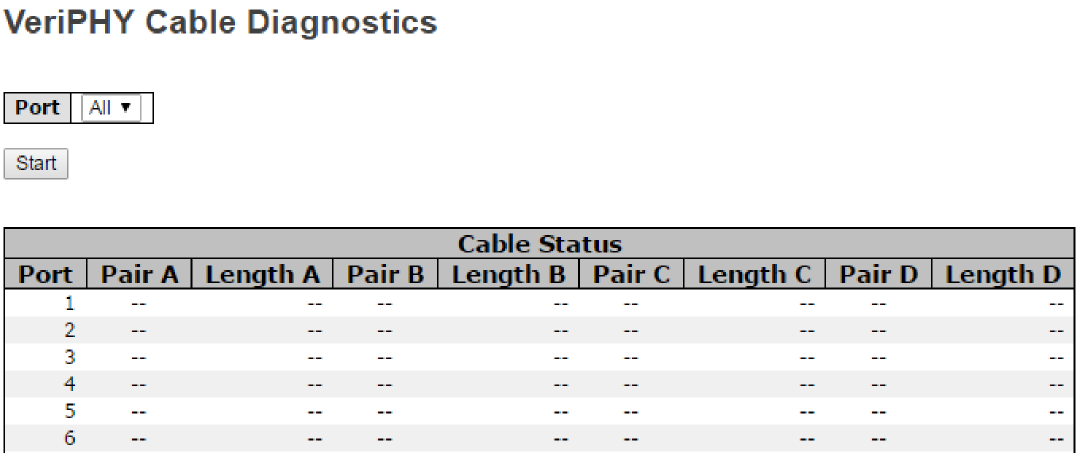
ID	Time	Message
No system log entries		

Label	Description
ID	The ID (>= 1) of the system log entry
Level	The level of the system log entry. The following level types are supported: **Info**: provides general information **Warning**: provides warning for abnormal operation **Error**: provides error message **All**: enables all levels
Time	The time of the system log entry
Message	The MAC address of the switch
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates system log entries, starting from the current entry ID
Clear	Flushes all system log entries
|<<	Updates system log entries, starting from the first available entry ID
<<	Updates system log entries, ending at the last entry currently displayed
>>	Updates system log entries, starting from the last entry currently displayed.
>>|	Updates system log entries, ending at the last available entry ID.

5.5.4 Cable Diagnostics

This page allows you to perform VeriPHY cable diagnostics.

Figure 109: VeriPHY Cable Diagnostics



VeriPHY Cable Diagnostics

Port: All

Cable Status								
Port	Pair A	Length A	Pair B	Length B	Pair C	Length C	Pair D	Length D
1	--	--	--	--	--	--	--	--
2	--	--	--	--	--	--	--	--
3	--	--	--	--	--	--	--	--
4	--	--	--	--	--	--	--	--
5	--	--	--	--	--	--	--	--
6	--	--	--	--	--	--	--	--

Press **Start** to run the diagnostics. This will take approximately 5 seconds. If all ports are selected, this can take approximately 15 seconds. When completed, the page refreshes automatically, and you can view the cable diagnostics results in the cable status table. Note that VeriPHY diagnostics is only accurate for cables 7 - 140 meters long.

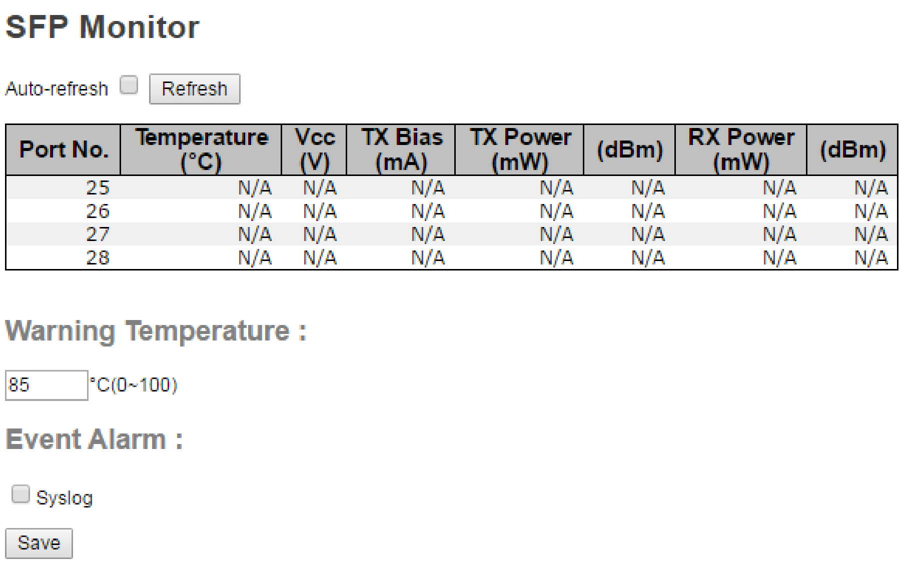
10 and 100 Mbps ports will be disconnected while running VeriPHY diagnostics. Therefore, running VeriPHY on a 10 or 100 Mbps management port will cause the switch to stop responding until VeriPHY is complete.

Label	Description
Port	The port for which VeriPHY Cable Diagnostics is requested
Cable Status	Port: port number Pair: the status of the cable pair Length: the length (in meters) of the cable pair

5.5.5 SFP Monitor

SFP modules with DDM (Digital Diagnostic Monitoring) function can measure the temperature of the apparatus, helping you monitor the status of connection and detect errors immediately. You can manage and set up event alarms through DDM Web interface.

