



# POE-GSH1816R-250

16 Port RJ45 with 2 Port SFP  
Topology POE Switch

## User Manual





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# 1

## Introduction



### 1.1 Overview

The POE-GSH1816R-250 is a 16-port Gigabit TP L2 PoE switch with 2-Port Gigabit TP/SFP slots. This Switch can power on 802.3at/af cameras by RJ45 cable. Web-based management unit, associated with SNMP agent allow user access the switch remotely. In addition, the switch features comprehensive and useful functions such as QoS, Spanning Tree, VLAN, Port Trunking, Bandwidth Control, Port Security, SNMP/RMON, IGMP Snooping capability via the intelligent software. Moreover, it build in the device manager function to monitor , control AirLive Access Point and Cameras. Furthermore, topology view function let system integrator or MIS to monitor the Network environment easier. It is suitable for IP cameras and VoIP applications.

**Note:**

***The switch was for using indoor purpose, if it was used in outdoor environment or connect with cable to outdoor then it must to use a lightning arrester to protect the switch.***

## 1.2 How to Use This Guide

POE-GSH1816R-250 is a SNMP and web smart PoE Switch with many functions. It is recommended that you read through the entire user's guide whenever possible. The user guide is divided into different chapters. You should read at least go through the first 2 chapters before attempting to install the device.

### Recommended Reading

**Chapter 1:** This chapter explains the basic information for POE-GSH1816R-250. It is a must read.

**Chapter 2:** This chapter is about hardware installation. You should read through the entire chapter.

**Chapter 3:**

- **3.1 Important Information:** This section has information of default setting such as IP, Username, and Password.
- **3.3 Management Interface:** This section introduces Web management, and Console management.
- **3.4 Introduction to Web Management:** This section tells you how to get into the WebUI using HTTP.

## 1.3 Firmware Upgrade and Tech Support

If you encounter a technical issue that cannot be resolved by information on this guide, we recommend that you visit our comprehensive website support at [www.airlive.com](http://www.airlive.com). The tech support FAQ are frequently updated with latest information.

In addition, you might find new firmware's that either increase software functions or provide bug fixes for POE-GSH1816R-250. You can reach our web page

<http://www.airlive.com/product/POE-GSH1816-250>

# 2

## Installing the POE-GSH1816R-250

This chapter describes the hardware features and the hardware installation procedure for the POE-GSH1816R-250. For software configuration, please go to chapter 3 for more details.

### 2.1 Before You Start

It is important to read through this section before you install the POE-GSH1816R-250

- The maximum cabling distance is 100 meters by Cat5e RJ45 cable.
- Do not create a network loop.
- Always check the LED lights for troubleshooting

### 2.2 Package Content

Unpack the contents of the POE-GSH1816R-250 Plus and verify them against the checklist below.

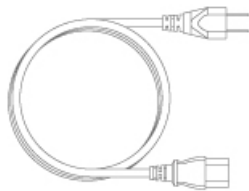
- One unit of POE-GSH1816R-250
- Power Cord
- Four Rubber Feet
- User Guide (CD-ROM)
- Quick Installation Guide
- Rack-mounted Kit



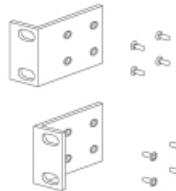
POE-GSH1816R-250



User Manual CD

Quick Installation  
Guide

Power Cord



Rack-mounted Kit



Four Rubber Feet

Compare the contents of your POE-GSH1816R-250 package with the standard checklist above. If any item is missing or damaged, please contact your local dealer for service.

## 2.3 Optional Accessory

The POE-GSH1816R-250 has the following optional accessories which you can purchase from AirLive

- 1000Base-SX MiniGBIC Transceiver (*Model: SFP-SX v2*) or 1000Base-LX MiniGBIC Transceiver (*Model: SFP-LX v2*) is for your SFP slots of POE-GSH1816R-250, it allows you to use fiber cable for extending transmission distance.

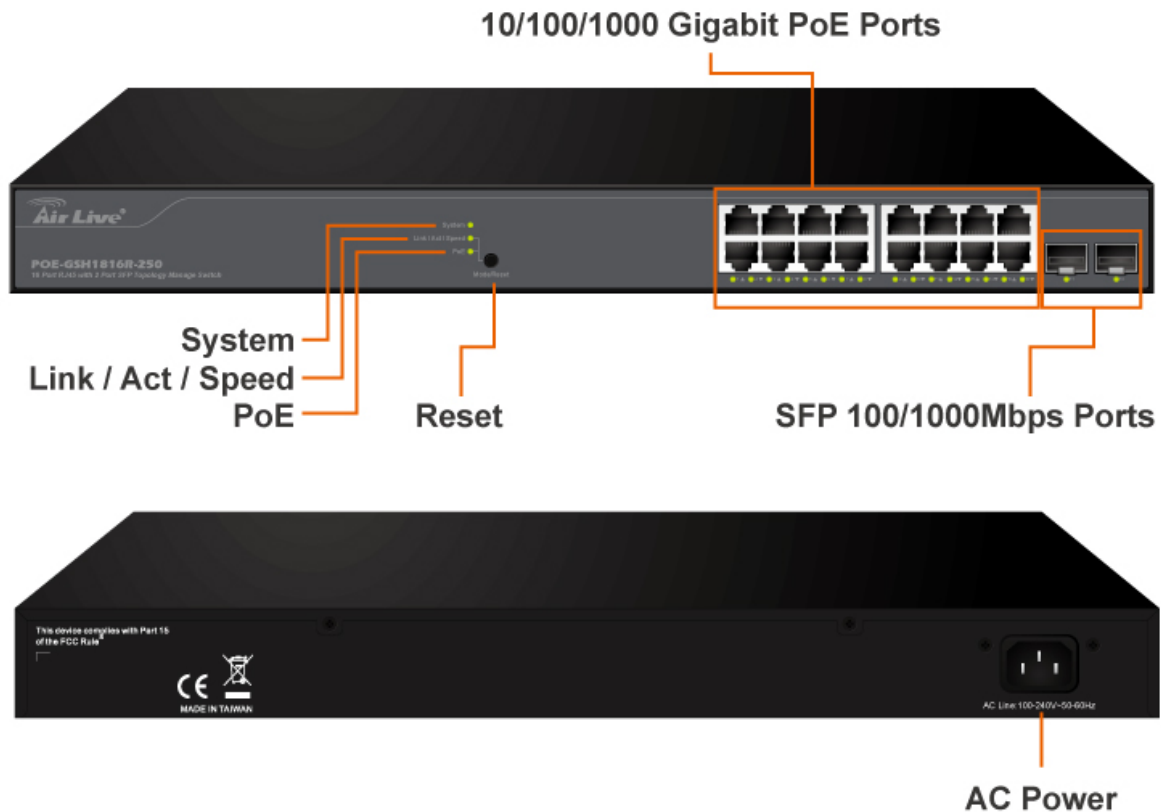


Note: While installing MiniGBIC into SFP slot of POE-GSH1816R-250, please notice the direction of MiniGBIC is correct, and make sure that MiniGBIC is indeed installed in the POE-GSH1816R-250.



## 2.4 Knowing your POE-GSH1816R-250

Below are descriptions and diagrams of the product:

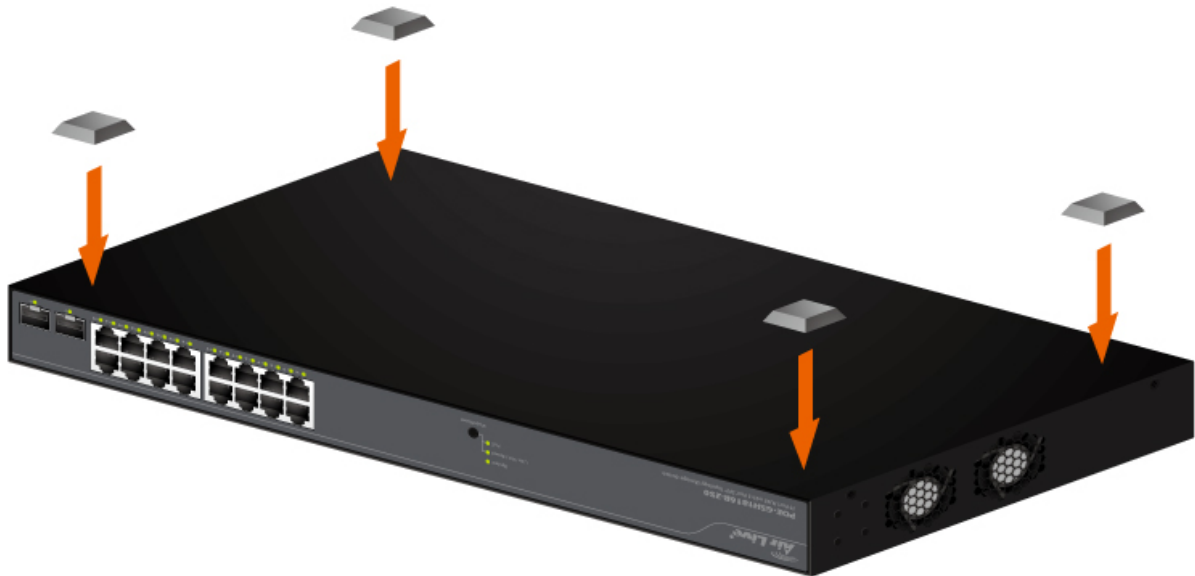


## 2.5 Hardware Installation

Set the POE-GSH1816R-250 on a sufficiently large flat space with a power outlet nearby. The surface where you put your POE-GSH1816R-250 should be clean, smooth, level and sturdy. Make sure there is enough clearance around the POE-GSH1816R-250 to allow attachment of cables, power cord and allow air circulation.

### 2.5.1. Attaching Rubber Feet

- Make sure mounting surface on the bottom of the POE-GSH1816R-250 is grease and dust free.
- Remove adhesive backing from your Rubber Feet.
- Apply the Rubber Feet to each corner on the bottom of the POE-GSH1816R-250. These footpads can prevent the Switch from shock/vibration.



## 2.5.2. Rack-mounted Installation

The POE-GSH1816R-250 comes with a rack-mounted kit and can be mounted in an EIA standard size, 19-inch Rack. The POE-GSH1816R-250 can be placed in a wiring closet with other equipment. Perform the following steps to rack mount the POE-GSH1816R-250:

- A. Position one bracket to align with the holes on one side of the POE-GSH1816R-250 and secure it with the smaller bracket screws. Then attach the remaining bracket to the other side of the POE-GSH1816R-250.



- B. After attached mounting brackets, position the POE-GSH1816R-250 in the rack by lining up the holes in the brackets with the appropriate holes on the rack. Secure the POE-GSH1816R-250 to the rack with a screwdriver and the rack-mounting screws.



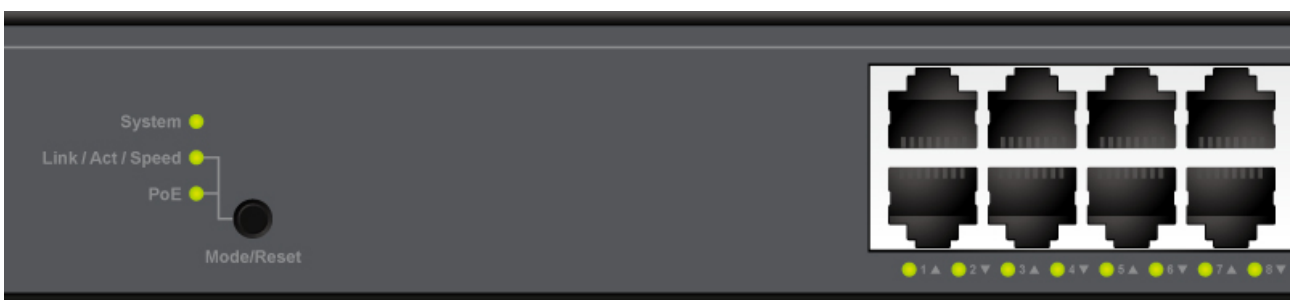
**Note:** For proper ventilation, allow about at least 4 inches (10 cm) of clearance on the front and 3.4 inches (8 cm) on the back of the Switch. This is especially important for enclosed rack installation.

### 2.5.3. Power On

Connect the power cord to the power socket on the rear panel of the POE-GSH1816R-250. The other side of power cord connects to the power outlet. The internal power supply of the POE-GSH1816R-250 works with voltage range of AC in the 100-240VAC, frequency 50~60Hz. Check the power indicator on the front panel to see if power is properly supplied.

## 2.6 LED Table

The LED Indicators gives real-time information of systematic operation status. The following table provides descriptions of LED status and their meaning.



<b>LED</b>	<b>Status</b>	<b>Description</b>
System	Green	Power is ON
Link/ACT/Speed	Green On	Link up 1000M
	Yellow On	Link up 100M
	Blinking	Data activating
PoE	Green	PoE device connecting

# 3

## Introduce the POE-GSH1816R-250

### 3.1 Important Information

The following information will help you to get start quickly. However, we recommend you to read through the entire manual before you start. Please note the username and password are case sensitive.

- The default IP address is **192.168.2.1**
- The default Subnet Mask is **255.255.255.0**
- The default username is **admin**
- The default password is **airlive**

### 3.2 Prepare your PC

The POE-GSH1816R-250 can be managed remotely by a PC through RJ-45 cable. The default IP address of the POE-GSH1816R-250 is **192.168.2.1** with a *subnet mask* of 255.255.255.0. This means the IP address of the PC should be in the range of 192.168.2.2 to 192.168.2.253.

To prepare your PC for management with the POE-GSH1816R-250, please do the following:

1. Connect your PC directly to the copper port of POE-GSH1816R-250
2. Set your PC's IP address manually to 192.168.2.100 (or other address in the same subnet)

### 3.3 Management Interface

The POE-GSH1816R-250 can be configured using on the management interfaces below:

- **Web Management (HTTP):** You can manage your POE-GSH1816R-250 by simply typing its IP address in the web browser. Most functions of POE-GSH1816R-250 can be accessed by web management interface. We recommend using this interface for initial configurations. To begin, simply enter POE-GSH1816R-250's IP address (**default is 192.168.2.1**) on the web browser. The default username is **admin** and password is **airlive**.

## 3.4 Introduction to Web Management

The POE-GSH1816R-250 offers Web Management interfaces for users. Users can easily access and control POE-GSH1816R-250 via web browsers. The Web-Based Management supports Internet Explorer 10 or later version. If you want to check the cameras' stream, please use Firefox, because other browser does not support the plug-in for video.

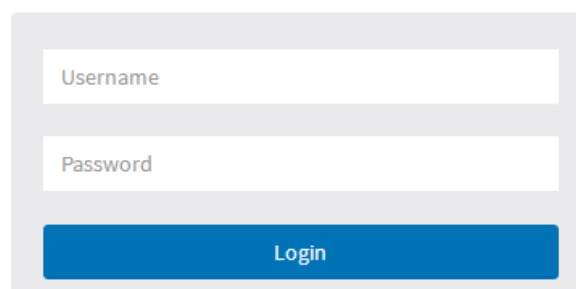
### 3.4.1. Getting into Web Management

#### Web Management (HTTP)

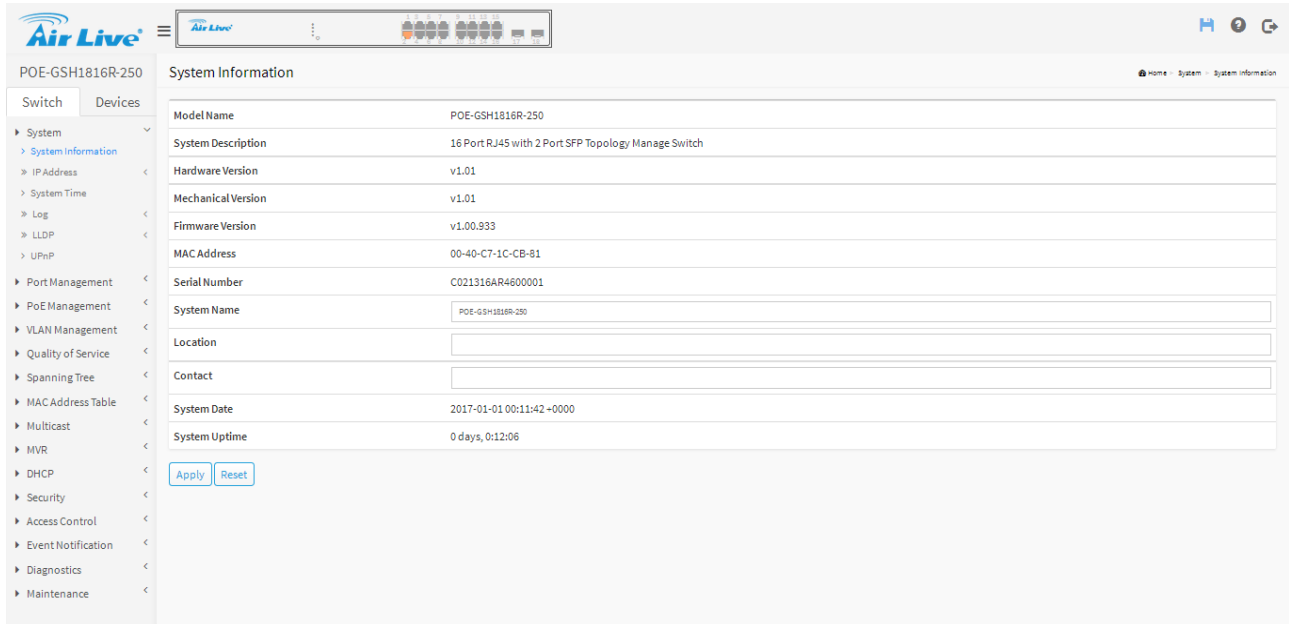
1. Launch the Internet Explorer.
2. Type `http://192.168.2.1`. Press "**Enter**".