Figure 110: SFP Monitor



SFP Monitor

Auto-refresh □ Refresh

Port No.	Temperature (°C)	Vcc (V)	TX Bias (mA)	TX Power (mW)	(dBm)	RX Power (mW)	(dBm)
25	N/A	N/A	N/A	N/A	N/A	N/A	N/A
26	N/A	N/A	N/A	N/A	N/A	N/A	N/A
27	N/A	N/A	N/A	N/A	N/A	N/A	N/A
28	N/A	N/A	N/A	N/A	N/A	N/A	N/A

Warning Temperature :

85 °C(0~100)

Event Alarm :

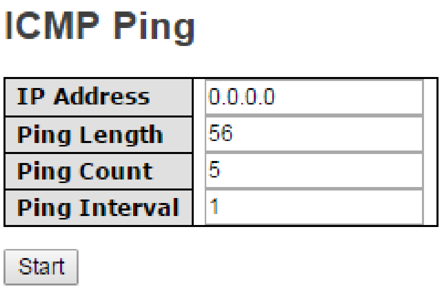
□ Syslog

Save

5.5.6 Ping

This page allows you to issue ICMP PING packets to troubleshoot IP connectivity issues.

Figure 111: ICMP Ping



ICMP Ping

IP Address	0.0.0.0
Ping Length	56
Ping Count	5
Ping Interval	1

Start

After you press **Start**, five ICMP packets will be transmitted, and the sequence number and roundtrip time will be displayed upon reception of a reply. The page refreshes automatically until responses to all packets are received, or until a timeout occurs.

```
PING6 server ::10.10.132.20

64 bytes from ::10.10.132.20: icmp_seq=0, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=1, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=2, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=3, time=0ms

64 bytes from ::10.10.132.20: icmp_seq=4, time=0ms

Sent 5 packets, received 5 OK, 0 bad
```

You can configure the following properties of the issued ICMP packets:

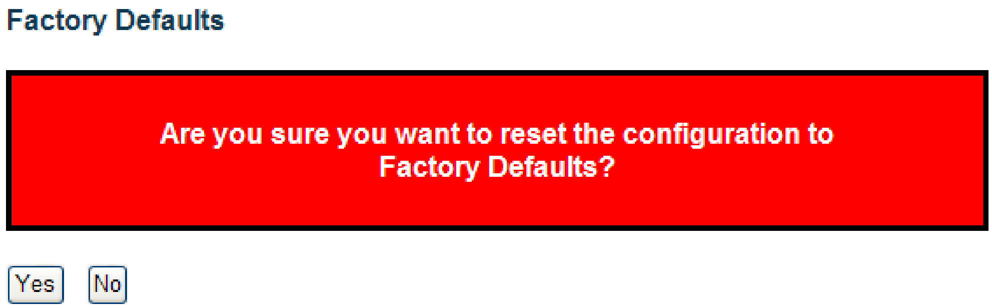
Label	Description
IP Address	The destination IP Address
Ping Size	The payload size of the ICMP packet. Values range from 8 to 1400 bytes.

5.6 Troubleshooting

5.6.1 Factory Defaults

You can reset the configuration of the stack switch on this page. Only the IP configuration is retained.

Figure 112: Factory Defaults



Factory Defaults

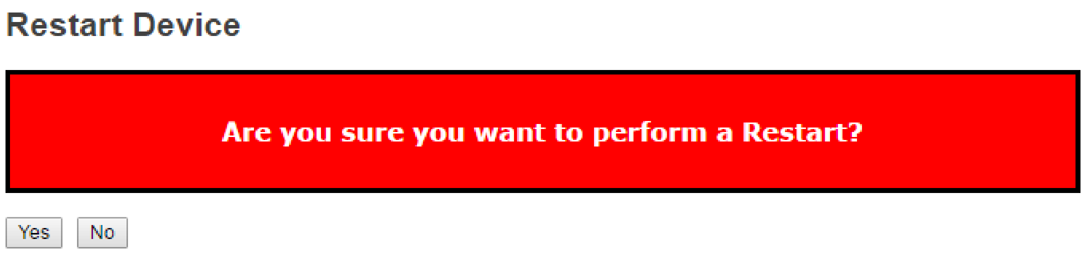
Are you sure you want to reset the configuration to Factory Defaults?

Label	Description
Yes	Click to reset the configuration to factory defaults
No	Click to return to the Port State page without resetting

5.6.2 System Reboot

You can reset the stack switch on this page. After reset, the system will boot normally as if you have powered on the devices.

Figure 113: Restart Device



Restart Device

Are you sure you want to perform a Restart?

Label	Description
Yes	Click to reboot device
No	Click to return to the **Port State** page without rebooting

Section 6: Command Line Interface Management

Besides Web-based management, the device also support CLI management. You can use console or telnet to manage the switch by CLI.

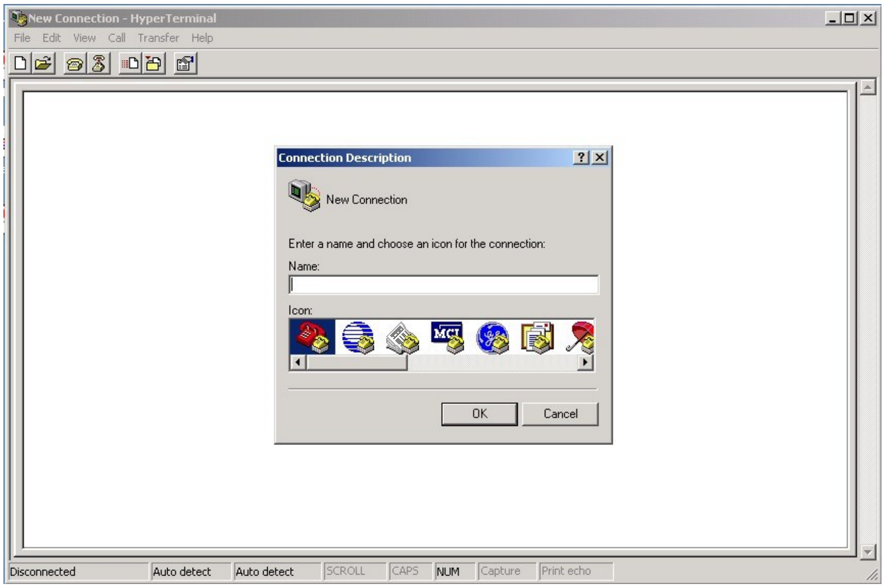
CLI Management by RS-232 Serial Console (115200, 8, none, 1, none)

Before configuring RS-232 serial console, connect the RS-232 port of the switch to your PC Com port using a RJ45 to DB9-F cable.

Follow the steps below to access the console via RS-232 serial cable.

1. On Windows desktop, click on Start -> Programs -> Accessories -> Communications -> Hyper Terminal
2. Input a name for the new connection.

Figure 114: Input Name

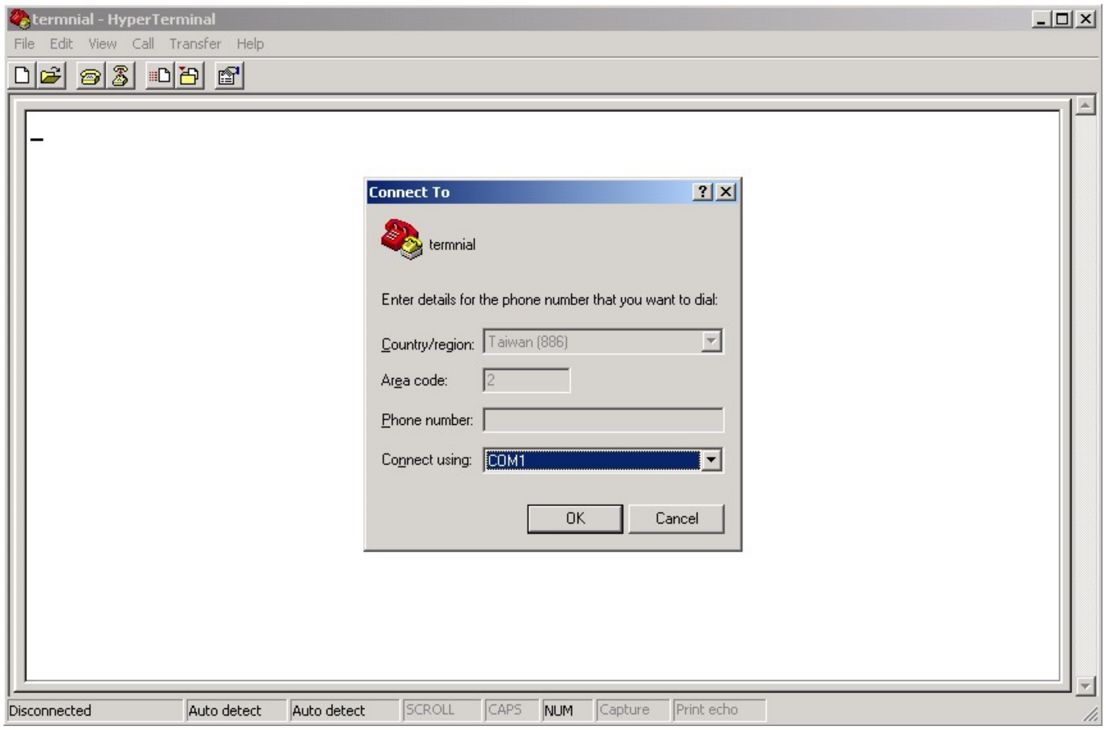

New Connection - HyperTerminal
File Edit View Call Transfer Help
Connection Description
New Connection

Enter a name and choose an icon for the connection:

Name:

3. Select a COM port in the drop-down list.

Figure 115: COM1



termnial

Enter details for the phone number that you want to dial:

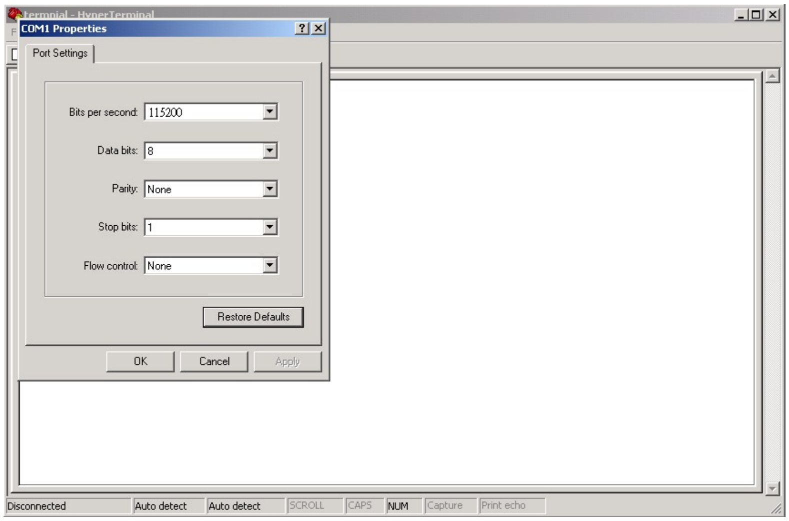
Country/region: Taiwan (886)

Area code: 2

Phone number:

Connect using: COM1

4. A pop-up window that indicates COM port properties appears, including bits per second, data bits, parity, stop bits, and flow control.



Bits per second: 115200

Data bits: 8

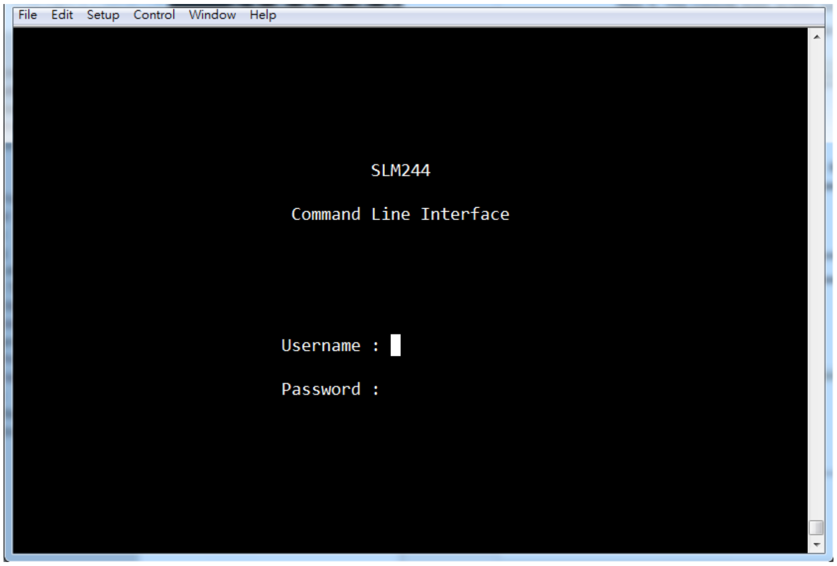
Parity: None

Stop bits: 1

Flow control: None

5. The console login screen will appear. Use the keyboard to enter the Username and Password (same as the password for Web browsers), then press **Enter**.