3. The login screen appears.
4. Key in the user name and password. The default user name is "**admin**" and password is "**airlive**".

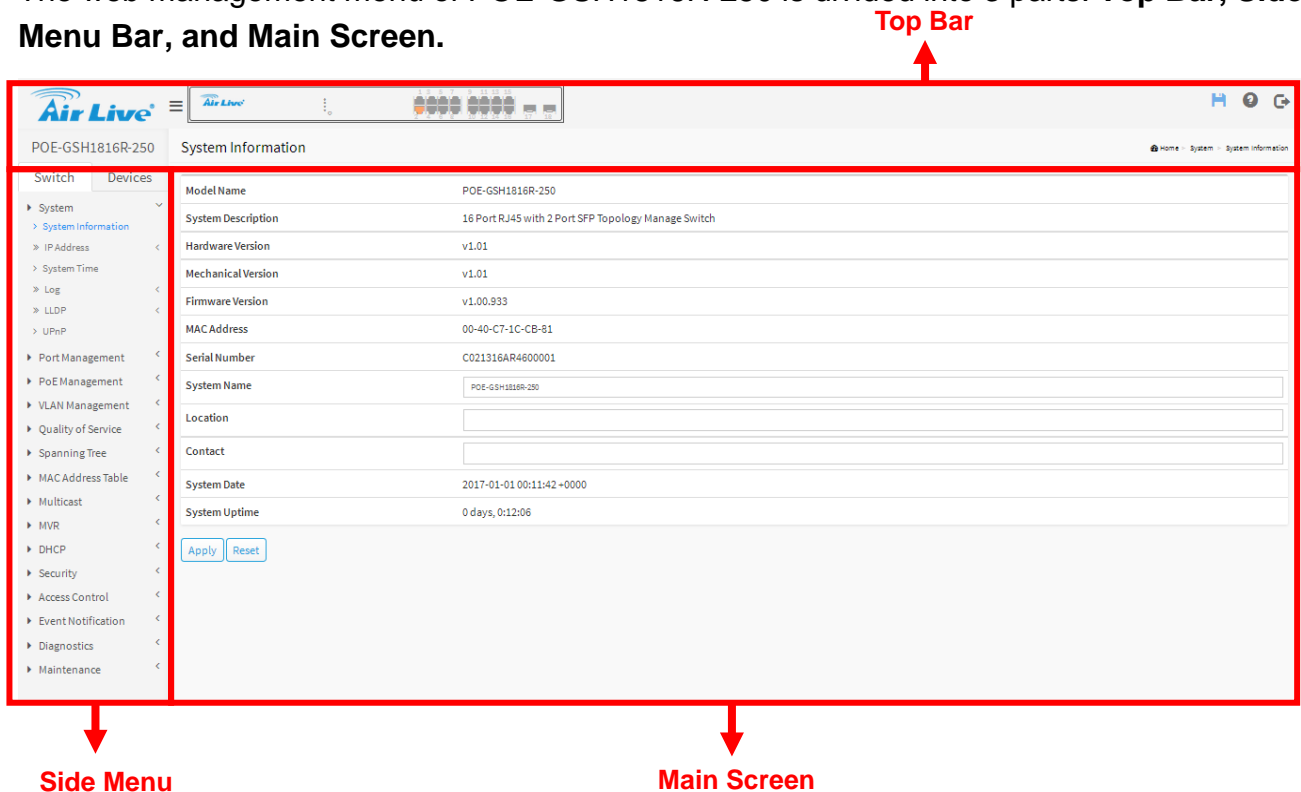


- Click “Enter” or ”Login”, then the home screen of the Web-based management appears.



### 3.4.2. Menu Structure of POE-GSH1816R-250

The web management menu of POE-GSH1816R-250 is divided into 3 parts: **Top Bar**, **Side Menu Bar**, and **Main Screen**.



- **Top Bar:** It display panel GUI. You can direct click the port on the Switch figure on the top of web page. Then, you will see the port information. On the left-top corner, there is a pull-down list for Auto Logout. For the sake of security, we provide auto-logout function to protect you from illegal user as you are leaving. If you do not choose any selection in Auto Logout list, it means you turn on the Auto Logout function and the system will be logged out automatically when no action on the device 3 minutes later. If OFF is chosen, the screen will keep as it is. Default is ON.
- **Side Menu:** All management functions will show in Side Menu, you can choose any one of them to configure its setting. The detailed introduction for all management function will explain in below chapters. The following list is the full function tree for web user interface.
- **Main Screen:** Once choosing any function of Side Menu, the configuration page of the function will show in Main Screen. You can configure the function by instruction of manual.



# 4

## Web Management: System of POE-GSH1816R-250

### 4.1 System

This chapter describes the entire basic configuration tasks which includes the System Information and any manage of the Switch (e.g. Time, Account, IP, Syslog and NTP.)

#### 4.1.1.System Information

You can identify the system by configuring the contact information, name, and location of the switch.

##### 4.1.1.1. Information

The switch system information is provided here.

#### ***Web interface***

To configure System Information in the web interface:

1. Click Monitor, System and Information.
2. Check the contact information for the system administrator as well as the name and location of the switch. Also indicate the local time zone by configuring the appropriate offset.
3. Click the "Refresh"

System Information Home > System > System Information

Model Name	PSGS-1518F
System Description	16xGE PoE + 2xGE SFP Web Smart Switch
Hardware Version	v1.01
Mechanical Version	v1.01
Firmware Version	v0.94.591
MAC Address	00-40-C7-1C-CB-81
Serial Number	C021316AR4600001
System Name	<input type="text" value="PSGS-1518F"/>
Location	<input type="text"/>
Contact	<input type="text"/>
System Date	2017-02-17 15:18:21 +0000
System Uptime	13 days, 22:52:01

**Parameter description:**

1. Model Name  
Model Name will show POE-GSH1816R-250 by different models
2. System Description  
Displays the system description.
3. Hardware-Mechanical Version  
The hardware and mechanical version of this switch.
4. Firmware Version  
The software version of this switch.
5. MAC Address  
The MAC Address of this switch.
6. Series Number  
The serial number of this switch.
7. Platform Name  
Displays the user-defined system name that configured in System | System Information | Configuration | System Name.

#### 8. Location

The system location configured in Configuration | System | Information | System Location.

#### 9. Contact

The system contact configured in Configuration | System | Information | System Contact.

#### 10. System Date

The current (GMT) system time and date. The system time is obtained through the Timing server running on the switch, if any.

#### 11. System Uptime

The period of time the device has been operational.

### 4.1.2.Advance IP Setting

This sector is to provide and config the IP information of the POE-GSH1816R-250.

#### 4.1.2.1. IP Configuration

The IPv4 address for the switch could be obtained via DHCP Server for VLAN 1. To manually configure an address, you need to change the switch's default settings to values that are compatible with your network. You may also need to establish a default gateway between the switch and management stations that exist on another network segment.

Configure the switch-managed IP information on this page

Configure IP basic settings, control IP interfaces and IP routes.

The maximum number of interfaces supported is 8 and the maximum number of routes is 32.

#### **Web Interface**

To configure an IP address in the web interface:

1. Click Configuration, System, IP.
2. Click Add Interface then you can create new Interface on the switch.
3. Click Add Route then you can create new Route on the switch
4. Click Apply

Advanced IP Settings Home > System > IP Address > Advanced IP Settings

---

DNS Server No DNS server

---

IP Interfaces

Delete	VLAN	DHCPv4			IPv4		IPv6	
		Enable	Fallback	Current Lease	Address	Mask Length	Address	Mask Length
<input type="checkbox"/>	1	<input type="checkbox"/>	0		192.168.5.38	24		

[Add Interface](#)

---

IP Routes

Delete	Network	Mask Length	Gateway	Next Hop VLAN
<input type="checkbox"/>	0.0.0.0	0	192.168.5.254	0

[Add Route](#)

[Apply](#) [Reset](#)

**Parameter description:**

**IP Configuration**

**1. DNS Server**

This setting controls the DNS name resolution done by the switch. The following modes are supported:

- From any DHCP interfaces  
The first DNS server offered from a DHCP lease to a DHCP-enabled interface will be used.
- No DNS server  
No DNS server will be used.
- Configured  
Explicitly provide the IP address of the DNS Server in dotted decimal notation.
- From this DHCP interface  
Specify from which DHCP-enabled interface a provided DNS server should be preferred.

## **IP Interfaces**

### **1. Delete**

Select this option to delete an existing IP interface.

### **2. VLAN**

The VLAN associated with the IP interface. Only ports in this VLAN will be able to access the IP interface. This field is only available for input when creating a new interface.

### **3. IPv4 DHCP Enabled**

Enable the DHCP client by checking this box. If this option is enabled, the system will configure the IPv4 address and mask of the interface using the DHCP protocol. The DHCP client will announce the configured System Name as hostname to provide DNS lookup.

### **4. IPv4 DHCP Fallback Timeout**

The number of seconds for trying to obtain a DHCP lease. After this period expires, a configured IPv4 address will be used as IPv4 interface address. A value of zero disables the fallback mechanism, such that DHCP will keep retrying until a valid lease is obtained. Legal values are 0 to 4294967295 seconds.

### **5. IPv4 DHCP Current Lease**

For DHCP interfaces with an active lease, this column shows the current interface address, as provided by the DHCP server.

### **6. IPv4 Address**

The IPv4 address of the interface in dotted decimal notation.

If DHCP is enabled, this field is not used. The field may also be left blank if IPv4 operation on the interface is not desired.

### **7. IPv4 Mask**

The IPv4 network mask, in number of bits (prefix length). Valid values are between 0 and 30 bits for a IPv4 address.

If DHCP is enabled, this field is not used. The field may also be left blank if IPv4 operation on the interface is not desired.

### **8. IPv6 Address**

The IPv6 address of the interface. A IPv6 address is in 128-bit records represented as eight fields of up to four hexadecimal digits with a colon separating

each field (:). For example, 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 appear only once. It can also represent a legally valid IPv4 address. For example, ::192.1.2.34.

The field may be left blank if IPv6 operation on the interface is not desired.

## 9. IPv6 Mask

The IPv6 network mask, in number of bits (prefix length). Valid values are between 1 and 128 bits for a IPv6 address.

The field may be left blank if IPv6 operation on the interface is not desired.

## IP Routes

### 1. Delete

Select this option to delete an existing IP route.

### 2. Network

The destination IP network or host address of this route. Valid format is dotted decimal notation or a valid IPv6 notation. A default route can use the value 0.0.0.0 or IPv6 :: notation.

### 3. Mask Length

The destination IP network or host mask, in number of bits (prefix length). It defines how much of a network address that must match, in order to qualify for this route. Valid values are between 0 and 32 bits respectively 128 for IPv6 routes. Only a default route will have a mask length of 0 (as it will match anything).

### 4. Gateway

The IP address of the IP gateway. Valid format is dotted decimal notation or a valid IPv6 notation. Gateway and Network must be of the same type.

### 5. Next Hop VLAN (Only for IPv6)

The VLAN ID (VID) of the specific IPv6 interface associated with the gateway. The given VID ranges from 1 to 4094 and will be effective only when the corresponding IPv6 interface is valid.

If the IPv6 gateway address is link-local, it must specify the next hop VLAN for the gateway.

If the IPv6 gateway address is not link-local, system ignores the next hop VLAN for the gateway.

### Buttons

**1. Add Interface:**

Click to add a new IP interface. A maximum of 8 interfaces is supported.

**2. Add Route:**

Click to add a new IP route. A maximum of 32 routes is supported.

**3. Apply:**

Click to save changes.

**4. Reset:**

Click to undo any changes made locally and revert to previously saved values.

#### 4.1.2.2. IP Status

This page displays the status of the IP protocol layer. The status is defined by the IP interfaces, the IP routes and the neighbor cache (ARP cache) status.

#### Web Interface

To display the log configuration in the web interface:

1. Click Monitor, System and IP Status.
2. Display the IP address information.

IP Status Home > System > IP Address > Status

Auto-refresh  off Refresh

Interface	Type	Address	Status
OS:lo	Link	00-00-00-00-00-00	UP LOOPBACK RUNNING MTU:16436 Metric:1
OS:lo	IPv4	127.0.0.1/8	
OS:lo	IPv6	::1/128	
VLAN1	Link	00-40-C7-1C-CB-81	UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
VLAN1	IPv4	192.168.5.38/24	Manual
VLAN1	IPv6	fe80::240:c7ff:fe1c:cb81/64	

IP Routes

Network ▲	Gateway ◆	Status ◆	Interface ◆
0.0.0.0/0	192.168.5.254	UP GATEWAY	VLAN1
0.0.0.0/0	0.0.0.0	UP	VLAN1
127.0.0.0/24	0.0.0.0	UP	OS:lo
169.254.0.0/16	0.0.0.0	UP	VLAN1
192.168.5.0/24	0.0.0.0	UP	VLAN1
::1/128	::	UP	OS:lo
fe80::/64	::	UP	VLAN1
fe80::240:c7ff:fe1c:cb81/128	::	UP	OS:lo
ff00::/8	::	UP	VLAN1
ff02::1/128	ff02::1	UP CACHE	VLAN1
ff02::1:ffad:1043/128	ff02::1:ffad:1043	UP CACHE	VLAN1
ff02::2/128	ff02::2	UP CACHE	VLAN1
ff02::c/128	ff02::c	UP CACHE	VLAN1

Neighbour Cache

IP Address ▲	Link Address ◆
192.168.5.100	VLAN1:00-4f-70-20-c7-a2
192.168.5.102	VLAN1:1c-4b-d6-aa-07-ee
192.168.5.115	VLAN1:00-4f-70-50-05-72
192.168.5.118	VLAN1:48-ea-63-2d-00-7e
192.168.5.119	VLAN1:00-4f-70-50-05-56
192.168.5.120	VLAN1:00-18-ae-00-21-4e
192.168.5.121	VLAN1:00-50-c2-43-9b-0e
192.168.5.154	VLAN1:00-4f-74-70-03-9f
192.168.5.159	VLAN1:00-4f-4a-ad-10-42
192.168.5.160	VLAN1:00-0c-0b-06-17-01



192.168.5.162	VLAN1:00-4f-4a-ad-06-dd
192.168.5.170	VLAN1:00-4f-4a-aa-00-d3
192.168.5.175	VLAN1:00-1b-fe-06-eb-77
192.168.5.176	VLAN1:00-1b-fe-06-e9-08
192.168.5.254	VLAN1:00-1f-1f-00-00-01
192.168.5.8	VLAN1:fc-8f-c4-0b-e3-4a

#### DNS Server

Type	IP Address	Interface
None	0.0.0.0	

### **Parameter description:**

#### **IP Interfaces**

##### **1. Interface**

Show the name of the interface.

##### **2. Type**

Show the address type of the entry. This may be LINK or IPv4.

##### **3. Address**

Show the current address of the interface (of the given type).

##### **4. Status**

Show the status flags of the interface (and/or address).

#### **IP Routes**

##### **1. Network**

Show the destination IP network or host address of this route.

##### **2. Gateway**

Show the gateway address of this route.

##### **3. Status**

Show the status flags of the route.

#### **Neighbour cache**

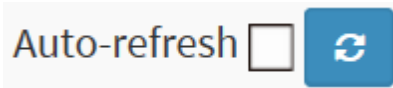
##### **1. IP Address**

Show the IP address of the entry.

## 2. Link Address

Show the Link (MAC) address for which a binding to the IP address given exist.

## 3. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page immediately.

## 4.1.3.System Time

This sector is to set and check the switch's Time

### 4.1.3.1. Time

The switch provides manual and automatic ways to set the system time via NTP. Manual setting is simple and you just input "Year", "Month", "Day", "Hour" and "Minute" within the valid value range indicated in each item.

### **Web Interface**

To configure Time in the web interface:

1. Click Configuration, System and Time
2. Specify the Time parameter.
3. Click Apply.

**Time Configuration** Home - System - System Time

---

Time Configuration

<b>Clock Source</b>	Local Settings <span style="font-size: small;">▼</span>	<a href="#" style="color: #00a0e3; text-decoration: none;">Configure NTP Server</a>
<b>System Date</b>	2017-02-17 15:24:21 <span style="font-size: small;">(yyyy-mm-dd hh:mm:ss)</span>	

Time Zone Configuration

<b>Time Zone</b>	None <span style="font-size: small;">▼</span>
<b>Acronym</b>	<input style="width: 80%;" type="text"/> <span style="font-size: small;">(0 - 16 characters)</span>

Daylight Saving Time Configuration	
Daylight Saving Time	<input type="checkbox"/> off
<b>Start Time settings</b>	
Month	Jan
Week	1
Day	Mon
Hours	0
<b>End Time settings</b>	
Month	Jan
Week	1
Day	Mon
Hours	0
<b>Offset settings</b>	
Offset	60 (1 - 1440) Minutes
<input type="button" value="Apply"/> <input type="button" value="Reset"/>	

**Parameter description:**

***Time Configuration***

**1. Clock Source:**

There are two modes for configuring how the Clock Source from. Select "Use Local Settings" : Clock Source from Local Time. Select "Use NTP Server" : Clock Source from NTP Server.