Figure 116: Command Line interface



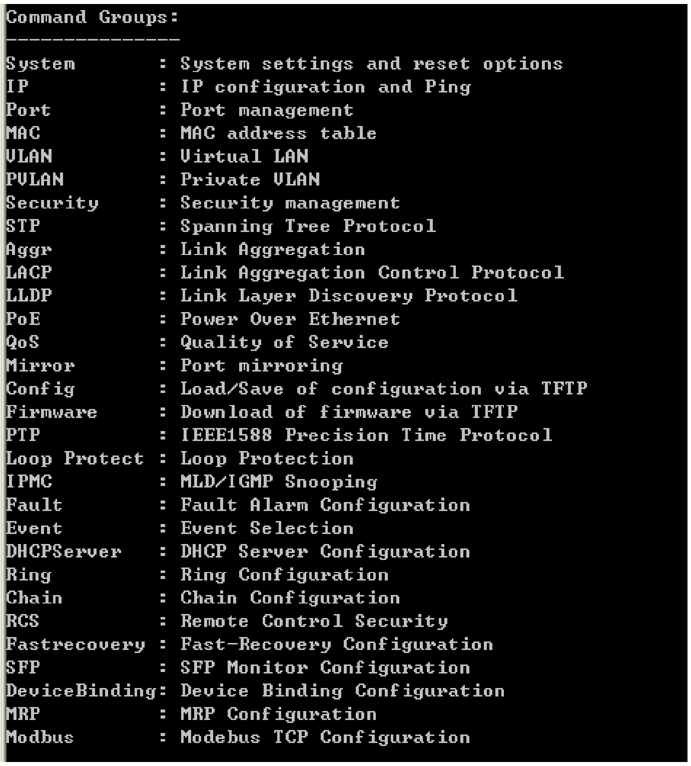
```
SLM244

Command Line Interface



Username :
Password :
```

Figure 117: Command Groups



```
Command Groups:
---------------
System        : System settings and reset options
IP            : IP configuration and Ping
Port          : Port management
MAC           : MAC address table
VLAN          : Virtual LAN
PVLAN         : Private VLAN
Security      : Security management
STP           : Spanning Tree Protocol
Aggr          : Link Aggregation
LACP          : Link Aggregation Control Protocol
LLDP          : Link Layer Discovery Protocol
PoE           : Power Over Ethernet
QoS           : Quality of Service
Mirror        : Port mirroring
Config        : Load/Save of configuration via TFTP
Firmware      : Download of firmware via TFTP
PTP           : IEEE1588 Precision Time Protocol
Loop Protect : Loop Protection
IPMC          : MLD/IGMP Snooping
Fault         : Fault Alarm Configuration
Event         : Event Selection
DHCPServer    : DHCP Server Configuration
Ring          : Ring Configuration
Chain         : Chain Configuration
RCS           : Remote Control Security
Fastrecovery : Fast-Recovery Configuration
SFP           : SFP Monitor Configuration
DeviceBinding: Device Binding Configuration
MRP           : MRP Configuration
Modbus        : Modebus TCP Configuration
```

System

System>	Configuration [all] [<port_list>]
	Reboot
	Restore Default [keep_ip]
	Contact [<contact>]
	Name [<name>]
	Location [<location>]
	Description [<description>]
	Password <password>
	Username [<username>]

	Timezone [<offset>]
	Log [<log_id>] [all|info|warning|error] [clear]

IP

IP>	Configuration
	DHCP [enable|disable]
	Setup [<ip_addr>] [<ip_mask>] [<ip_router>] [<vid>]
	Ping <ip_addr_string> [<ping_length>]
	SNTP [<ip_addr_string>]

Port

port>	Configuration [<port_list>] [up|down]
	Mode [<port_list>] [auto|10hdx|10fdx|100hdx|100fdx|1000fdx|sfp_auto_ams]
	Flow Control [<port_list>] [enable|disable]
	State [<port_list>] [enable|disable]
	MaxFrame [<port_list>] [<max_frame>]
	Power [<port_list>] [enable|disable|actiphy|dynamic]
	Excessive [<port_list>] [discard|restart]
	Statistics [<port_list>] [<command>] [up|down]
	VeriPHY [<port_list>]
	SFP [<port_list>]

MAC

<table>
<tr><td rowspan="9">MAC></td><td>Configuration [<port_list>]</td></tr>
<tr><td>Add <mac_addr> <port_list> [<vid>]</td></tr>
<tr><td>Delete <mac_addr> [<vid>]</td></tr>
<tr><td>Lookup <mac_addr> [<vid>]</td></tr>
<tr><td>Agetime [<age_time>]</td></tr>
<tr><td>Learning [<port_list>] [auto|disable|secure]</td></tr>
<tr><td>Dump [<mac_max>] [<mac_addr>] [<vid>]</td></tr>
<tr><td>Statistics [<port_list>]</td></tr>
<tr><td>Flush</td></tr>
</table>

VLAN

<table>
<tr><td rowspan="9">VLAN></td><td>Configuration [<port_list>]</td></tr>
<tr><td>PVID [<port_list>] [<vid>|none]</td></tr>
<tr><td>FrameType [<port_list>] [all|tagged|untagged]</td></tr>
<tr><td>IngressFilter [<port_list>] [enable|disable]</td></tr>
<tr><td>tx_tag [<port_list>] [untag_pvid|untag_all|tag_all]</td></tr>
<tr><td>PortType [<port_list>] [unaware|c-port|s-port|s-custom-port]</td></tr>
<tr><td>EtypeCustomSport [<etype>]</td></tr>
<tr><td>Add <vid>|<name> [<ports_list>]</td></tr>
<tr><td>Forbidden Add <vid>|<name> [<port_list>]</td></tr>
</table>

	Delete <vid>|<name>
	Forbidden Delete <vid>|<name>
	Forbidden Lookup [<vid>] [(name <name>)]
	Lookup [<vid>] [(name <name>)] [combined|static|nas|all]
	Name Add <name> <vid>
	Name Delete <name>
	Name Lookup [<name>]
	Status [<port_list>] [combined|static|nas|mstp|all|conflicts]

Private VLAN

PVLAN>	Configuration [<port_list>]
	Add <pvlan_id> [<port_list>]
	Delete <pvlan_id>
	Lookup [<pvlan_id>]
	Isolate [<port_list>] [enable|disable]

Security

Security >	Switch	Switch security setting
	Network	**Network security setting**
	AAA	Authentication, Authorization and Accounting setting

Security Switch

Security/switch>	Password <password>
	Auth Authentication
	SSH Secure Shell
	HTTPS Hypertext Transfer Protocol over Secure Socket Layer
	RMON Remote Network Monitoring

Security Switch Authentication

Security/switch/auth>	Configuration
	Method [console|telnet|ssh|web] [none|local|radius] [enable|disable]

Security Switch SSH

Security/switch/ssh>	Configuration
	Mode [enable|disable]

Security Switch HTTPS

Security/switch/ssh>	Configuration
	Mode [enable|disable]

Security Switch RMON

Security/switch/rmon>	Statistics Add <stats_id> <data_source>
	Statistics Delete <stats_id>
	Statistics Lookup [<stats_id>]
	History Add <history_id> <data_source> [<interval>] [<buckets>]
	History Delete <history_id>
	History Lookup [<history_id>]
	Alarm Add <alarm_id> <interval> <alarm_variable> [absolute|delta]<rising_threshold> <rising_event_index> <falling_threshold> <falling_event_index> [rising|falling|both]
	Alarm Delete <alarm_id>
	Alarm Lookup [<alarm_id>]

Security Network

Security/Network>	Psec	Port Security Status
	NAS	Network Access Server (IEEE 802.1X)
	ACL	Access Control List
	DHCP	Dynamic Host Configuration Protocol

Security Network Psec

Security/Network/Psec>	Switch [<port_list>]
	Port [<port_list>]

Security Network NAS

Security/Network/NAS>	Configuration [<port_list>]
	Mode [enable|disable]
	State [<port_list>] [auto|authorized|unauthorized|macbased]
	Reauthentication [enable|disable]
	ReauthPeriod [<reauth_period>]
	EapolTimeout [<eapol_timeout>]
	Agetime [<age_time>]
	Holdtime [<hold_time>]
	Authenticate [<port_list>] [now]
	Statistics [<port_list>] [clear|eapol|radius]

Security Network ACL

<table>
<tr><td rowspan="8">Security/Network/ACL&gt;</td><td>Configuration [<port_list&gt;]</td></tr>
<tr><td>Action [&lt;port_list>] [permit|deny] [<rate_limiter>][<port_redirect>]
[<mirror>] [<logging>] [<shutdown&gt;]</td></tr>
<tr><td>Policy [&lt;port_list>] [<policy&gt;]</td></tr>
<tr><td>Rate [&lt;rate_limiter_list>] [<rate_unit>] [<rate&gt;]</td></tr>
<tr><td>Add [&lt;ace_id>] [<ace_id_next>][(port <port_list>)] [(policy <policy>
<policy_bitmask>)][<tagged>] [<vid>] [<tag_prio>]
[<dmac_type>][(etype [<etype>] [<smac>] [<dmac>]) |
(arp [<sip>] [<dip>] [<smac>] [<arp_opcode>]
[<arp_flags>]) |
(ip [<sip>] [<dip>] [<protocol>] [<ip_flags>]) |
(icmp [<sip>] [<dip>] [<icmp_type>] [<icmp_code>]
[<ip_flags>]) |
(udp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) |
(tcp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]
[<tcp_flags>])]
[permit|deny] [<rate_limiter>] [<port_redirect>] [<mirror>]
[<logging>][<shutdown&gt;]</td></tr>
<tr><td>Delete &lt;ace_id&gt;</td></tr>
<tr><td>Lookup [<ace_id&gt;]</td></tr>
<tr><td>Clear</td></tr>
</table>

	Status [combined|static|loop_protect|dhcp|ptp|ipmc|conflicts]
	Port State [<port_list>] [enable|disable]

Security Network DHCP

Security/Network/DHCP>	Configuration
	Mode [enable|disable]
	Server [<ip_addr>]
	Information Mode [enable|disable]
	Information Policy [replace|keep|drop]
	Statistics [clear]

Security Network AAA

Security/Network/AAA>	Configuration
	Timeout [<timeout>]
	Deadtime [<dead_time>]
	RADIUS [<server_index>] [enable|disable] [<ip_addr_string>] [<secret>] [<server_port>]
	ACCT_RADIUS [<server_index>] [enable|disable] [<ip_addr_string>] [<secret>] [<server_port>]
	Statistics [<server_index>]

STP

STP>	Configuration
	Version [<stp_version>] Non-certified release, v
	Txhold [<holdcount>]lt 15:15:15, Dec 6 2007
	MaxAge [<max_age>]
	FwdDelay [<delay>]
	bpduFilter [enable|disable]
	bpduGuard [enable|disable]
	recovery [<timeout>]
	CName [<config-name>] [<integer>]
	Status [<msti>] [<port_list>]
	Msti Priority [<msti>] [<priority>]
	Msti Map [<msti>] [clear]
	Msti Add <msti> <vid>
	Port Configuration [<port_list>]
	Port Mode [<port_list>] [enable|disable]
	Port Edge [<port_list>] [enable|disable]
	Port AutoEdge [<port_list>] [enable|disable]
	Port P2P [<port_list>] [enable|disable|auto]