**2. System Date:**

Show the current time of the system. The year of system date limits between 2011 and 2037.

***Time Zone Configuration***

**1. Time Zone:**

Lists various Time Zones worldwide. Select appropriate Time Zone from the drop down and click Apply to set.

## 2. Acronym:

User can set the acronym of the time zone. This is a User configurable acronym to identify the time zone. ( Range : Up to 16 characters )

### ***Daylight Saving Time Configuration***

#### 1. 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 Daylight Saving Time configuration. Select 'Recurring' and configure the Daylight Saving Time duration to repeat the configuration every year. Select 'Non-Recurring' and configure the Daylight Saving Time duration for single time configuration. ( Default : Disabled ).

### ***Recurring Configuration***

#### 1. Start time settings:

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.

#### 2. End time settings:

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.

#### 3. Offset settings:

Offset - Enter the number of minutes to add during Daylight Saving Time. ( Range: 1 to 1440 )



---

**NOTE:** The under “Start Time Settings” and “End

---

---

Time Settings” was displayed what you set on the “Start Time Settings” and “End Time Settings” field information.

---

#### 4. Buttons

These buttons are displayed on the NTP page:

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

##### 4.1.3.2. NTP

NTP is Network Time Protocol and is used to sync the network time based Greenwich Mean Time (GMT). If use the NTP mode and select a built-in NTP time server or manually specify an user-defined NTP server as well as Time Zone, the switch will sync the time in a short after pressing <Apply> button. Though it synchronizes the time automatically, NTP does not update the time periodically without user's processing.

Time Zone is an offset time off GMT. You have to select the time zone first and then perform time sync via NTP because the switch will combine this time zone offset and updated NTP time to come out the local time, otherwise, you will not able to get the correct time. The switch supports configurable time zone from –12 to +13 step 1 hour.

Default Time zone: +8 Hrs.

#### **Web Interface**

To configure NTP in the web interface:

1. Click Configuration, System, NTP.
2. Specify the Time parameter in manual parameters.
3. Click Apply.

NTP Configuration Home > Configuration > System > NTP

Mode	Disabled <input type="button" value="v"/>
Server 1	<input type="text"/>
Server 2	<input type="text"/>
Server 3	<input type="text"/>
Server 4	<input type="text"/>
Server 5	<input type="text"/>

### Parameter description:

#### 1. Mode :

Indicates the NTP mode operation. Possible modes are:

Enabled: Enable NTP client mode operation.

Disabled: Disable NTP client mode operation.

#### 2. Server 1 to 5 :

Provide the NTP IPv4 or IPv6 address of this switch. IPv6 address is in 128-bit records represented as eight fields of up to four hexadecimal digits with a colon separating each field (:). For example, '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 can also represent a legally valid IPv4 address. For example, '::192.1.2.34'.

#### 3. Buttons

These buttons are displayed on the NTP page:

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

#### 4.1.4.Log

The log is a standard for logging program messages . It allows separation of the software that generates messages from the system that stores them and the software that reports and analyzes them. It can be used as well a generalized informational, analysis and debugging messages. It is supported by a wide variety of devices and receivers across multiple platforms.

##### **Web Interface**

To configure log configuration in the web interface:

1. Click Configuration, System and log.
2. Specify the syslog parameters include IP Address of Syslog server and Port number.
3. Evoke the Syslog to enable it.
4. Click Apply.

System Log Configuration
Home > System > Log > Syslog Configuration

Mode	<input type="checkbox"/> off
Server 1	<input type="text"/>
Server 2	<input type="text"/>
Server 3	<input type="text"/>
Server 4	<input type="text"/>
Server 5	<input type="text"/>
Server 6	<input type="text"/>

##### **Parameter description:**

##### **1. Server Mode :**

Indicate the server mode operation. When the mode operation is enabled, the syslog message will send out to syslog server. The syslog protocol is based on UDP communication and received on UDP port 514 and the syslog server will not send acknowledgments back sender since UDP is a connectionless protocol and it does not provide acknowledgments. The syslog packet will always send out even if the syslog server does not exist. Possible modes are:

Enabled: Enable server mode operation.

Disabled: Disable server mode operation.

## 2. Server Address :

Indicates the IPv4 hosts address of syslog server. If the switch provide DNS feature, it also can be a host name.

## 3. Syslog Level :

Indicates what kind of message will send to syslog server. Possible modes are:

Info: Send information, warnings and errors.

Warning: Send warnings and errors.

Error: Send errors.

## 4. Buttons

These buttons are displayed on the NTP page:

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

### 4.1.5.LLDP

The switch supports the LLDP. For current information on your switch model, The Link Layer Discovery Protocol (LLDP) provides a standards-based method for enabling switches to advertise themselves to adjacent devices and to learn about adjacent LLDP devices. The Link Layer Discovery Protocol (LLDP) is a vendor-neutral Link Layer protocol in the Internet Protocol Suite used by network devices for advertising their identity, capabilities, and neighbors on a IEEE 802 local area network, principally wired Ethernet. The protocol is formally referred to by the IEEE as Station and Media Access Control Connectivity Discovery specified in standards document IEEE 802.1AB.

#### 4.1.5.1. LLDP Configuration

You can per port to do the LLDP configuration and the detail parameters, the settings will take effect immediately. This page allows the user to inspect and configure the current LLDP port settings.

#### **Web Interface**

To configure LLDP:

1. Click LLDP configuration



2. Modify LLDP timing parameters
3. Set the required mode for transmitting or receiving LLDP messages
4. Specify the information to include in the TLV field of advertised messages
5. Click Apply

### LLDP Configuration Home > System > LLDP > LLDP Configuration

#### LLDP Parameters

Tx Interval	30	seconds	
Tx Hold	4	times	
Tx Delay	2	seconds	
Tx Reinit	2	seconds	

#### LLDP Port Configuration

			Optional TLVs				
Port	Mode	CDP aware	Port Descr	Sys Name	Sys Descr	Sys Capa	Mgmt Addr
1	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
6	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
7	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

8	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
9	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
10	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
11	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
12	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
13	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
14	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
15	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
16	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
17	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
18	Disabled	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**Parameter description:**

**LLDP Parameters**

**1. Tx Interval :**

The switch periodically transmits LLDP frames to its neighbours for having the network discovery information up-to-date. The interval between each LLDP frame is determined by the Tx Interval value. Valid values are restricted to 5 - 32768 seconds.

**2. Tx Hold :**

Each LLDP frame contains information about how long the information in the LLDP frame shall be considered valid. The LLDP information valid period is set to Tx Hold multiplied by Tx Interval seconds. Valid values are restricted to 2 - 10 times.

### 3. Tx Delay :

If some configuration is changed (e.g. the IP address) a new LLDP frame is transmitted, but the time between the LLDP frames will always be at least the value of Tx Delay seconds. Tx Delay cannot be larger than 1/4 of the Tx Interval value. Valid values are restricted to 1 - 8192 seconds.

### 4. Tx Reinit :

When a port is disabled, LLDP is disabled or the switch is rebooted, an LLDP shutdown frame is transmitted to the neighboring units, signaling that the LLDP information isn't valid anymore. Tx Reinit controls the amount of seconds between the shutdown frame and a new LLDP initialization. Valid values are restricted to 1 - 10 seconds.

## LLDP Port Configuration

The LLDP port settings relate to the currently selected, as reflected by the page header.

### 1. Port :

The switch port number of the logical LLDP port.

### 2. Mode :

Select LLDP mode.

**Rx only** The switch will not send out LLDP information, but LLDP information from neighbor units is analyzed.

**Tx only** The switch will drop LLDP information received from neighbors, but will send out LLDP information.

**Disabled** The switch will not send out LLDP information, and will drop LLDP information received from neighbors.

**Enabled** The switch will send out LLDP information, and will analyze LLDP information received from neighbors.

### 3. CDP Aware :

Select CDP awareness.

The CDP operation is restricted to decoding incoming CDP frames (The switch doesn't transmit CDP frames). CDP frames are only decoded if LLDP on the port is enabled.

Only CDP TLVs that can be mapped to a corresponding field in the LLDP neighbors' table are decoded. All other TLVs are discarded ( Unrecognized CDP TLVs and discarded CDP frames are not shown in the LLDP statistics.). CDP TLVs are mapped onto LLDP neighbors' table as shown below.

CDP TLV "Device ID" is mapped to the LLDP "Chassis ID" field.

CDP TLV "Address" is mapped to the LLDP "Management Address" field. The CDP address TLV can contain multiple addresses, but only the first address is shown in the LLDP neighbors' table.

CDP TLV "Port ID" is mapped to the LLDP "Port ID" field.

CDP TLV "Version and Platform" is mapped to the LLDP "System Description" field.

Both the CDP and LLDP support "system capabilities", but the CDP capabilities cover capabilities that are not part of the LLDP. These capabilities are shown as "others" in the LLDP neighbors' table.

If all ports have CDP awareness disabled the switch forwards CDP frames received from neighbor devices. If at least one port has CDP awareness enabled all CDP frames are terminated by the switch.



---

**NOTE:** When CDP awareness on a port is disabled the CDP information isn't removed immediately, but gets when the hold time is exceeded.

---

#### 4. Port Descr :

Optional TLV: When checked the "port description" is included in LLDP information transmitted.

#### 5. Sys Name :

Optional TLV: When checked the "system name" is included in LLDP information transmitted.

#### 6. Sys Descr :

Optional TLV: When checked the "system description" is included in LLDP information transmitted.

#### 7. Sys Capa :

Optional TLV: When checked the "system capability" is included in LLDP information transmitted.

## 8. Mgmt Addr :

Optional TLV: When checked the "management address" is included in LLDP information transmitted.

## 9. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.1.5.2. LLDP-MED Configuration

Media Endpoint Discovery is an enhancement of LLDP, known as LLDP-MED that provides the following facilities:

Auto-discovery of LAN policies (such as VLAN, Layer 2 Priority and Differentiated services (Diffserv) settings) enabling plug and play networking.

Device location discovery to allow creation of location databases and, in the case of Voice over Internet Protocol (VoIP), Enhanced 911 services.

Extended and automated power management of Power over Ethernet (PoE) end points.

Inventory management, allowing network administrators to track their network devices, and determine their characteristics (manufacturer, software and hardware versions, serial or asset number).

This page allows you to configure the LLDP-MED. This function applies to VoIP devices which support LLDP-MED.

#### **Web Interface**

To configure LLDP-MED:

1. Click LLDP-MED Configuration
2. Modify Fast start repeat count parameter, default is 4
3. Modify Coordinates Location parameters
4. Fill Civic Address Location parameters
5. Add new policy
6. Click Apply, will show following Policy Port Configuration
7. Select Policy ID for each port
8. Click Apply

## LLDP-MED Configuration

Home > System > LLDP > LLDP-MED Configuration

### Fast Start Repeat Count

Fast start repeat count  seconds

### Coordinates Location

Latitude	<input type="text" value="0"/>	North	Longitude	<input type="text" value="0"/>	East
Altitude	<input type="text" value="0"/>	Meters	Map Datum	WGS84	

### Civic Address Location

Country code	<input type="text"/>	State/Province	<input type="text"/>	County	<input type="text"/>
City	<input type="text"/>	City district	<input type="text"/>	Block (Neighborhood)	<input type="text"/>
Street	<input type="text"/>	Leading street direction	<input type="text"/>	Trailing street suffix	<input type="text"/>
Street suffix	<input type="text"/>	House no.	<input type="text"/>	House no. suffix	<input type="text"/>
Landmark	<input type="text"/>	Additional location info	<input type="text"/>	Name	<input type="text"/>
Zip code	<input type="text"/>	Building	<input type="text"/>	Apartment	<input type="text"/>
Floor	<input type="text"/>	Room no.	<input type="text"/>	Place type	<input type="text"/>
Postal community name	<input type="text"/>	P.O. Box	<input type="text"/>	Additional code	<input type="text"/>

### Emergency Call Service

Emergency Call Service

### Policies

Delete	Policy ID	Application Type	Tag	VLAN ID	L2 Priority	DSCP
Table is Empty						

[Add New Policy](#)

[Apply](#) [Reset](#)

### **Parameter description:**

#### **Fast start repeat count**

Rapid startup and Emergency Call Service Location Identification Discovery of endpoints is a critically important aspect of VoIP systems in general. In addition, it is best to advertise only those pieces of information which are specifically relevant to particular endpoint types (for example only advertise the voice network policy to permitted voice-capable devices), both in order to conserve the limited LLDPDU space and to reduce security and system integrity issues that can come with inappropriate knowledge of the network policy.

With this in mind LLDP-MED defines an LLDP-MED Fast Start interaction between the protocol and the application layers on top of the protocol, in order to achieve these related properties. Initially, a Network Connectivity Device will only transmit LLDP TLVs in an LLDPDU. Only after an LLDP-MED Endpoint Device is detected, will an LLDP-MED capable Network Connectivity Device start to advertise LLDP-MED TLVs in outgoing LLDPDUs on the associated port. The LLDP-MED application will temporarily speed up the transmission of the LLDPDU to start within a second, when a new LLDP-MED neighbor has been detected in order share LLDP-MED information as fast as possible to new neighbors.

Because there is a risk of an LLDP frame being lost during transmission between neighbors, it is recommended to repeat the fast start transmission multiple times to increase the possibility of the neighbors receiving the LLDP frame. With Fast start repeat count it is possible to specify the number of times the fast start transmission would be repeated. The recommended value is 4 times, given that 4 LLDP frames with a 1 second interval will be transmitted, when an LLDP frame with new information is received.

It should be noted that LLDP-MED and the LLDP-MED Fast Start mechanism is only intended to run on links between LLDP-MED Network Connectivity Devices and Endpoint Devices, and as such does not apply to links between LAN infrastructure elements, including Network Connectivity Devices, or other types of links.

#### **Coordinates Location**

##### **1. Latitude :**

Latitude SHOULD be normalized to within 0-90 degrees with a maximum of 4 digits.

It is possible to specify the direction to either North of the equator or South of the equator.

## 2. Longitude :

Longitude SHOULD be normalized to within 0-180 degrees with a maximum of 4 digits.

It is possible to specify the direction to either East of the prime meridian or West of the prime meridian.

## 3. Altitude :

Altitude SHOULD be normalized to within -32767 to 32767 with a maximum of 4 digits.

It is possible to select between two altitude types (floors or meters).

Meters: Representing meters of Altitude defined by the vertical datum specified.

Floors: Representing altitude in a form more relevant in buildings which have different floor-to-floor dimensions. An altitude = 0.0 is meaningful even outside a building, and represents ground level at the given latitude and longitude. Inside a building, 0.0 represents the floor level associated with ground level at the main entrance.

## 4. Map Datum :

The Map Datum is used for the coordinates given in these options:

**WGS84:** (Geographical 3D) - World Geodesic System 1984, CRS Code 4327, Prime Meridian Name: Greenwich.

**NAD83/NAVD88:** North American Datum 1983, CRS Code 4269, Prime Meridian Name: Greenwich; The associated vertical datum is the North American Vertical Datum of 1988 (NAVD88). This datum pair is to be used when referencing locations on land, not near tidal water (which would use Datum = NAD83/MLLW).

**NAD83/MLLW:** North American Datum 1983, CRS Code 4269, Prime Meridian Name: Greenwich; The associated vertical datum is Mean Lower Low Water (MLLW). This datum pair is to be used when referencing locations on water/sea/ocean.

## Civic Address Location

IETF Geopriv Civic Address based Location Configuration Information (Civic Address LCI).

### 1. Country code :

The two-letter ISO 3166 country code in capital ASCII letters - Example: DK, DE or US.



**2. State :**

National subdivisions (state, canton, region, province, prefecture).

**3. County :**

County, parish, gun (Japan), district.

**4. City :**

City, township, shi (Japan) - Example: Copenhagen.

**5. City district :**

City division, borough, city district, ward, chou (Japan).

**6. Block (Neighborhood) :**

Neighborhood, block.

**7. Street :**

Street - Example: Poppelvej.

**8. Leading street direction :**

Leading street direction - Example: N.

**9. Trailing street suffix :**

Trailing street suffix - Example: SW.

**10. Street suffix :**

Street suffix - Example: Ave, Platz.

**11. House no. :**

House number - Example: 21.

**12. House no. suffix :**

House number suffix - Example: A, 1/2.

**13. Landmark :**

Landmark or vanity address - Example: Columbia University.

**14. Additional location info :**

Additional location info - Example: South Wing.

**15. Name :**

Name (residence and office occupant) - Example: Flemming John.

**16. Zip code :**

Postal/zip code - Example: 2791.

**17. Building :**

Building (structure) - Example: Low Library.

**18. Apartment :**

Unit (Apartment, suite) - Example: Apt 42.

**19. Floor :**

Floor - Example: 4.

**20. Room no. :**

Room number - Example: 450F.

**21. Place type :**

Place type - Example: Office.

**22. Postal community name :**

Postal community name - Example: Leonia.

**23. P.O. Box :**

Post office box (P.O. BOX) - Example: 12345.

**24. Additional code :**

Additional code - Example: 1320300003.

**25. Emergency Call Service:**

Emergency Call Service (e.g. E911 and others), such as defined by TIA or NENA.

**26. Emergency Call Service :**

Emergency Call Service ELIN identifier data format is defined to carry the ELIN identifier as used during emergency call setup to a traditional CAMA or ISDN trunk-based PSAP. This format consists of a numerical digit string, corresponding to the ELIN to be used for emergency calling.

**Policies**

Network Policy Discovery enables the efficient discovery and diagnosis of mismatch issues with the VLAN configuration, along with the associated Layer 2 and Layer 3 attributes, which apply for a set of specific protocol applications on that port. Improper network policy configurations are a very significant issue in VoIP environments that frequently result in voice quality degradation or loss of service.

Policies are only intended for use with applications that have specific 'real-time' network policy requirements, such as interactive voice and/or video services.

The network policy attributes advertised are:

1. Layer 2 VLAN ID (IEEE 802.1Q-2003)
2. Layer 2 priority value (IEEE 802.1D-2004)
3. Layer 3 Diffserv code point (DSCP) value (IETF RFC 2474)

This network policy is potentially advertised and associated with multiple sets of application types supported on a given port. The application types specifically addressed are:

1. Voice
2. Guest Voice
3. Softphone Voice
4. Video Conferencing
5. Streaming Video
6. Control / Signalling (conditionally support a separate network policy for the media types above)

A large network may support multiple VoIP policies across the entire organization, and different policies per application type. LLDP-MED allows multiple policies to be advertised per port, each corresponding to a different application type. Different ports on the same Network Connectivity Device may advertise different sets of policies, based on the authenticated user identity or port configuration.

It should be noted that LLDP-MED is not intended to run on links other than between Network Connectivity Devices and Endpoints, and therefore does not need to advertise the multitude of network policies that frequently run on an aggregated link interior to the LAN.

**1. Delete :**

Check to delete the policy. It will be deleted during the next save.

**2. Policy ID :**

ID for the policy. This is auto generated and shall be used when selecting the policies that shall be mapped to the specific ports.

**3. Application Type :**

Intended use of the application types:

1. Voice - for use by dedicated IP Telephony handsets and other similar appliances supporting interactive voice services. These devices are typically deployed on a separate VLAN for ease of deployment and enhanced security by isolation from data applications.
2. Voice Signalling (conditional) - for use in network topologies that require a different policy for the voice signalling than for the voice media. This application type should not be advertised if all the same network policies apply as those advertised in the Voice application policy.
3. Guest Voice - support a separate 'limited feature-set' voice service for guest users and visitors with their own IP Telephony handsets and other similar appliances supporting interactive voice services.
4. Guest Voice Signalling (conditional) - for use in network topologies that require a different policy for the guest voice signalling than for the guest voice media. This application type should not be advertised if all the same network policies apply as those advertised in the Guest Voice application policy.
5. Softphone Voice - for use by softphone applications on typical data centric devices, such as PCs or laptops. This class of endpoints frequently does not support multiple VLANs, if at all, and are typically configured to use an 'untagged' VLAN or a single 'tagged' data specific VLAN. When a network policy is defined for use with an 'untagged' VLAN (see Tagged flag below), then the L2 priority field is ignored and only the DSCP value has relevance.
6. Video Conferencing - for use by dedicated Video Conferencing equipment and other similar appliances supporting real-time interactive video/audio services.
7. Streaming Video - for use by broadcast or multicast based video content distribution and other similar applications supporting streaming video services that require specific network policy treatment. Video applications relying on TCP with buffering would not be an intended use of this application type.
8. Video Signalling (conditional) - for use in network topologies that require a separate policy for the video signalling than for the video media. This application type should not be advertised if all the same network policies apply as those advertised in the Video Conferencing application policy.

#### 4. Tag :

Tag indicating whether the specified application type is using a 'tagged' or an 'untagged' VLAN.

Untagged indicates that the device is using an untagged frame format and as such does not include a tag header as defined by IEEE 802.1Q-2003. In this case, both the VLAN ID and the Layer 2 priority fields are ignored and only the DSCP value has relevance.

Tagged indicates that the device is using the IEEE 802.1Q tagged frame format, and that both the VLAN ID and the Layer 2 priority values are being used, as well as the DSCP value. The tagged format includes an additional field, known as the tag header. The tagged frame format also includes priority tagged frames as defined by IEEE 802.1Q-2003.

**5. VLAN ID :**

VLAN identifier (VID) for the port as defined in IEEE 802.1Q-2003.

**6. L2 Priority :**

L2 Priority is the Layer 2 priority to be used for the specified application type. L2 Priority may specify one of eight priority levels (0 through 7), as defined by IEEE 802.1D-2004. A value of 0 represents use of the default priority as defined in IEEE 802.1D-2004.

**7. DSCP :**

DSCP value to be used to provide Diffserv node behaviour for the specified application type as defined in IETF RFC 2474. DSCP may contain one of 64 code point values (0 through 63). A value of 0 represents use of the default DSCP value as defined in RFC 2475.

**8. Adding a new policy :**

Click to add a new policy. Specify the Application type, Tag, VLAN ID, L2 Priority and DSCP for the new policy. Click "Save".

**9. Port Policies Configuration :**

Every port may advertise a unique set of network policies or different attributes for the same network policies, based on the authenticated user identity or port configuration.

**10. Port :**

The port number to which the configuration applies.

**11. Policy Id :**

The set of policies that shall apply to a given port. The set of policies is selected by check marking the checkboxes that corresponds to the policies.

## 12. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.1.5.3. LLDP Neighbor

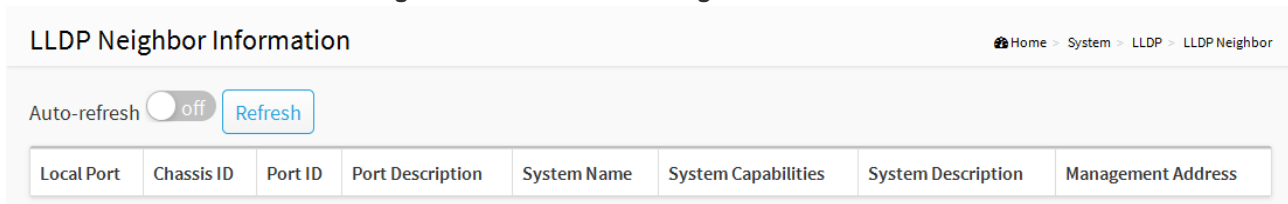
This page provides a status overview for all LLDP neighbors. The displayed table contains a row for each port on which an LLDP neighbor is detected. The columns hold the following information:

#### **Web Interface**

To show LLDP neighbors:

1. Click Monitor, LLDP, Neighbors.
2. Click Refresh for manual update web screen
3. Click Auto-refresh for auto-update web screen

Figure 4.1.6.3: The LLDP Neighbors information




**NOTE:** If your network without any device supports LLDP then the table will show “No LLDP neighbour information found”.

#### **Parameter description:**

##### 1. Local Port :

The port on which the LLDP frame was received.

##### 2. Chassis ID :

The Chassis ID is the identification of the neighbour's LLDP frames.

##### 3. Port ID :

The Remote Port ID is the identification of the neighbour port.

##### 4. Port Description :

Port Description is the port description advertised by the neighbour unit.

## 5. System Name :

System Name is the name advertised by the neighbour unit.

## 6. System Capabilities :

System Capabilities describes the neighbour unit's capabilities. The possible capabilities are:

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, the capability is followed by (+). If the capability is disabled, the capability is followed by (-).

## 7. Management Address :

Management Address is the neighbour unit's address that is used for higher layer entities to assist discovery by the network management. This could for instance hold the neighbour's IP address.

## 8. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

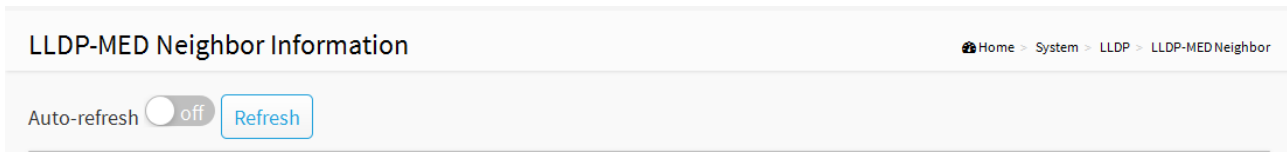
### 4.1.5.4. LLDP-MED Neighbor

This page provides a status overview of all LLDP-MED neighbors. The displayed table contains a row for each port on which an LLDP neighbor is detected. This function applies to VoIP devices which support LLDP-MED. The columns hold the following information:

### **Web Interface**

To show LLDP-MED neighbor:

1. Click Monitor, LLDP, LLDP-MED Neighbor.
2. Click Refresh for manual update web screen
3. Click Auto-refresh for auto-update web screen



### **Parameter description:**

#### **1. Port :**

The port on which the LLDP frame was received.

#### **2. Device Type :**

LLDP-MED Devices are comprised of two primary Device Types: Network Connectivity Devices and Endpoint Devices.

##### **■ LLDP-MED Network Connectivity Device Definition**

LLDP-MED Network Connectivity Devices, as defined in TIA-1057, provide access to the IEEE 802 based LAN infrastructure for LLDP-MED Endpoint Devices. An LLDP-MED Network Connectivity Device is a LAN access device based on any of the following technologies:

1. LAN Switch/Router
2. IEEE 802.1 Bridge
3. IEEE 802.3 Repeater (included for historical reasons)
4. IEEE 802.11 Wireless Access Point
5. Any device that supports the IEEE 802.1AB and MED extensions defined by TIA-1057 and can relay IEEE 802 frames via any method.

##### **■ LLDP-MED Endpoint Device Definition :**

LLDP-MED Endpoint Devices, as defined in TIA-1057, are located at the IEEE 802 LAN network edge, and participate in IP communication service using the LLDP-MED framework.



Within the LLDP-MED Endpoint Device category, the LLDP-MED scheme is broken into further Endpoint Device Classes, as defined in the following.

Each LLDP-MED Endpoint Device Class is defined to build upon the capabilities defined for the previous Endpoint Device Class. For-example will any LLDP-MED Endpoint Device claiming compliance as a Media Endpoint (Class II) also support all aspects of TIA-1057 applicable to Generic Endpoints (Class I), and any LLDP-MED Endpoint Device claiming compliance as a Communication Device (Class III) will also support all aspects of TIA-1057 applicable to both Media Endpoints (Class II) and Generic Endpoints (Class I).

■ **LLDP-MED Generic Endpoint (Class I) :**

The LLDP-MED Generic Endpoint (Class I) definition is applicable to all endpoint products that require the base LLDP discovery services defined in TIA-1057, however do not support IP media or act as an end-user communication appliance. Such devices may include (but are not limited to) IP Communication Controllers, other communication related servers, or any device requiring basic services as defined in TIA-1057.

Discovery services defined in this class include LAN configuration, device location, network policy, power management, and inventory management.

■ **LLDP-MED Media Endpoint (Class II) :**

The LLDP-MED Media Endpoint (Class II) definition is applicable to all endpoint products that have IP media capabilities however may or may not be associated with a particular end user. Capabilities include all of the capabilities defined for the previous Generic Endpoint Class (Class I), and are extended to include aspects related to media streaming. Example product categories expected to adhere to this class include (but are not limited to) Voice / Media Gateways, Conference Bridges, Media Servers, and similar.

Discovery services defined in this class include media-type-specific network layer policy discovery.

■ **LLDP-MED Communication Endpoint (Class III) :**

The LLDP-MED Communication Endpoint (Class III) definition is applicable to all endpoint products that act as end user communication appliances supporting IP media. Capabilities include all of the capabilities defined for the previous Generic

Endpoint (Class I) and Media Endpoint (Class II) classes, and are extended to include aspects related to end user devices. Example product categories expected to adhere to this class include (but are not limited to) end user communication appliances, such as IP Phones, PC-based softphones, or other communication appliances that directly support the end user.

Discovery services defined in this class include provision of location identifier (including ECS / E911 information), embedded L2 switch support, inventory management.

### **3. LLDP-MED Capabilities :**

LLDP-MED Capabilities describes the neighborhood unit's LLDP-MED capabilities. The possible capabilities are:

1. LLDP-MED capabilities
2. Network Policy
3. Location Identification
4. Extended Power via MDI - PSE
5. Extended Power via MDI - PD
6. Inventory
7. Reserved

### **4. Application Type :**

Application Type indicating the primary function of the application(s) defined for this network policy, advertised by an Endpoint or Network Connectivity Device. The possible application types are shown below.

1. Voice - for use by dedicated IP Telephony handsets and other similar appliances supporting interactive voice services. These devices are typically deployed on a separate VLAN for ease of deployment and enhanced security by isolation from data applications.
2. Voice Signalling - for use in network topologies that require a different policy for the voice signalling than for the voice media.
3. Guest Voice - to support a separate limited feature-set voice service for guest users and visitors with their own IP Telephony handsets and other similar appliances supporting interactive voice services.

4. Guest Voice Signalling - for use in network topologies that require a different policy for the guest voice signalling than for the guest voice media.
5. Softphone Voice - for use by softphone applications on typical data centric devices, such as PCs or laptops.
6. Video Conferencing - for use by dedicated Video Conferencing equipment and other similar appliances supporting real-time interactive video/audio services.
7. Streaming Video - for use by broadcast or multicast based video content distribution and other similar applications supporting streaming video services that require specific network policy treatment. Video applications relying on TCP with buffering would not be an intended use of this application type.
8. Video Signalling - for use in network topologies that require a separate policy for the video signalling than for the video media.

#### **5. Policy :**

Policy indicates that an Endpoint Device wants to explicitly advertise that the policy is required by the device. Can be either Defined or Unknown

Unknown: The network policy for the specified application type is currently unknown.

Defined: The network policy is defined.

#### **6. TAG :**

TAG is indicative of whether the specified application type is using a tagged or an untagged VLAN. Can be Tagged or Untagged.

Untagged: The device is using an untagged frame format and as such does not include a tag header as defined by IEEE 802.1Q-2003.

Tagged: The device is using the IEEE 802.1Q tagged frame format.

#### **7. VLAN ID :**

VLAN ID is the VLAN identifier (VID) for the port as defined in IEEE 802.1Q-2003. A value of 1 through 4094 is used to define a valid VLAN ID. A value of 0 (Priority Tagged) is used if the device is using priority tagged frames as defined by IEEE 802.1Q-2003, meaning that only the IEEE 802.1D priority level is significant and the default PVID of the ingress port is used instead.

#### **8. Priority :**

Priority is the Layer 2 priority to be used for the specified application type. One of the eight priority levels (0 through 7).

## 9. DSCP :

DSCP is the DSCP value to be used to provide Diffserv node behavior for the specified application type as defined in IETF RFC 2474. Contain one of 64 code point values (0 through 63).

## 10. Auto-negotiation

**Auto-negotiation** identifies if MAC/PHY auto-negotiation is supported by the link partner.

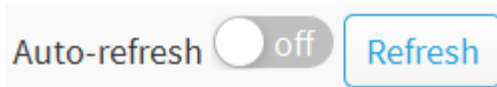
## 11. Auto-negotiation status

**Auto-negotiation status** identifies if auto-negotiation is currently enabled at the link partner. If **Auto-negotiation** is supported and **Auto-negotiation status** is disabled, the 802.3 PMD operating mode will be determined the operational MAU type field value rather than by auto-negotiation.

## 12. Auto-negotiation Capabilities

**Auto-negotiation Capabilities** shows the link partners MAC/PHY capabilities.

## 13. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

### 4.1.5.5. LLDP Statistics

Two types of counters are shown. Global counters are counters that refer to the whole switch, while local counters refer to per port counters for the currently selected switch

#### **Web Interface**

To show LLDP Statistics:

1. Click Monitor ,LLDP, then click Port Statistics to show LLDP counters
2. Click Refresh for manual update web screen
3. Click Auto-refresh for auto-update web screen
4. Click Clear to clear all counters

**LLDP Counter** Home > System > LLDP > LLDP Statistics

Auto-refresh  off [Refresh](#) [Clear](#)

LLDP Global Counters

Neighbor entries were last changed	6257 days, 15:49:31 (540661771 sec. ago)
Total Neighbors Entries Added	0
Total Neighbors Entries Deleted	0
Total Neighbors Entries Dropped	0
Total Neighbors 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
7	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0

**Parameter description:**

**Global Counters**

**1. Neighbor entries were last changed at :**

It also shows the time when the last entry was last deleted or added. It also shows the time elapsed since the last change was detected.

**2. Total Neighbors Entries Added :**

Shows the number of new entries added since switch reboot.

**3. Total Neighbors Entries Deleted :**

Shows the number of new entries deleted since switch reboot.

**4. Total Neighbors Entries Dropped :**

Shows the number of LLDP frames dropped due to the entry table being full.

**5. Total Neighbors Entries Aged Out :**

Shows the number of entries deleted due to Time-To-Live expiring.

**Local Counters**

The displayed table contains a row for each port. The columns hold the following information:

**1. Local Port :**

The port on which LLDP frames are received or transmitted.

**2. Tx Frames :**

The number of LLDP frames transmitted on the port.

**3. Rx Frames :**

The number of LLDP frames received on the port.

**4. Rx Errors :**

The number of received LLDP frames containing some kind of error.

**5. Frames Discarded :**

If an LLDP frame is received on a port, and the switch's internal table has run full, the LLDP frame is counted and discarded. This situation is known as "Too Many Neighbours" in the LLDP standard. LLDP frames require a new entry in the table when the Chassis ID or Remote Port ID is not already contained within the table. Entries are removed from the table when a given port's link is down, an LLDP shutdown frame is received, or when the entry ages out.