	Port RestrictedRole [<port_list>] [enable|disable]
	Port RestrictedTcn [<port_list>] [enable|disable]
	Port bpduGuard [<port_list>] [enable|disable]
	Port Statistics [<port_list>]
	Port Mcheck [<port_list>]
	Msti Port Configuration [<msti>] [<port_list>]
	Msti Port Cost [<msti>] [<port_list>] [<path_cost>]
	Msti Port Priority [<msti>] [<port_list>] [<priority>]

Aggr

Aggr>	Configuration
	Add <port_list> [<aggr_id>]
	Delete <aggr_id>
	Lookup [<aggr_id>]
	Mode [smac|dmac|ip|port] [enable|disable]

LACP

LACP>	Configuration [<port_list>]
	Mode [<port_list>] [enable|disable]
	Key [<port_list>] [<key>]
	Role [<port_list>] [active|passive]

	Status [<port_list>]
	Statistics [<port_list>] [clear]

LLDP

LLDP>	Configuration [<port_list>]
	Mode [<port_list>] [enable|disable]
	Statistics [<port_list>] [clear]
	Info [<port_list>]

QoS

QoS>	DSCP Map [<dscp_list>] [<class>] [<dpl>]
	DSCP Translation [<dscp_list>] [<trans_dscp>]
	DSCP Trust [<dscp_list>] [enable|disable]
	DSCP Classification Mode [<dscp_list>] [enable|disable]
	DSCP Classification Map [<class_list>] [<dpl_list>] [<dscp>]
	DSCP EgressRemap [<dscp_list>] [<dpl_list>] [<dscp>]
	Storm Unicast [enable|disable] [<packet_rate>]
	Storm Multicast [enable|disable] [<packet_rate>]
	Storm Broadcast [enable|disable] [<packet_rate>]
	QCL Add [<qce_id>] [<qce_id_next>]

	[<port_list>] [<tag>] [<vid>] [<pcp>] [<dei>] [<smac>] [<dmac_type>] [(etype [<etype>]) | (LLC [<DSAP>] [<SSAP>] [<control>]) | (SNAP [<PID>]) | (ipv4 [<protocol>] [<sip>] [<dscp>] [<fragment>] [<sport>] [<dport>]) | (ipv6 [<protocol>] [<sip_v6>] [<dscp>] [<sport>] [<dport>])] [<class>] [<dp>] [<classified_dscp>]
	QCL Delete <qce_id>
	QCL Lookup [<qce_id>]
	QCL Status [combined|static|conflicts]
	QCL Refresh

Mirror

Mirror>	Configuration [<port_list>]
	Port [<port>|disable]
	Mode [<port_list>] [enable|disable|rx|tx]

Dot1x

Dot1x>	Configuration [<port_list>]
	Mode [enable|disable]

	State [<port_list>] [macbased|auto|authorized|unauthorized]
	Authenticate [<port_list>] [now]
	Reauthentication [enable|disable]
	Period [<reauth_period>]
	Timeout [<eapol_timeout>]
	Statistics [<port_list>] [clear|eapol|radius]
	Clients [<port_list>] [all|<client_cnt>]
	Agetime [<age_time>]
	Holdtime [<hold_time>]

IGMP

IGMP>	Configuration [<port_list>]
	Mode [enable|disable]
	State [<vid>] [enable|disable]
	Querier [<vid>] [enable|disable]
	Fastleave [<port_list>] [enable|disable]
	Router [<port_list>] [enable|disable]
	Flooding [enable|disable]
	Groups [<vid>]
	Status [<vid>]

ACL

ACL>	Configuration [<port_list>]
	Action [<port_list>] [permit|deny] [<rate_limiter>] [<port_copy>] [<logging>] [<shutdown>] Policy [<port_list>] [<policy>]
	Rate [<rate_limiter_list>] [<packet_rate>]
	Add [<ace_id>] [<ace_id_next>] [switch | (port <port>) | (policy <policy>)] [<vid>] [<tag_prio>] [<dmac_type>] [(etype [<etype>] [<smac>] [<dmac>]) | (arp [<sip>] [<dip>] [<smac>] [<arp_opcode>] [<arp_flags>]) | (ip [<sip>] [<dip>] [<protocol>] [<ip_flags>]) | (icmp [<sip>] [<dip>] [<icmp_type>] [<icmp_code>] [<ip_flags>]) | (udp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>]) | (tcp [<sip>] [<dip>] [<sport>] [<dport>] [<ip_flags>] [<tcp_flags>])] [permit|deny] [<rate_limiter>] [<port_copy>] [<logging>] [<shutdown>] Delete <ace_id>
	Lookup [<ace_id>]
	Clear

Mirror

Mirror>	Configuration [<port_list>]

	Port [<port>|disable]
	Mode [<port_list>] [enable|disable|rx|tx]

Config

Config>	Save <ip_server> <file_name>
	Load <ip_server> <file_name> [check]

Firmware

Firmware>	Load <ip_addr_string> <file_name>

SNMP

SNMP>	Trap Inform Retry Times [<retries>]
	Trap Probe Security Engine ID [enable|disable]
	Trap Security Engine ID [<engineid>]
	Trap Security Name [<security_name>]
	Engine ID [<engineid>]
	Community Add <community> [<ip_addr>] [<ip_mask>]
	Community Delete <index>
	Community Lookup [<index>]
	User Add <engineid> <user_name> [MD5|SHA] [<auth_password>] [DES] [<priv_password>]

	User Delete <index>
	User Changekey <engineid> <user_name> <auth_password> [<priv_password>]
	User Lookup [<index>]
	Group Add <security_model> <security_name> <group_name>
	Group Delete <index>
	Group Lookup [<index>]
	View Add <view_name> [included|excluded] <oid_subtree>
	View Delete <index>
	View Lookup [<index>]
	Access Add <group_name> <security_model> <security_level> [<read_view_name>] [<write_view_name>] Access Delete <index>
	Access Lookup [<index>]

Firmware

Firmware>	Load <ip_addr_string> <file_name>

PTP

PTP>	Configuration [<clockinst>]
	PortState <clockinst> [<port_list>] [enable|disable|internal]