**6. TLVs Discarded :**

Each LLDP frame can contain multiple pieces of information, known as TLVs (TLV is short for "Type Length Value"). If a TLV is malformed, it is counted and discarded.

## 7. TLVs Unrecognized :

The number of well-formed TLVs, but with an unknown type value.

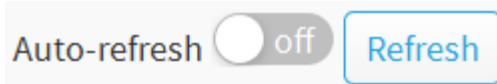
## 8. Org. Discarded :

The number of organizationally received TLVs.

## 9. Age-Outs :

Each LLDP frame contains information about how long time the LLDP information is valid (age-out time). If no new LLDP frame is received within the age out time, the LLDP information is removed, and the Age-Out counter is incremented.

## 10. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Clear:** Clears the counters for the selected port.

**Refresh:** Click to refresh the page.

### 4.1.6.UPNP

UPnP is an acronym for Universal Plug and Play. The goals of UPnP are to allow devices to connect seamlessly and to simplify the implementation of networks in the home (data sharing, communications, and entertainment) and in corporate environments for simplified installation of computer components

#### **Web Interface**

To configure the UPnP Configuration in the web interface:

1. Click Configuration, UPnP
2. Scroll to select the mode to enable or disable
3. Specify the parameters in each blank field.
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the Reset button.  
It will revert to previously saved values

UPnP Configuration Home > System > UPnP

Mode	<input type="checkbox"/> off
Interface VLAN	<input type="text" value="1"/>
TTL	<input type="text" value="4"/>
Advertising Duration	<input type="text" value="100"/>

### **Parameter description:**

These parameters are displayed on the UPnP Configuration page:

#### **1. Mode :**

Indicates the UPnP operation mode. Possible modes are:

**Enabled:** Enable UPnP mode operation.

**Disabled:** Disable UPnP mode operation.

When the mode is enabled, two ACEs are added automatically to trap UPnP related packets to CPU. The ACEs are automatically removed when the mode is disabled. .

#### **2. TTL :**

The TTL value is used by UPnP to send SSDP advertisement messages. Valid values are in the range 1 to 255.

#### **3. Advertising Duration :**

The duration, carried in SSDP packets, is used to inform a control point or control points how often it or they should receive an SSDP advertisement message from this switch. If a control point does not receive any message within the duration, it will think that the switch no longer exists. Due to the unreliable nature of UDP, in the standard it is recommended that such refreshing of advertisements to be done at less than one-half of the advertising duration. In the implementation, the switch sends SSDP messages periodically at the interval one-half of the advertising duration minus 30 seconds. Valid values are in the range 100 to 86400.

#### **4. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.



## 4.2 Port Management

### 4.2.1.Port Configuration

The section describes to configure the Port detail parameters of the switch. Others you could using the Port configure to enable or disable the Port of the switch. Monitor the ports content or status in the function.

#### 4.2.1.1. Ports

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







#### Web Interface













To configure a Current Port Configuration in the web interface:

1. Click Configuration, Ports Configuration, and Ports
2. Specify the Speed Configured, Flow Control, Maximum Frame size, Excessive Collision mode and Power Control.
3. Click Apply.

Port Configuration Home > Port Management > Port Configuration

[Refresh](#)

Port	Link	Speed		Flow Control			Description
		Status	Mode	Rx Status	Tx Status	Mode	
1		1Gfdx	Auto	On	On	<input type="checkbox"/>	
2		down	Auto	Off	Off	<input type="checkbox"/>	
3		down	Auto	Off	Off	<input type="checkbox"/>	
4		down	Auto	Off	Off	<input type="checkbox"/>	
5		down	Auto	Off	Off	<input type="checkbox"/>	
6		down	Auto	Off	Off	<input type="checkbox"/>	

7		down	Auto	Off	Off	<input type="checkbox"/>	
8		down	Auto	Off	Off	<input type="checkbox"/>	
9		down	Auto	Off	Off	<input type="checkbox"/>	
10		down	Auto	Off	Off	<input type="checkbox"/>	
11		100Mfdx	Auto	On	On	<input type="checkbox"/>	
12		down	Auto	Off	Off	<input type="checkbox"/>	
13		down	Auto	Off	Off	<input type="checkbox"/>	
14		down	Auto	Off	Off	<input type="checkbox"/>	
15		down	Auto	Off	Off	<input type="checkbox"/>	
16		down	Auto	Off	Off	<input type="checkbox"/>	
17		1Gfdx	Auto	Off	Off	<input type="checkbox"/>	
18		down	Auto	Off	Off	<input type="checkbox"/>	

Apply Reset

**Parameter description:**

**1. Port :**

This is the logical port number for this row.

**2. Link :**

The current link state is displayed graphically. Green indicates the link is up and red that it is down.

**3. Current Link Speed :**

Provides the current link speed of the port.

**4. Configured Link Speed :**

Selects any available link speed for the given switch port. Only speeds supported by the specific port is shown. Possible speeds are:

Disabled - Disables the switch port operation.

Auto - Port auto negotiating speed with the link partner and selects the highest speed that is compatible with the link partner.

10Mbps HDX - Forces the cu port in 10Mbps half duplex mode.

10Mbps FDX - Forces the cu port in 10Mbps full duplex mode.

100Mbps HDX - Forces the cu port in 100Mbps half duplex mode.

100Mbps FDX - Forces the cu port in 100Mbps full duplex mode.

1Gbps FDX - Forces the port in 1Gbps full duplex

2.5Gbps FDX - Forces the Serdes port in 2.5Gbps full duplex mode.

SFP\_Auto\_AMS - Automatically determines the speed of the SFP. Note: There is no standardized way to do SFP auto detect, so here it is done by reading the SFP rom. Due to the missing standardized way of doing SFP auto detect some SFPs might not be detectable. The port is set in AMS mode. Cu port is set in Auto mode.

100-FX - SFP port in 100-FX speed. Cu port disabled.

100-FX\_AMS - Port in AMS mode. SFP port in 100-FX speed. Cu port in Auto mode.

1000-X - SFP port in 1000-X speed. Cu port disabled.

1000-X\_AMS - Port in AMS mode. SFP port in 1000-X speed. Cu port in Auto mode. Ports in AMS mode with 1000-X speed has Cu port preferred. Ports in AMS mode with 100-FX speed has fiber port preferred.

## 5. Flow Control :

When Auto Speed is selected on a port, this section indicates the flow control capability that is advertised to the link partner. When a fixed-speed setting is selected, that is what is used. The Current Rx column indicates whether pause frames on the port are obeyed, and the Current Tx column indicates whether pause frames on the port are transmitted. The Rx and Tx settings are determined by the result of the last Auto-Negotiation.

Check the configured column to use flow control. This setting is related to the setting for Configured Link Speed.

## 6. Maximum Frame Size :

Enter the maximum frame size allowed for the switch port, including FCS.

## 7. Excessive Collision Mode :

Configure port transmit collision behavior.

**Discard:** Discard frame after 16 collisions (default).

**Restart:** Restart backoff algorithm after 16 collisions.

## 8. Buttons

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 9. Upper right icon (Refresh)

You can click them for refresh the Port link Status by manual

### 4.2.2.Port Statistics

The section describes to configure the Port detail parameters of the switch. Others you could using the Port configure to enable or disable the Port of the switch. Monitor the ports content or status in the function.

#### 4.2.2.1. Traffic Overview

The section describes to the Port statistics information and provides overview of general traffic statistics for all switch ports.

#### **Web Interface**

To Display the Port Statistics Overview in the web interface:

1. Click Monitor, Port, then Traffic Overview
2. If you want to auto-refresh then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh the port statistics or clear all information when you click “ Clear”.

Port Statistics Overview

Home > Port Management > Port Statistics

Auto-refresh  off [Refresh](#) [Clear](#)

Port	Packets		Bytes		Errors		Drops	
	Received	Transmitted	Received	Transmitted	Received	Transmitted	Received	Transmitted
1	1366123676	497586294	1595027102596	36393341991	0	0	13	0
2	0	0	0	0	0	0	0	0
3	95819	4252724	11441292	439244359	0	0	4	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
7	2003	40065	368323	5105666	0	0	0	0
8	41208	1501580	5995832	169726690	0	0	2	0
9	1727	2574	2033609	332733	0	0	0	0
10	4344	142514	657041	16611815	0	0	0	0
11	1382	12474	181295	2507265	0	0	14	0
12	0	0	0	0	0	0	0	0
13	67351	2926859	9973366	311400483	0	0	3	0
14	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0
17	479264948	1395866889	40240323055	1596690963530	0	0	313291	0
18	0	0	0	0	0	0	0	0

**Parameter description:**

**1. Port :**

The logical port for the settings contained in the same row.

**2. Packets :**

The number of received and transmitted packets per port.

**3. Bytes :**

The number of received and transmitted bytes per port.

**4. Errors**

The number of frames received in error and the number of incomplete transmissions per port.

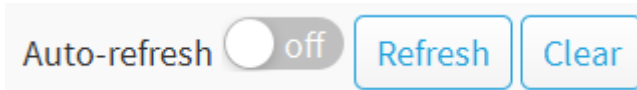
## 5. Drops

The number of frames discarded due to ingress or egress congestion.

## 6. Filtered

The number of received frames filtered by the forwarding

## 7. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

**Clear:** Clears the counters for all ports.

### 4.2.2.2. Detail Statistics

The section describes how to provide detailed traffic statistics for a specific switch port. Use the port select box to select which switch port details to display.

The displayed counters are the totals for receive and transmit, the size counters for receive and transmit, and the error counters for receive and transmit.

#### **Web Interface**

To Display the per Port detailed Statistics Overview in the web interface:

1. Click Monitor, Ports, then Detailed Port Statistics
2. Scroll the Port Index to select which port you want to show the detailed
3. Port statistics overview” .
4. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
5. Click “ Refresh“ to refresh the port detailed statistics or clear all information when you click “ Clear”.

### Detailed Port Statistics

Home > Port Management > Port Statistics

Auto-refresh  off [Refresh](#) [Clear](#) Port 1 ▼

Receive Total		Transmit Total	
Rx Packets	1366389774	Tx Packets	497680525
Rx Octets	1595332972073	Tx Octets	36400171260
Rx Unicast	1366230538	Tx Unicast	464275673
Rx Multicast	85141	Tx Multicast	3801586
Rx Broadcast	74095	Tx Broadcast	29603266
Rx Pause	0	Tx Pause	0

Receive Size Counters		Transmit Size Counters	
Rx 64 Bytes	166466768	Tx 64 Bytes	470716195
Rx 65-127 Bytes	46064277	Tx 65-127 Bytes	14891394
Rx 128-255 Bytes	25495242	Tx 128-255 Bytes	7875262
Rx 256-511 Bytes	38544673	Tx 256-511 Bytes	1976291
Rx 512-1023 Bytes	57194974	Tx 512-1023 Bytes	310061
Rx 1024-1518 Bytes	1032623840	Tx 1024-1518 Bytes	1911322
Rx 1519-2047 Bytes	0	Tx 1519-2047 Bytes	0
Rx 2048-4095 Bytes	0	Tx 2048-4095 Bytes	0
Rx 4096-9216 Bytes	0	Tx 4096-9216 Bytes	0
Rx 9217-16383 Bytes	0	Tx 9217-16383 Bytes	0

Receive Error Counters		Transmit Error Counters	
Rx Drops	13	Tx Drops	0
Rx CRC/Alignment	0	Tx Late Collision	0
Rx Undersize	0	Tx Excessive Collision	0
Rx Oversize	0	Tx Oversize	0
Rx Fragments	0		
Rx Jabber	0		

**Parameter description:**

**1. Auto-refresh:**

To evoke the auto-refresh to refresh the Port Statistics information automatically.

## 2. Upper left scroll bar:

To scroll which port to display the Port statistics with “Port-0”, “Port-1...”

### **Receive Total and Transmit Total**

## 3. Rx and Tx Packets :

The number of received and transmitted (good and bad) packets.

## 4. Rx and Tx Octets :

The number of received and transmitted (good and bad) bytes. Includes FCS, but excludes framing bits.

## 5. Rx and Tx Unicast

The number of received and transmitted (good and bad) unicast packets.

## 6. Rx and Tx Multicast :

The number of received and transmitted (good and bad) multicast packets.

## 7. Rx and Tx Broadcast :

The number of received and transmitted (good and bad) broadcast packets.

## 8. Rx and Tx Pause :

A count of the MAC Control frames received or transmitted on this port that have an opcode indicating a PAUSE operation.

### **Receive and Transmit Size Counters**

The number of received and transmitted (good and bad) packets split into categories based on their respective frame sizes.

### **Receive and Transmit Queue Counters**

The number of received and transmitted packets per input and output queue.

### **Receive Error Counters**

#### 1. Rx Drops :

The number of frames dropped due to lack of receive buffers or egress congestion.

#### 2. Rx CRC/Alignment :

The number of frames received with CRC or alignment errors.

#### 3. Rx Undersize :

The number of short 1 frames received with valid CRC.



#### 4. Rx Oversize :

The number of long 2 frames received with valid CRC.

#### 5. Rx Fragments :

The number of short 1 frames received with invalid CRC.

#### 6. Rx Jabber :

The number of long 2 frames received with invalid CRC.

#### 7. Rx Filtered :

The number of received frames filtered by the forwarding process.

Short frames are frames that are smaller than 64 bytes.

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

### Transmit Error Counters

#### 1. Tx Drops :

The number of frames dropped due to output buffer congestion.

#### 2. Tx Late/Exc. Coll. :

The number of frames dropped due to excessive or late collisions.

#### 3. Auto-refresh:

To evoke the auto-refresh to refresh the Queuing Counters automatically.

#### 4. Upper right icon (Refresh, clear)

You can click them for refresh the Port Detail Statistics or clear them by manual.

#### 5. Buttons

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Clear:** Clears the counters for the selected port.

**Refresh:** Click to refresh the page.

### 4.2.3.SFP Port Info

The section describes that switch could display the SFP module detail information which you connect it to the switch. The information includes: Connector type, Fiber type, wavelength, baud rate and Vendor OUI etc.

## Web Interface

To Display the SFP information in the web interface:

1. Click Monitor, then SFP Information
2. To display the SFP Information.

SFP Port Information	
<a href="#">Home</a> > <a href="#">Port Management</a> > <a href="#">SFP Port Info</a>	
Auto-refresh	<input type="checkbox"/> off <input type="button" value="Refresh"/>
	Port 17 <input type="button" value="v"/>
Port	17
Connector Type	SFP or SFP Plus - LC
Fiber Type	Multi-mode (MM)
Tx Central Wavelength	850
Bit Rate	1000 Mbps
Vendor OUI	00-90-65
Vendor Name	AirLive
Vendor P/N	2020200
Vendor Revision	
Vendor Serial Number	SFPS2BB00085
Date Code	100805
Temperature	-1.00 C
Vcc	1677.67 V
Mon1 (Bias)	33553 mA
Mon2 (TX PWR)	32.25 dBm
Mon3 (RX PWR)	nan dBm

### Parameter description:

#### 1. Connector Type:

Display the connector type, for instance, UTP, SC, ST, LC and so on.

#### 2. Fiber Type:

Display the fiber mode, for instance, Multi-Mode, Single-Mode.

#### 3. Tx Central Wavelength:

Display the fiber optical transmitting central wavelength, for instance, 850nm, 1310nm, 1550nm and so on.

#### 4. Baud Rate:

Display the maximum baud rate of the fiber module supported, for instance, 10M, 100M, 1G and so on.

**5. Vendor OUI:**

Display the Manufacturer's OUI code which is assigned by IEEE.

**6. Vendor Name:**

Display the company name of the module manufacturer.

**7. Vendor P/N:**

Display the product name of the naming by module manufacturer.

**8. Vendor Revision:**

Display the module revision.

**9. Vendor Serial Number:**

Show the serial number assigned by the manufacturer.

**10. Date Code:**

Show the date this SFP module was made.

**11. Temperature:**

Show the current temperature of SFP module.

**12. Vcc:**

Show the working DC voltage of SFP module.

**13. Mon1(Bias) mA:**

Show the Bias current of SFP module.

**14. Mon2(TX PWR):**

Show the transmit power of SFP module.

**15. Mon3(RX PWR):**

Show the receiver power of SFP module.

#### 4.2.4. Energy Efficient Ethernet

EEE is a power saving option that reduces the power usage when there is low or no traffic utilization.

EEE works by powering down circuits when there is no traffic. When a port gets data to be transmitted all circuits are powered up. The time it takes to power up the circuits is named wakeup time. The default wakeup time is 17 us for 1Gbit links and 30 us for other link speeds. EEE devices must agree upon the value of the wakeup time in order to make sure that both the receiving and transmitting device has all circuits powered up when traffic is transmitted. The devices can exchange wakeup time information using the LLDP protocol.

EEE works for ports in auto-negotiation mode, where the port is negotiated to either 1G or 100 Mbit full duplex mode.

For ports that are not EEE-capable the corresponding EEE checkboxes are grayed out and thus impossible to enable EEE for.

When a port is powered down for saving power, outgoing traffic is stored in a buffer until the port is powered up again. Because there are some overhead in turning the port down and up, more power can be saved if the traffic can be buffered up until a large burst of traffic can be transmitted. Buffering traffic will give some latency in the traffic.

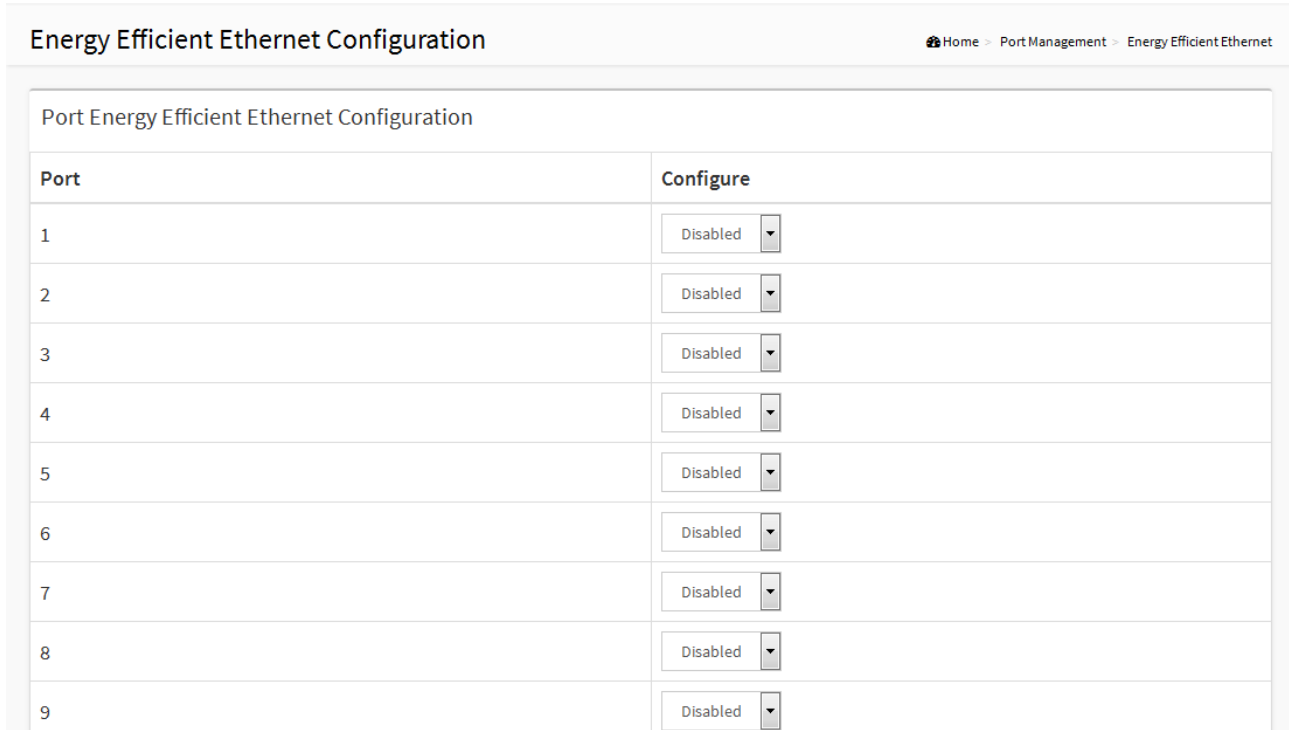
#### 4.2.4.1. Configuration

##### **Web Interface**

To configure a Port Energy Efficient Ethernet Configuration in the web interface:

1. Click Configuration, Green Ethernet
2. Evoke to enable or disable the EEE Configuration .
3. Click Apply.

**Figure 4.2.4.1: The Port Energy Efficient Ethernet Configuration**



Energy Efficient Ethernet Configuration	
Port Energy Efficient Ethernet Configuration	
Port	Configure
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 ▼

Apply Reset

**Parameter description:**

**Optimize EEE for**

The switch can be set to optimize EEE for either best power saving or least traffic latency.

**1. EEE :**

Controls whether EEE is enabled for this switch port.

For maximizing power savings, the circuit isn't started at once transmit data is ready for a port, but is instead queued until a burst of data is ready to be transmitted. This will give some traffic latency.

If desired it is possible to minimize the latency for specific frames, by mapping the frames to a specific queue (done with QOS), and then mark the queue as an urgent queue. When an urgent queue gets data to be transmitted, the circuits will be powered up at once and the latency will be reduced to the wakeup time.

**4.2.5.Link Aggregation**

4.2.5.1. LACP Setting

This page allows the user to inspect the current LACP port configurations, and possibly change them as well An LACP trunk group with more than one ready member-ports is a “real trunked” group. An LACP trunk group with only one or less than one ready member-ports is not a “real trunked” group.

### Web Interface

To configure the Trunk Aggregation LACP parameters in the web interface:

1. Click Configuration, LACP, Port
2. Evoke to enable or disable the LACP on the port of the switch.

Scroll the Key parameter with Auto or Specific Default is Auto.

3. Scroll the Role with Active or Passive. Default is Active
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the reset button.  
It will revert to previously saved values

Trunk Port Setting/Status Home > PortManagement > LinkAggregation > Port

Trunk Port Setting					Trunk Port Status	
Port	Method	Group	LACP Role	LACP Timeout	Aggr	Status
1	None	0	Active	Fast	1	Ready
2	None	0	Active	Fast	2	---
3	None	0	Active	Fast	3	---
4	None	0	Active	Fast	4	---
5	None	0	Active	Fast	5	---
6	None	0	Active	Fast	6	---
7	None	0	Active	Fast	7	---
8	None	0	Active	Fast	8	---

9	None ▾	0 ▾	Active ▾	Fast ▾	9	---
10	None ▾	0 ▾	Active ▾	Fast ▾	10	---
11	None ▾	0 ▾	Active ▾	Fast ▾	11	Ready
12	None ▾	0 ▾	Active ▾	Fast ▾	12	---
13	None ▾	0 ▾	Active ▾	Fast ▾	13	---
14	None ▾	0 ▾	Active ▾	Fast ▾	14	---
15	None ▾	0 ▾	Active ▾	Fast ▾	15	---
16	None ▾	0 ▾	Active ▾	Fast ▾	16	---
17	None ▾	0 ▾	Active ▾	Fast ▾	17	Ready
18	None ▾	0 ▾	Active ▾	Fast ▾	18	---

### **Parameter description:**

#### **1. Port :**

The switch port number.

#### **2. Method**

Controls whether LACP is enabled on this switch port. LACP will form an aggregation when 2 or more ports are connected to the same partner.

#### **3. Key**

The Key value incurred by the port, range 1-65535 . The Auto setting will set the key as appropriate by the physical link speed, 10Mb = 1, 100Mb = 2, 1Gb = 3. Using the Specific setting, a user-defined value can be entered. Ports with the same Key value can participate in the same aggregation group, while ports with different keys cannot.

#### **4. Role**

The Role shows the LACP activity status. The Active will transmit LACP packets each second, while Passive will wait for a LACP packet from a partner (speak if spoken to).

## 5. Timeout

The Timeout controls the period between BPDU transmissions. Fast will transmit LACP packets each second, while Slow will wait for 30 seconds before sending a LACP packet.

## 6. Buttons

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.2.5.2. Aggregator View

This section describes that when you complete to set LACP function on the switch then it provides a status overview for all LACP instances

#### **Web Interface**

To display the LACP System status in the web interface:

1. Click Monitor, LACP, Aggregator View

Aggregator View				
Home > Port Management > Link Aggregation > Aggregator View				
Aggregator View				
Aggregator	Method	Member Ports	Ready Ports	Lacp Detail
1	None	1	1	<input type="radio"/>
2	None	2		<input type="radio"/>
3	None	3		<input type="radio"/>
4	None	4		<input type="radio"/>
5	None	5		<input type="radio"/>
6	None	6		<input type="radio"/>
7	None	7		<input type="radio"/>
8	None	8		<input type="radio"/>



9	None	9		<input type="radio"/>
10	None	10		<input type="radio"/>
11	None	11	11	<input type="radio"/>
12	None	12		<input type="radio"/>
13	None	13		<input type="radio"/>
14	None	14		<input type="radio"/>
15	None	15		<input type="radio"/>
16	None	16		<input type="radio"/>
17	None	17	17	<input type="radio"/>
18	None	18		<input type="radio"/>

[Lacp Detail](#)

**Parameter description:**

**1. Aggregator :**

The Aggregation ID associated with this aggregation instance. For LLAG the id is shown as 'isid: aggr-id' and for GLAGs as 'aggr-id'

**2. Method**

**3. Member Ports**

**4. Ready Ports**

**5. Lacp Detail**

**4.2.5.3. Aggregation Mode Configuration**

This section describes that when you complete to set LACP function on the switch then it provides a Port Status overview for all LACP instances

**Web Interface**

To display the LACP Port status in the web interface:

1. Click Monitor, LACP, Port Status
2. If you want to auto-refresh the information then you need to evoke the "Auto-refresh".
3. Click "Refresh" to refresh the LACP Port Status.

Aggregation Mode Configuration Home > Port Management > Link Aggregation > Aggregation Hash Mode

---

Aggregation Mode Configuration

Hash Code Contributors

src-dst-mac

Apply Reset

**Parameter description:**

**1. Hash Code Contributors :**

- src-mac
- dst-mac
- src-ip
- dst-ip
- src-dst-ip

**2. Buttons**

**Apply :** Click to save changes.

**Reset :** Click to undo any changes made locally and revert to previously saved values..

4.2.5.4. LACP System Priority

The Priority controls the priority of the port. If the LACP partner wants to form a larger group than is supported by this device then this parameter will control which ports will be active and which ports will be in a backup role. Lower number means greater priority.

LACP System Priority Home > Port Management > Link Aggregation > LACP System Priority

---

LACP System Priority

System Priority

Apply Reset

**Parameter description:**

**1. System Priority**

**2. Buttons**

**Apply :** Click to save changes.

**Reset :** Click to undo any changes made locally and revert to previously saved values.

## 4.2.6.Loop Protection

The loop Protection is used to detect the presence of traffic. When switch receives packet's (looping detection frame) MAC address the same as oneself from port, show Loop Protection happens. The port will be locked when it received the looping Protection frames. If you want to resume the locked port, please find out the looping path and take off the looping path, then select the resume the locked port and click on "Resume" to turn on the locked ports.

### 4.2.6.1. Configuration

This section displays the loop protection port status the ports of the currently selected switch.

#### **Web Interface**

To display the Loop Protection status in the web interface:

1. Click Monitor, Loop Protection
2. If you want to auto-refresh the information then you need to evoke the "Auto refresh".
3. Click " Refresh" to refresh the LACP Statistics.

### Loop Protection Configuration

Home > Port Management > Loop Protection > Configuration

Global Configuration	
Enable Loop Protection	<input type="radio"/> off
Transmission Time	<input type="text" value="5"/> seconds
Shutdown Time	<input type="text" value="180"/> seconds

Port Configuration			
Port	Enable	Action	Tx Mode
1	<input checked="" type="checkbox"/>	Shutdown Port	Enable
2	<input checked="" type="checkbox"/>	Shutdown Port	Enable
3	<input checked="" type="checkbox"/>	Shutdown Port	Enable
4	<input checked="" type="checkbox"/>	Shutdown Port	Enable
5	<input checked="" type="checkbox"/>	Shutdown Port	Enable
6	<input checked="" type="checkbox"/>	Shutdown Port	Enable
7	<input checked="" type="checkbox"/>	Shutdown Port	Enable
8	<input checked="" type="checkbox"/>	Shutdown Port	Enable
9	<input checked="" type="checkbox"/>	Shutdown Port	Enable
10	<input checked="" type="checkbox"/>	Shutdown Port	Enable
11	<input checked="" type="checkbox"/>	Shutdown Port	Enable
12	<input checked="" type="checkbox"/>	Shutdown Port	Enable
13	<input checked="" type="checkbox"/>	Shutdown Port	Enable
14	<input checked="" type="checkbox"/>	Shutdown Port	Enable
15	<input checked="" type="checkbox"/>	Shutdown Port	Enable
16	<input checked="" type="checkbox"/>	Shutdown Port	Enable
17	<input checked="" type="checkbox"/>	Shutdown Port	Enable
18	<input checked="" type="checkbox"/>	Shutdown Port	Enable

**Parameter description:**

**1. Port**

The switch port number of the logical port.

**2. Action**

The currently configured port action.

**3. Transmit**

The currently configured port transmit mode.

**4. Time of Last Loop**

The time of the last loop event detected.

## 5. Buttons

**Apply** : Click to save changes.

**Reset** : Click to undo any changes made locally and revert to previously saved values.

## 4.3 PoE Management

PoE-GSH1816R-250 support 802.3at/af Power-Over-Ethernet (PoE). Each port can provide up to 30W power with Data on RJ45 cable.

The PoE detect function is follow the table

**Stages of Powering up a PoE Link**

Stage	Action	Volts specified [V]	
		802.3af	802.3at
Detection	PSE detects if the PD has the correct signature resistance of 19–26.5 kΩ	2.7-10.1	
Classification	PSE detects resistor indicating power range	14.5-20.5	
Mark 1	Signals PSE is 802.3at capable. PD presents a 0.25–4 mA load.	–	7-10
Class 2	PSE outputs classification voltage again to indicate 802.3at capability	–	14.5-20.5
Mark 2	Signals PSE is 802.3at capable. PD presents a 0.25–4 mA load.	–	7-10
Startup	Startup voltage	>42	>42
Normal operation	Supply power to device	37-45	42.5-57

**Power levels available**

Class	Usage	Power range [Watt]	Class description
0	Default	15.4	Classification unimplemented
1	Optional	4	Very Low power
2	Optional	7	Low power
3	Optional	15.4	Mid power
4	Valid for 802.3at (Type 2) devices, not allowed for 802.3af devices	30	High power

### 4.3.1.PoE Configuration

This page allows the user to inspect and configure the current PoE port settings and show all PoE Supply.

#### Web Interface

To configure Power Over Ethernet in the web interface:

1. Click configuration, PoE, and configuration
2. Specify the Reserved Power determined and Power Management mode. Specify the PoE or PoE++ and Priority.
3. Click Apply.

**Power Over Ethernet Configuration** Home > PoE Management > PoE Configuration

---

PoE Power Supply Configuration

Primary Power Supply [W]	250
Capacitor Detection	<input type="checkbox"/>

---

PoE Port Configuration

Port	PoE Mode	PoE Schedule	Priority	Maximum Power [W]
1	<input checked="" type="checkbox"/>	Disabled	Low	30
2	<input checked="" type="checkbox"/>	Disabled	Low	30
3	<input checked="" type="checkbox"/>	Disabled	Low	30

#### Parameter description:

##### Power Supply Configuration

##### 1. Primary Power Supply :

Valid values are in the range 0 to 250 Watts.

##### 2. Port :

This is the logical port number for this row.

Ports that are not PoE-capable are grayed out and thus impossible to configure PoE for.

##### 3. PoE Mode :

The PoE Mode represents the PoE operating mode for the port.

**Disabled:** PoE disabled for the port.

**PoE :** Enables PoE IEEE 802.3af (Class 4 PDs limited to 15.4W)

**PoE+ :** Enables PoE+ IEEE 802.3at (Class 4 PDs limited to 30W)

#### 4. Priority :

The Priority represents the ports priority. There are three levels of power priority named Low, High and Critical.

The priority is used in the case where the remote devices requires more power than the power supply can deliver. In this case the port with the lowest priority will be turn off starting from the port with the highest port number.

#### 5. Maximum Power :

The Maximum Power value contains a numerical value that indicates the maximum power in watts that can be delivered to a remote device.

The maximum allowed value is 30 W.

#### 6. Buttons

**Apply :** Click to save changes.

**Reset :** Click to undo any changes made locally and revert to previously saved values.

### 4.3.2.PoE Status

This page allows the user to inspect the current status for all PoE ports.

#### **Web Interface**

To Display ECE Statistics in the web interface:

1. Click Monitor, PoE
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics.

Power Over Ethernet Status Home > PoE Management > PoE Status

Auto-refresh  off [Refresh](#)

Local Port	PD Class	Power Allocated	Power Used	Current Used	Priority	Port Status
1	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
2	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
3	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
4	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
5	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
6	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
7	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected
8	-	0 [W]	0 [W]	0 [mA]	Low	No PD detected

**Parameter description:**

**1. Local Port**

This is the logical port number for this row.

**2. PD Class**

Each PD is classified according to a class that defines the maximum power the PD will use. The PD Class shows the PDs class.

Five Classes are defined:

Class 0: Max. power 15.4 W

Class 1: Max. power 4.0 W

Class 2: Max. power 7.0 W

Class 3: Max. power 15.4 W

Class 4: Max. power 30.0 W

**3. Power Allocated**

The Power Allocated shows the amount of power the switch has allocated for the PD.

**4. Power Used**

The Power Used shows how much power the PD currently is using.

**5. Current Used**

The Power Used shows how much current the PD currently is using.

**6. Priority**

The Priority shows the port's priority configured by the user.



## 7. Port Status

The Port Status shows the port's status. The status can be one of the following values:

PoE not available - No PoE chip found - PoE not supported for the port.

PoE turned OFF - PoE disabled : PoE is disabled by user.

PoE turned OFF - Power budget exceeded - The total requested or used power by the PDs exceeds the maximum power the Power Supply can deliver, and port(s) with the lowest priority is/are powered down.

No PD detected - No PD detected for the port.

PoE turned OFF - PD overload - The PD has requested or used more power than the port can deliver, and is powered down.

PoE turned OFF - PD is off.

Invalid PD - PD detected, but is not working correctly.

## 8. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

### 4.3.3.PoE Power Delay

This page allows the user to setting the delay time of power providing after device rebooted.