	ClockCreate <clockinst> [<devtype>] [<twostep>] [<protocol>] [<oneway>] [<clockid>] [<tag_enable>] [<vid>] [<prio>]
	ClockDelete <clockinst> [<devtype>]
	DefaultDS <clockinst> [<priority1>] [<priority2>] [<domain>]
	CurrentDS <clockinst>
	ParentDS <clockinst>
	Timingproperties <clockinst> [<utcoffset>] [<valid>] [<leap59>] [<leap61>] [<timetrac>] [<freqtrac>] [<ptptimescale>] [<timesource>]
	PTP PortDataSet <clockinst> [<port_list>] [<announceintv>] [<announceto>] [<syncintv>] [<delaymech>] [<minpdelayreqintv>] [<delayasymmetry>] [<ingressLatency>]
	LocalClock <clockinst> [update|show|ratio] [<clockratio>]
	Filter <clockinst> [<def_delay_filt>] [<period>] [<dist>]
	Servo <clockinst> [<displaystates>] [<ap_enable>] [<ai_enable>] [<ad_enable>] [<ap>] [<ai>] [<ad>]
	SlaveTableUnicast <clockinst>
	UniConfig <clockinst> [<index>] [<duration>] [<ip_addr>]
	ForeignMasters <clockinst> [<port_list>]
	EgressLatency [show|clear]
	MasterTableUnicast <clockinst>
	ExtClockMode [<one_pps_mode>] [<ext_enable>] [<clockfreq>] [<vcxo_enable>]
	OnePpsAction [<one_pps_clear>]

	DebugMode <clockinst> [<debug_mode>]
	Wireless mode <clockinst> [<port_list>] [enable|disable]
	Wireless pre notification <clockinst> <port_list>
	Wireless delay <clockinst> [<port_list>] [<base_delay>] [<incr_delay>]

Loop Protect

Loop Protect>	Configuration
	Mode [enable|disable]
	Transmit [<transmit-time>]
	Shutdown [<shutdown-time>]
	Port Configuration [<port_list>]
	Port Mode [<port_list>] [enable|disable]
	Port Action [<port_list>] [shutdown|shut_log|log]
	Port Transmit [<port_list>] [enable|disable]
	Status [<port_list>]

IPMC

IPMC>	Configuration [igmp]
	Mode [igmp] [enable|disable]
	Flooding [igmp] [enable|disable]
	VLAN Add [igmp] <vid>

	VLAN Delete [igmp] <vid>
	State [igmp] [<vid>] [enable|disable]
	Querier [igmp] [<vid>] [enable|disable]
	Fastleave [igmp] [<port_list>] [enable|disable]
	Router [igmp] [<port_list>] [enable|disable]
	Status [igmp] [<vid>]
	Groups [igmp] [<vid>]
	Version [igmp] [<vid>]

Fault

Fault>	Alarm PortLinkDown [<port_list>] [enable|disable]
	Alarm PowerFailure [pwr1|pwr2|pwr3] [enable|disable]

Event

Event>	Configuration
	Syslog SystemStart [enable|disable]
	Syslog PowerStatus [enable|disable]
	Syslog SnmpAuthenticationFailure [enable|disable]
	Syslog RingTopologyChange [enable|disable]
	Syslog Port [<port_list>] [disable|linkup|linkdown|both]
	SMTP SystemStart [enable|disable]

	SMTP PowerStatus [enable|disable]
	SMTP SnmpAuthenticationFailure [enable|disable]
	SMTP RingTopologyChange [enable|disable]
	SMTP Port [<port_list>] [disable|linkup|linkdown|both]

DHCP Server

DHCPServer>	Mode [enable|disable]
	Setup [<ip_start>] [<ip_end>] [<ip_mask>] [<ip_router>] [<ip_dns>] [<ip_tftp>] [<lease>] [<bootfile>]

Ring

Ring>	Mode [enable|disable]
	Master [enable|disable]
	1stRingPort [<port>]
	2ndRingPort [<port>]
	Couple Mode [enable|disable]
	Couple Port [<port>]
	Dualhoming Mode [enable|disable]
	Dualhoming Port [<port>]

Chain

Chain>	Configuration
	Mode [enable|disable]
	1stUplinkPort [<port>]
	2ndUplinkPort [<port>]
	EdgePort [1st|2nd|none]

RCS

RCS>	Mode [enable|disable]
	Add [<ip_addr>] [<port_list>] [web_on|web_off] [telnet_on|telnet_off] [snmp_on|snmp_off]
	Del <index>
	Configuration

FastReocvery

FastRecovery>	Mode [enable|disable]
	Port [<port_list>] [<fr_priority>]

SFP

SFP>	syslog [enable|disable]
	temp [<temperature>]
	Info

DeviceBinding

Devicebinding>	Mode [enable|disable]
	Port Mode [<port_list>] [disable|scan|binding|shutdown]
	Port DDOS Mode [<port_list>] [enable|disable]
	Port DDOS Sensibility [<port_list>] [low|normal|medium|high]
	Port DDOS Packet [<port_list>] [rx_total|rx_unicast|rx_multicast|rx_broadcast|tcp|udp]
	Port DDOS Low [<port_list>] [<socket_number>]
	Port DDOS High [<port_list>] [<socket_number>]
	Port DDOS Filter [<port_list>] [source|destination]
	Port DDOS Action [<port_list>] [do_nothing|block_1_min|block_10_mins|block|shutdown|only_log|reboot_device]
	Port DDOS Status [<port_list>]
	Port Alive Mode [<port_list>] [enable|disable]
	Port Alive Action [<port_list>] [do_nothing|link_change|shutdown|only_log|reboot_device]
	Port Alive Status [<port_list>]
	Port Stream Mode [<port_list>] [enable|disable]
	Port Stream Action [<port_list>] [do_nothing|only_log]
	Port Stream Status [<port_list>]
	Port Addr [<port_list>] [<ip_addr>] [<mac_addr>]