#### **Web Interface**

To Display Power Over Ethernet Status in the web interface:

1. Click Configuration, PoE, and Power delay.
2. Enable the port to the power device.
3. Specify the power providing delay time when reboot.
4. Click Apply to apply the change.

PoE Power Delay Home > PoE Management > PoE Power Delay

Port PoE Power Delay		
Port	Delay Mode	Delay Time(0~300 sec)
1	Disabled ▼	0
2	Disabled ▼	0
3	Disabled ▼	0
4	Disabled ▼	0
5	Disabled ▼	0
6	Disabled ▼	0
7	Disabled ▼	0

**Parameter description:**

**Power Supply Configuration**

**1. Port :**

This is the logical port number for this row.

**2. Delay Mode :**

Turn on / off the power delay function.

**Enabled:** Enable POE Power Delay.

**Disabled:** Disable POE Power Delay.

**3. Delay Time(0~300sec) :**

When rebooting, the PoE port will start to provide power to the PD when it out of delay time. default: 0, range: 0-300 sec.

**4.3.4. PoE Auto Checking Config**

This page allows the user to specify the auto detection parameters to check the linking status between PoE ports and PDs. When it detected the fail connect, will reboot remote PD automatically.

**Web Interface**

To Display Power Over Ethernet Device Guard in the web interface:

1. Click Configuration, PoE, and Auto checking.
2. Enable the Ping Check function.
3. Specify the PD's IP address, checking interval, retry time, failure action and reboot time.
4. Click Apply to apply the change.

PoE Auto Checking Configuration Home > PoEManagement > PoEAuto Checking

---

Ping Check  off

---

PoE Port Configuration

Port	Ping IP Address	Startup Time	Interval Time(sec)	Retry Time	Failure Log	Failure Action	Reboot Time(sec)
1	<input type="text" value="0.0.0.0"/>	<input type="text" value="60"/>	<input type="text" value="30"/>	<input type="text" value="3"/>	error:0, total:0	Nothing <input type="button" value="v"/>	<input type="text" value="15"/>
2	<input type="text" value="0.0.0.0"/>	<input type="text" value="60"/>	<input type="text" value="30"/>	<input type="text" value="3"/>	error:0, total:0	Nothing <input type="button" value="v"/>	<input type="text" value="15"/>
3	<input type="text" value="0.0.0.0"/>	<input type="text" value="60"/>	<input type="text" value="30"/>	<input type="text" value="3"/>	error:0, total:0	Nothing <input type="button" value="v"/>	<input type="text" value="15"/>
4	<input type="text" value="0.0.0.0"/>	<input type="text" value="60"/>	<input type="text" value="30"/>	<input type="text" value="3"/>	error:0, total:0	Nothing <input type="button" value="v"/>	<input type="text" value="15"/>

### Parameter description:

#### Power Supply Configuration

##### 1. Ping Check :

Enable Ping Check function can detects the connection between PoE port and power device. Disable will turn off the detection.

##### 2. Port :

This is the logical port number for this row.

##### 3. Ping IP Address :

The PD's IP Address the system should ping.

##### 4. Interval Time(sec) :

Device will send checking message to PD each interval time. default: 30, range: 10-120 sec.

##### 5. Retry Time :

When PoE port can't ping the PD, it will retry to send detection again. When the third time, it will trigger failure action. default: 3, range: 1-5.

##### 6. Failure Log :

Failure loggings counter.

##### 7. Failure Action :

The action when the third fail detection.

**Nothing:** Keep Ping the remote PD but does nothing further.

**Reboot Remote PD:** Cut off the power of the PoE port, make PD rebooted.

### 8. Reboot time(sec) :

When PD has been rebooted, the PoE port restored power after the specified time.  
default: 15, range: 3-120 sec.

### 9. Buttons

**Apply** : Click to save changes.

**Reset** : Click to undo any changes made locally and revert to previously saved values.

## 4.3.5.PoE Scheduling Profile

### Web Interface

To Display Power Over Ethernet Device Guard in the web interface:

1. Click Configuration, PoE Scheduling Profile.
2. Setting star time and end time
3. Click Apply to apply the change.

PoE Scheduling Profile Home > PoE Management > PoE Scheduling Profile

Profile	1			
Name	profile1			

Week Day	Start Time		End Time	
	HH	MM	HH	MM
*	<	<	<	<
Monday	0	0	0	0
Tuesday	0	0	0	0
Wednesday	0	0	0	0
Thursday	0	0	0	0
Friday	0	0	0	0
Saturday	0	0	0	0
Sunday	0	0	0	0

### 1. Buttons

**Apply** : Click to save changes.

**Reset** : Click to undo any changes made locally and revert to previously saved values.

## 4.4 VLAN Management

To assign a specific VLAN for management purpose. The management VLAN is used to establish an IP connection to the switch from a workstation connected to a port in the VLAN. This connection supports a VSM, SNMP, and Telnet session. By default, the active management VLAN is VLAN 1, but you can designate any VLAN as the management VLAN using the Management VLAN window. Only one management VLAN can be active at a time.

When you specify a new management VLAN, your HTTP connection to the old management VLAN is lost. For this reason, you should have a connection between your management station and a port in the new management VLAN or connect to the new management VLAN through a multi-VLAN route

### 4.4.1.VLAN Configuration

#### **Web Interface**

To configure VLAN membership configuration in the web interface:

1. Click Configuration VLANS.
2. Specify Existing VLANs, Ethertype for Custom S-ports
3. Click Apply.

VLAN Configuration Home > Configuration > VLANs

---

Global VLAN Configuration

Allowed Access VLANs	<input type="text" value="1"/>
Ethertype for Custom S-ports	<input type="text" value="88A8"/>

Port VLAN Configuration							
Port	Mode	Port VLAN	Port Type	Ingress Filtering	Ingress Acceptance	Egress Tagging	Allowed VLANs
1	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
2	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
3	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
4	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
5	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
6	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
7	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
8	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
9	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
10	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
11	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
12	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
13	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
14	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
15	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
16	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
17	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1
18	Acces: ▾	1	C-Port ▾	<input checked="" type="checkbox"/>	Tagged and Untagg ▾	Untag Port VLA ▾	1

**Parameter description:**

Global VLAN Configuration

## 1. Allowed Access VLANs :

This field shows the VLANs that are created on the switch.

By default, only VLAN 1 exists. More VLANs may be created by using a list syntax where the individual elements are separated by commas. Ranges are specified with a dash separating the lower and upper bound.

The following example will create VLANs 1, 10, 11, 12, 13, 200, and 300: 1,10-13,200,300. Spaces are allowed in between the delimiters.

## 2. Ethertype for Custom S-ports :

This field specifies the ethertype/TPID (specified in hexadecimal) used for Custom [http://192.168.1.1/sys\\_info.html](http://192.168.1.1/sys_info.html) S-ports. The setting is in force for all ports whose Port Type is set to S-Custom-Port.

## Port VLAN Configuration

### 1. Port :

This is the logical port number of this row.

### 2. Mode :

The port mode (default is Access) determines the fundamental behavior of the port in question. A port can be in one of three modes as described below.

Whenever a particular mode is selected, the remaining fields in that row will be either grayed out or made changeable depending on the mode in question.

Grayed out fields show the value that the port will get when the mode is applied.

#### **Access:**

Access ports are normally used to connect to end stations. Dynamic features like Voice VLAN may add the port to more VLANs behind the scenes. Access ports have the following characteristics:

- Member of exactly one VLAN, the Port VLAN (a.k.a. Access VLAN), which by default is 1,
- accepts untagged frames and C-tagged frames,
- discards all frames that are not classified to the Access VLAN,
- on egress all frames are transmitted untagged.

#### **Trunk:**

Trunk ports can carry traffic on multiple VLANs simultaneously, and are normally used to connect to other switches. Trunk ports have the following characteristics:

- By default, a trunk port is member of all [existing VLANs](#). This may be limited by the use of [Allowed VLANs](#),
- unless [VLAN Trunking](#) is enabled on the port, frames classified to a VLAN that the port is not a member of will be discarded,
- by default, all frames but frames classified to the Port VLAN (a.k.a. Native VLAN) get tagged on egress. Frames classified to the Port VLAN do not get C-tagged on egress,
- egress tagging can be changed to tag all frames, in which case only tagged frames are accepted on ingress,
- VLAN trunking may be enabled.

**Hybrid:**

Hybrid ports resemble trunk ports in many ways, but adds additional port configuration features. In addition to the characteristics described for trunk ports, hybrid ports have these abilities:

- Can be configured to be VLAN tag unaware, C-tag aware, S-tag aware, or S-custom-tag aware,
- ingress filtering can be controlled,
- ingress acceptance of frames and configuration of egress tagging can be configured independently.

**3. Port VLAN :**

Determines the port's VLAN ID (a.k.a. PVID). Allowed VLANs are in the range 1 through 4095, default being 1.

On ingress, frames get classified to the Port VLAN if the port is configured as VLAN unaware, the frame is untagged, or VLAN awareness is enabled on the port, but the frame is priority tagged (VLAN ID = 0).

On egress, frames classified to the Port VLAN do not get tagged if [Egress Tagging](#) configuration is set to untag Port VLAN.

The Port VLAN is called an "Access VLAN" for ports in Access mode and Native VLAN for ports in Trunk or Hybrid mode.

**4. Port Type :**

Ports in hybrid mode allow for changing the port type, that is, whether a frame's VLAN tag is used to classify the frame on ingress to a particular VLAN, and if so, which TPID it reacts on. Likewise, on egress, the Port Type determines the TPID of the tag, if a tag is required.

**Unaware:**

On ingress, all frames, whether carrying a VLAN tag or not, get classified to the Port VLAN, and possible tags are not removed on egress.



**C-Port:**

On ingress, frames with a VLAN tag with TPID = 0x8100 get classified to the VLAN ID embedded in the tag. If a frame is untagged or priority tagged, the frame gets classified to the Port VLAN. If frames must be tagged on egress, they will be tagged with a C-tag.

**S-Port:**

On ingress, frames with a VLAN tag with TPID = 0x8100 or 0x88A8 get classified to the VLAN ID embedded in the tag. If a frame is untagged or priority tagged, the frame gets classified to the Port VLAN. If frames must be tagged on egress, they will be tagged with an S-tag.

**S-Custom-Port:**

On ingress, frames with a VLAN tag with a TPID = 0x8100 or equal to the [Ethertype configured for Custom-S ports](#) get classified to the VLAN ID embedded in the tag. If a frame is untagged or priority tagged, the frame gets classified to the Port VLAN. If frames must be tagged on egress, they will be tagged with the custom S-tag.

**5. Ingress Filtering :**

Hybrid ports allow for changing ingress filtering. Access and Trunk ports always have ingress filtering enabled.

If ingress filtering is enabled (checkbox is checked), frames classified to a VLAN that the port is not a member of get discarded.

If ingress filtering is disabled, frames classified to a VLAN that the port is not a member of are accepted and forwarded to the switch engine. However, the port will never transmit frames classified to VLANs that it is not a member of.

**6. VLAN Trunking :**

Trunk and Hybrid ports allow for enabling VLAN trunking.

When VLAN trunking is enabled, frames classified to unknown VLANs are accepted on the port whether ingress filtering is enabled or not.

This is useful in scenarios where a cloud of intermediary switches must bridge VLANs that haven't been created. By configuring the ports that connect the cloud of switches as trunking ports, they can seamlessly carry those VLANs from one end to the other.

**7. Ingress Acceptance :**

Hybrid ports allow for changing the type of frames that are accepted on ingress.

**Tagged and Untagged**

Both tagged and untagged frames are accepted.

**Tagged Only**

Only tagged frames are accepted on ingress. Untagged frames are discarded.

**Untagged Only**

Only untagged frames are accepted on ingress. Tagged frames are discarded.

**8. Egress Tagging :**

Ports in Trunk and Hybrid mode may control the tagging of frames on egress.

**Untag Port VLAN**

Frames classified to the Port VLAN are transmitted untagged. Other frames are transmitted with the relevant tag.

**Tag All**

All frames, whether classified to the Port VLAN or not, are transmitted with a tag.

**Untag All**

All frames, whether classified to the Port VLAN or not, are transmitted without a tag.

This option is only available for ports in Hybrid mode.

**9. Allowed VLANs :**

Ports in Trunk and Hybrid mode may control which VLANs they are allowed to become members of. Access ports can only be member of one VLAN, the Access VLAN.

The field's syntax is identical to the syntax used in the [Existing VLANs](#) field. By default, a port may become member of all possible VLANs, and is therefore set to **1-4095**.

The field may be left empty, which means that the port will not be member of any of the existing VLANs, but if it is configured for [VLAN Trunking](#) it will still be able to carry all unknown VLANs.

## 4.4.2.VLAN Membership

This page provides an overview of membership status of VLAN users.

The ports belong to the currently selected stack unit, as reflected by the page header.

### Web Interface

To configure VLAN membership configuration in the web interface:

1. Click Monitor, VLANs, VLAN membership.
2. Scroll the bar to choice which VLANs would like to show up.
3. Click Refresh to update the state.

VLAN Membership Status Home > VLAN Management > VLAN Membership

Auto-refresh  off Refresh Clear

Show  entries Admin Search:

VLAN ID	Port Members																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U

Previous 1 Next

### Parameter description:

#### 1. VLAN USER

VLAN User module uses services of the VLAN management functionality to configure VLAN memberships and VLAN port configurations such as PVID and UVID. Currently we support the following VLAN user types:

**CLI/Web/SNMP** : These are referred to as static.

**NAS** : NAS provides port-based authentication, which involves communications between a Supplicant, Authenticator, and an Authentication Server.

**MVRP** : Multiple VLAN Registration Protocol (MVRP) allows dynamic registration and deregistration of VLANs on ports on a VLAN bridged network.

**Voice VLAN** : Voice VLAN is a VLAN configured specially for voice traffic typically originating from IP phones.

**MVR** : MVR is used to eliminate the need to duplicate multicast traffic for subscribers in each VLAN. Multicast traffic for all channels is sent only on a single (multicast) VLAN.


**MSTP** : The 802.1s Multiple Spanning Tree protocol (MSTP) uses VLANs to create multiple spanning trees in a network, which significantly improves network resource utilization while maintaining a loop-free environment.

## 2. VLAN ID


VLAN ID for which the Port members are displayed.

## 3. Port Members

A row of check boxes for each port is displayed for each VLAN ID.

If a port is included in a VLAN, an image  will be displayed.

If a port is included in a Forbidden port list, an image  will be displayed.

If a port is included in a Forbidden port list and dynamic VLAN user register VLAN on same Forbidden port, then conflict port will be displayed as .

## 4. VLAN Membership

The VLAN Membership Status Page shall show the current VLAN port members for all VLANs configured by a selected VLAN User (selection shall be allowed by a Combo Box). When ALL VLAN Users are selected, it shall show this information for all the VLAN Users, and this is by default. VLAN membership allows the frames classified to the VLAN ID to be forwarded on the respective VLAN member ports.

### Navigating the VLAN Monitor page

Each page shows up to 99 entries from the VLAN table, default being 20, selected through 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 fields allow 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 closest next VLAN Table match. The ">>" will use the last entry of the currently displayed VLAN 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.

## 5. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

### 4.4.3.VLAN Port Status

The function Port Status gathers the information of all VLAN status and reports it by the order of Static NAS MVRP MVP Voice VLAN MSTP GVRP Combined.

#### Web Interface

To Display VLAN Port Status in the web interface:

1. Click Monitor, VLAN Port Status.
2. Specify the Static NAS MVRP MVP Voice VLAN MSTP GVRP Combined.
3. Display Port Status information.

VLAN Port Status Home > VLAN Management > VLAN Port Status

Auto-refresh  off Refresh Clear Combined ▾

Port	Port Type	Ingress Filter	Frame Type	Port VLAN ID	Tx Tag
1	C-Port	true	All	1	None
2	C-Port	true	All	1	None
3	C-Port	true	All	1	None
4	C-Port	true	All	1	None
5	C-Port	true	All	1	None
6	C-Port	true	All	1	None
7	C-Port	true	All	1	None
8	C-Port	true	All	1	None
9	C-Port	true	All	1	None
10	C-Port	true	All	1	None
11	C-Port	true	All	1	None

#### Parameter description:

#### VLAN USER

VLAN User module uses services of the VLAN management functionality to configure VLAN memberships and VLAN port configuration such as PVID, UVID. Currently we support following VLAN User types:

**CLI/Web/SNMP** : These are referred to as static.

**NAS** : NAS provides port-based authentication, which involves communications between a Supplicant, Authenticator, and an Authentication Server.

**Voice VLAN** : Voice VLAN is a VLAN configured specially for voice traffic typically originating from IP phones.

**MVR** : MVR is used to eliminate the need to duplicate multicast traffic for subscribers in each VLAN. Multicast traffic for all channels is sent only on a single (multicast) VLAN.

**MSTP** : The 802.1s Multiple Spanning Tree protocol (MSTP) uses VLANs to create multiple spanning trees in a network, which significantly improves network resource utilization while maintaining a loop-free environment.

**1. Port :**

The logical port for the settings contained in the same row.

**2. Port Type :**

Shows the Port Type. Port type can be any of Unaware, C-port, S-port, Custom S-port.

If Port Type is Unaware, all frames are classified to the Port VLAN ID and tags are not removed. C-port is Customer Port. S-port is Service port. Custom S-port is S-port with Custom TPID.