	Port Alias [<port_list>] [<ip_addr>]
	Port DeviceType [<port_list>] [unknown|ip_cam|ip_phone|ap|pc|plc|nvr]
	Port Location [<port_list>] [<device_location>]
	Port Description [<port_list>] [<device_description>]

MRP

MRP>	Configuration
	Mode [enable|disable]
	Manager [enable|disable]
	React [enable|disable]
	1stRingPort [<mrp_port>]
	2ndRingPort [<mrp_port>]
	Parameter MRP_TOPchgT [<value>]
	Parameter MRP_TOPNRmax [<value>]
	Parameter MRP_TSTshortT [<value>]
	Parameter MRP_TSTdefaultT [<value>]
	Parameter MRP_TSTNRmax [<value>]
	Parameter MRP_LNKdownT [<value>]
	Parameter MRP_LNKupT [<value>]
	Parameter MRP_LNKNRmax [<value>]

Modbus

Modbus>	Status
	Mode [enable|disable]

Section 7: Technical Specifications

Switch Model	SLM244
Physical Ports	
10/100Base-T(X) with RJ45 Auto MDI/MDIX	24
100/1000Base-X SFP port	4
Technology	
Ethernet Standards	IEEE 802.3 for 10Base-T IEEE 802.3u for 100Base-TX IEEE 802.3ab for 1000Base-T IEEE 802.3z for 1000Base-X IEEE 802.3x for Flow control IEEE 802.3ad for LACP (Link Aggregation Control Protocol) IEEE 802.1p for COS (Class of Service) IEEE 802.1Q for VLAN Tagging IEEE 802.1w for RSTP (Rapid Spanning Tree Protocol) IEEE 802.1s for MSTP (Multiple Spanning Tree Protocol) IEEE 802.1x for Authentication IEEE 802.1AB for LLDP (Link Layer Discovery Protocol)
MAC Table	8k

Priority Queues	8
Processing	Store-and-Forward
Switch Properties	Switching latency: 7 us Switching bandwidth: 9.6Gbps Max. Number of Available VLANs: 4095 VLAN ID Range : VID 1 to 4094 IGMP multicast groups: 256 for each VLAN Port rate limiting: User Define
Security Features	Device Binding security feature Enable/disable ports, MAC based port security Port based network access control (802.1x) Single 802.1x and Multiple 802.1x MAC-based authentication QoS assignment MAC address limit TACACS+ VLAN (802.1Q) to segregate and secure network traffic Radius centralized password management SNMPv3 encrypted authentication and access security Https / SSH enhance network security Web and CLI authentication and authorization

Software Features	IEEE 802.1D Bridge, auto MAC address learning/aging and MAC address (static) MSTP (RSTP/STP compatible) Redundant Ring with recovery time less than 10ms over 250 units TOS/Diffserv supported Quality of Service (802.1p) for real-time traffic VLAN (802.1Q) with VLAN tagging IGMP v2/v3 Snooping IP-based bandwidth management Application-based QoS management Port configuration, status, statistics, monitoring, security DHCP Server/Client DHCP Relay NTP server
Network Redundancy	Redundant Ring ,Redundant Chain , MRP,MSTP (RSTP/STP compatible)
RS-232 Serial Console Port	RS-232 in DB-9 connector with console cable. 115200bps, 8, N, 1
LED indicators	
Power Indicator	Green : Power indicator x 2
Ring Master Indicator (R.M.)	Green : Indicates that the system is operating in Ring Master mode
Ring Indicator (Ring)	Green : Indicates that the system operating in Ring mode Green Blinking : Indicates that the Ring is broken.

Fault Indicator (Fault)	Amber : Indicate unexpected event occurred
10/100Base-T(X) RJ45 Port Indicator	Green for Link/Act indicator. Green for speed indicator ~ On for 100Mbps / Off for 10Mbps
100/1000Base-X SFP Port	Green for port Link/Act.
Power	
Power Inputs	Dual redundant 100 ~ 240VAC with power cord
Power consumption (Typ.)	20.2 watts
Overload current protection	Present
Physical Characteristic	
Enclosure	19 inches rack mountable
Dimension (W x D x H)	440 x 200 x 44 mm (17.32 x 7.87 x 1.73 inch)
Weight (g)	2695 g
Environmental	
Storage Temperature	-40 to 85°C (-40 to 185°F)
Operating Temperature	-40 to 75°C (-40 to 167°F)
Operating Humidity	5% to 95% Non-condensing
Regulatory approvals	
EMI	FCC Part 15, CISPR (EN55022) class B
EMS	EN61000-4-2 (ESD) EN61000-4-3 (RS),

	EN61000-4-4 (EFT), EN61000-4-5 (Surge), EN61000-4-6 (CS), EN61000-4-8, EN61000-4-11
Shock	IEC60068-2-27
Free Fall	IEC60068-2-32
Vibration	IEC60068-2-6
Safety	EN60950-1 (compliant, certification pending)
Warranty	5 years

General Contact Information

Home link: http://www.emerson.com/industrial-automation-controls

Knowledge Base: https://www.emerson.com/industrial-automation-controls/support

Technical Support

Americas

Phone: 1-888-565-4155

1-434-214-8532 (If toll free option is unavailable)

Customer Care (Quotes/Orders/Returns): customercare.mas@emerson.com

Technical Support: support.mas@emerson.com

Europe

Phone: +800-4444-8001

+420-225-379-328 (If toll free option is unavailable)

Customer Care (Quotes/Orders/Returns): customercare.emea.mas@emerson

Technical Support: support.mas.emea@emerson.com

Asia

Phone: +86-400-842-8599

+65-6955-9413 (All other Countries)

Customer Care (Quotes/Orders/Returns): customercare.cn.mas@emerson.com

Technical Support: support.mas.apac@emerson.com

Any escalation request should be sent to: mas.sfdcescalation@emerson.com

Note: If the product is purchased through an Authorized Channel Partner, please contact the seller directly for any support.

Emerson reserves the right to modify or improve the designs or specifications of the products mentioned in this manual at any time without notice. Emerson does not assume responsibility for the selection, use or maintenance of any product. Responsibility for proper selection, use and maintenance of any Emerson product remains solely with the purchaser.

EMERSON