**3. Ingress Filtering :**

Shows the ingress filtering on a port. This parameter affects VLAN ingress processing. If ingress filtering is enabled and the ingress port is not a member of the classified VLAN, the frame is discarded.

**4. Frame Type :**

Shows whether the port accepts all frames or only tagged frames. This parameter affects VLAN ingress processing. If the port only accepts tagged frames, untagged frames received on that port are discarded.

**5. Port VLAN ID :**

Shows the Port VLAN ID (PVID) that a given user wants the port to have.

The field is empty if not overridden by the selected user.

**6. Tx Tag :**

Shows egress filtering frame status whether tagged or untagged.

**7. Buttons**



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

**4.4.4.VLAN Selective QinQ**

VLAN Selective QinQ Configuration Home > VLAN Management > VLAN Selective QinQ

			Port Members																	
Delete	CVID	SPID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Table is Empty																				

**Add New Entry** (highlighted with a red box and arrow pointing to the second table)

**Apply** **Reset**

---

VLAN Selective QinQ Configuration Home > VLAN Management > VLAN Selective QinQ

			Port Members														
Delete	CVID	SPID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<input type="button" value="Delete"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Add New Entry**

**Apply** **Reset**

**1. Add New Entry :**

Setting CVID, SPID and choose port member

**2. Buttons**

**Apply :** Click to save changes.

**Reset :** Click to undo any changes made locally and revert to previously saved values.

### 4.4.5.MAC-Base VLAN5

MAC address-based VLAN decides the VLAN for forwarding an untagged frame based on the source MAC address of the frame.

A most common way of grouping VLAN members is by port, hence the name port-based VLAN. Typically, the device adds the same VLAN tag to untagged packets that are received through the same port. Later on, these packets can be forwarded in the same VLAN. Port-based VLAN is easy to configure, and applies to networks where the locations of terminal devices are relatively fixed. As mobile office and wireless network access gain more popularity, the ports that terminal devices use to access the networks are very often non-fixed. A device may access a network through Port A this time, but through Port B the next time. If Port A and Port B belong to different VLANs, the device will be assigned to a different VLAN the next time it accesses the network. As a result, it will not be able to use the resources in the old VLAN. On the other hand, if Port A and Port B belong to the same VLAN, after terminal devices access the network through Port B, they will have access to the same resources as those accessing the network through Port A do, which brings security issues. To provide user access and ensure data security in the meantime, the MAC-based VLAN technology is developed.

MAC-based VLANs group VLAN members by MAC address. With MAC-based VLAN configured, the device adds a VLAN tag to an untagged frame according to its source MAC address. MAC-based VLANs are mostly used in conjunction with security technologies such as 802.1X to provide secure, flexible network access for terminal devices.

#### **Web Interface**

To configure MAC address-based VLAN configuration in the web interface:

1. Click VLC, MAC-based VLAN configuration and add new entry.
2. Specify the MAC address and VLAN ID.
3. Click Apply.

MAC-based VLAN Membership Configuration Home > VLAN Management > MAC-based VLAN > Configuration

Delete	MAC Address	VLAN ID
<input type="checkbox"/>		

#### **Parameter description:**

##### **1. Delete :**

To delete a MAC-based VLAN entry, check this box and press save. The entry will be deleted on the selected switch in the stack.



## 2. MAC Address :

Indicates the MAC address.

## 3. VLAN ID :

Indicates the VLAN ID.

## 4. Port Members :

A row of check boxes for each port is displayed for each MAC-based VLAN entry. To include a port in a MAC-based VLAN, check the box. To remove or exclude the port from the MAC-based VLAN, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.

## 5. Adding a New MAC-based VLAN

Click to add a new MAC-based VLAN entry. An empty row is added to the table, and the MAC-based VLAN entry can be configured as needed. Any unicast MAC address can be configured for the MAC-based VLAN entry. No broadcast or multicast MAC addresses are allowed. Legal values for a VLAN ID are 1 through 4095.

The MAC-based VLAN entry is enabled on the selected stack switch unit when you click on "Save". A MAC-based VLAN without any port members on any stack unit will be deleted when you click "Save".

The button can be used to undo the addition of new MAC-based VLANs.

## 6. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.4.6.Protocol-based VLAN

This section describe Protocol -based VLAN, The Switch support Protocol include Ethernet LLC SNAP Protocol,

#### LLC

The Logical Link Control (LLC) data communication protocol layer is the upper sub-layer of the Data Link Layer (which is itself layer 2, just above the Physical Layer) in the seven-layer OSI reference model. It provides multiplexing mechanisms that make it possible for several network protocols (IP, IPX, Decnet and Appletalk) to coexist within a multipoint network and to be transported over the same network media, and can also provide flow control and automatic repeat request (ARQ) error management mechanisms.

## SNAP

The Subnetwork Access Protocol (SNAP) is a mechanism for multiplexing, on networks using IEEE 802.2 LLC, more protocols than can be distinguished by the 8-bit 802.2 Service Access Point (SAP) fields. SNAP supports identifying protocols by Ethernet type field values; it also supports vendor-private protocol identifier spaces. It is used with IEEE 802.3, IEEE 802.4, IEEE 802.5, IEEE 802.11 and other IEEE 802 physical network layers, as well as with non-IEEE 802 physical network layers such as FDDI that use 802.2 LLC.

### 4.4.6.1. Protocol to Group

This page allows you to add new protocols to Group Name (unique for each Group) mapping entries as well as allow you to see and delete already mapped entries for the selected stack switch unit switch.

#### **Web Interface**

To configure Protocol -based VLAN configuration in the web interface:

1. Click Protocol -based VLAN configuration and add new entry.
2. Specify the Ethernet LLC SNAP Protocol and Group Name.
3. Click Apply.

Protocol to Group Mapping Table Home > VLAN Management > Protocol-based VLAN > Protocol to Group

Delete	Frame Type	Value	Group Name
<input type="checkbox"/>			

#### **Parameter description:**

##### **1. Delete :**

To delete a Protocol to Group Name map entry, check this box. The entry will be deleted on the switch during the next Save.

##### **2. Frame Type :**

Frame Type can have one of the following values:

1. **Ethernet**
2. **LLC**
3. **SNAP**

### 3. Value :

Valid value that can be entered in this text field depends on the option selected from the the preceding Frame Type selection menu.

Below is the criteria for three different Frame Types:

1. **For Ethernet:** Values in the text field when Ethernet is selected as a Frame Type is called etype. Valid values for etype ranges from 0x0600-0xffff
2. **For LLC:** Valid value in this case is comprised of two different sub-values.
  - a. DSAP: 1-byte long string (0x00-0xff)
  - b. SSAP: 1-byte long string (0x00-0xff)
3. **For SNAP:** Valid value in this case also is comprised of two different sub-values.
  - a.OUI: OUI (Organizationally Unique Identifier) is value in format of xx-xx-xx where each pair (xx) in string is a hexadecimal value ranges from 0x00-0xff.
  - b. PID: If the OUI is hexadecimal 000000, the protocol ID is the Ethernet type (EtherType) field value for the protocol running on top of SNAP; if the OUI is an OUI for a particular organization, the protocol ID is a value assigned by that organization to the protocol running on top of SNAP.  
In other words, if value of OUI field is 00-00-00 then value of PID will be etype (0x0600-0xffff) and if value of OUI is other than 00-00-00 then valid value of PID will be any value from 0x0000 to 0xffff.

### 4. Group Name :

A valid Group Name is a unique 16-character long string for every entry which consists of a combination of alphabets (a-z or A-Z) and integers(0-9).



---

**NOTE:** Special character and underscore(\_) are not allowed.

---

### 5. Adding a New Group to VLAN mapping entry :

Click to add a new entry in mapping table. An empty row is added to the table; Frame Type, Value and the Group Name can be configured as needed.

The button can be used to undo the addition of new entry.

### 6. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 7. Upper right icon (Refresh):

You can click them for refresh the Protocol Group Mapping information by manual.

### 4.4.6.2. Group to VLAN

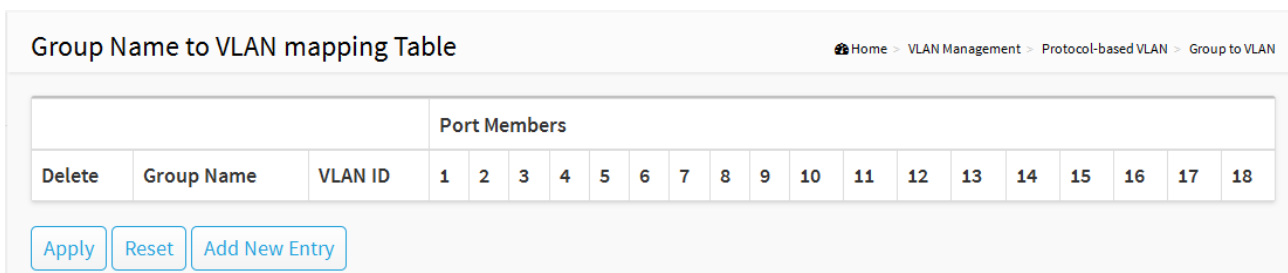
This section allows you to map a already configured Group Name to a VLAN for the selected stack switch unit switch .

#### **Web Interface**

To Display Group Name to VLAN mapping table configured in the web interface:

1. Click Group Name VLAN configuration and add new entry.
2. Specify the Group Name and VLAN ID.
3. Click Apply.

**Figure 4.4.7: The Group Name of VLAN Mapping Table**



Group Name to VLAN mapping Table			Port Members																	
Delete	Group Name	VLAN ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

#### **Parameter description:**

#### 1. Delete :

To delete a Group Name to VLAN map entry, check this box. The entry will be deleted on the switch during the next Save

#### 2. Group Name :

A valid Group Name is a string of atmost 16 characters which consists of a combination of alphabets (a-z or A-Z) and integers(0-9), no special character is allowed. whichever Group name you try map to a VLAN must be present in Protocol to Group mapping table and must not be preused by any other existing mapping entry on this page.

#### 3. VLAN ID :

Indicates the ID to which Group Name will be mapped. A valid VLAN ID ranges from 1-4095.

#### 4. Port Members :

A row of check boxes for each port is displayed for each Group Name to VLAN ID mapping. To include a port in a mapping, check the box. To remove or exclude the port from the mapping, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.

### 5. Adding a New Group to VLAN mapping entry :

Click to add a new entry in mapping table. An empty row is added to the table, the Group Name, VLAN ID and port members can be configured as needed. Legal values for a VLAN ID are 1 through 4095. The button can be used to undo the addition of new entry.

### 6. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 7. Auto-refresh :

To evoke the auto-refresh icon then the device will refresh the information automatically.

### 8. Upper right icon (Refresh):

You can click them for refresh the Protocol Group Mapping information by manual.

## 4.4.7.IP Subnet-based VLAN

The IP subnet-based VLAN entries can be configured here. This page allows for adding, updating and deleting IP subnet-based VLAN entries and assigning the entries to different ports. This page shows only static entries.

### **Web Interface**

To Display IP subnet-based VLAN Membership to configured in the web interface:

1. Click VCL, Group Name VLAN configuration and add new entry.
2. Specify the VCE ID, IP Address, Mask Length, VLAN ID and select Port Members.
3. Click Apply.

IP Subnet-based VLAN Membership Configuration Home > VLAN Management > IP Subnet-based VLAN

Delete	IP Address	Mask Length	VLAN ID
<input type="checkbox"/>			

### **Parameter description:**

#### 1. Delete

To delete a IP subnet-based VLAN entry, check this box and press save. The entry will be deleted on the selected switch in the stack.

**2. IP Address**

Indicates the IP address.

**3. Mask Length**

Indicates the network mask length.

**4. VLAN ID**

Indicates the VLAN ID. VLAN ID can be changed for the existing entries.

4.4.7.1. Private VLAN

The VLAN membership configuration for the selected stack switch unit switch can be monitored and modified here. Up to 4096 VLANs are supported. This page allows for adding and deleting VLANs as well as adding and deleting port members of each VLAN.

**Web Interface**

To configure VLAN membership configuration in the web interface:

1. Click VLAN membership Configuration.
2. Specify Management VLAN ID. 0~ 4094
3. Click Apply.

Private VLAN Membership Configuration Home > VLAN Management > Private VLAN

		Port Members																	
Delete	PVLAN ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Table is Empty																			

Add New Entry
Apply
Reset

**Parameter description:**

**1. Delete :**

To delete a private VLAN entry, check this box. The entry will be deleted during the next save.

**2. PVLAN ID :**

Indicates the ID of this particular private VLAN.

**3. Port Members :**

A row of check boxes for each port is displayed for each VLAN ID. To include a port in a VLAN, check the box. To remove or exclude the port from the VLAN, make sure the box is unchecked. By default, no ports are members, and all boxes are unchecked.

#### 4. Adding a 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. Legal values for a VLAN ID are 1 through 4095.

The VLAN is enabled on the selected stack switch unit when you click on "Save". The VLAN is thereafter present on the other stack switch units, but with no port members. The check box is greyed out when VLAN is displayed on other stacked switches, but user can add member ports to it.

A VLAN without any port members on any stack unit will be deleted when you click "Save".

The button can be used to undo the addition of new VLANs.

#### 5. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

#### 4.4.8.Port Isolation

Port Isolation provides for an apparatus and method to isolate ports on layer 2 switches on the same VLAN to restrict traffic flow. The apparatus comprises a switch having said plurality of ports, each port configured as a protected port or a non-protected port. An address table memory stores an address table having a destination address and port number pair. A forwarding map generator generates a forwarding map which is responsive to a destination address of a data packet. The method for isolating ports on a layer 2 switch comprises configuring each of the ports on the layer 2 switch as a protected port or a non-protected port. A destination address on an data packet is matched with a physical address on said layer 2 switch and a forwarding map is generated for the data packet based upon the destination address on the data packet. The data packet is then sent to the plurality of ports pursuant to the forwarding map generated based upon whether the ingress port was configured as a protected or non-protected port.

This page is used for enabling or disabling port isolation on ports in a Private VLAN.A port member of a VLAN can be isolated to other isolated ports on the same VLAN and Private VLAN.

##### **Web Interface**

To configure Port Isolation configuration in the web interface:

1. Click Private VLAN, Port Isolation.
2. Evoke which port want to enable Port Isolation

3. Click Apply.

Port Isolation Configuration Home > VLAN Management > Port Isolation

Port Number																	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Parameter description:**

**1. Port Members :**

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

**2. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.4.9.Voice VLAN**

Voice VLAN is VLAN configured specially for voice traffic. By adding the ports with voice devices attached to voice VLAN, we can perform QoS-related configuration for voice data, ensuring the transmission priority of voice traffic and voice quality.

4.4.9.1. Configuration

The Voice VLAN feature enables voice traffic forwarding on the Voice VLAN, then the switch can classify and schedule network traffic. It is recommended that there be two VLANs on a port - one for voice, one for data. Before connecting the IP device to the switch, the IP phone should configure the voice VLAN ID correctly. It should be configured through its own GUI.

**Web Interface**

To configure Voice VLAN in the web interface:

1. Select “Enabled” in the Voice VLAN Configuration.



2. Specify VLAN ID Aging Time Traffic Class.
3. Specify (Port Mode, Security, Discovery Protocol) in the Port Configuration
4. Click Apply.

### Voice VLAN Configuration Home > VLAN Management > Voice VLAN > Configuration

				Port Members																	
Delete	VLAN ID	Aging Time	Traffic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

#### Port Configuration

Port	Mode	Security	Discovery Protocol
1	Forced	Disabled	OUI
2	Forced	Disabled	OUI
3	Forced	Disabled	OUI
4	Forced	Disabled	OUI
5	Forced	Disabled	OUI
6	Forced	Disabled	OUI
7	Forced	Disabled	OUI
8	Forced	Disabled	OUI
9	Forced	Disabled	OUI
10	Forced	Disabled	OUI
11	Forced	Disabled	OUI
12	Forced	Disabled	OUI
13	Forced	Disabled	OUI
14	Forced	Disabled	OUI
15	Forced	Disabled	OUI
16	Forced	Disabled	OUI
17	Forced	Disabled	OUI
18	Forced	Disabled	OUI

### **Parameter description:**

#### **1. Mode :**

Indicates the Voice VLAN mode operation. We must disable MSTP feature before we enable Voice VLAN. It can avoid the conflict of ingress filtering. Possible modes are:

**Enabled:** Enable Voice VLAN mode operation.

**Disabled:** Disable Voice VLAN mode operation.

#### **2. VLAN ID :**

Indicates the Voice VLAN ID. It should be a unique VLAN ID in the system and cannot equal each port PVID. It is a conflict in configuration if the value equals management VID, MVR VID, PVID etc. The allowed range is 1 to 4095.

#### **3. Aging Time :**

Indicates the Voice VLAN secure learning aging time. The allowed range is 10 to 10000000 seconds. It is used when security mode or auto detect mode is enabled. In other cases, it will be based on hardware aging time. The actual aging time will be situated between the [age\_time; 2 \* age\_time] interval.

#### **4. Traffic Class :**

Indicates the Voice VLAN traffic class. All traffic on the Voice VLAN will apply this class.

#### **5. Port Mode :**

Indicates the Voice VLAN port mode.

When the port mode isn't equal disabled, we must disable MSTP feature before we enable Voice VLAN. It can avoid the conflict of ingress filtering.

Possible port modes are:

**Disabled:** Disjoin from Voice VLAN.

**Auto:** Enable auto detect mode. It detects whether there is VoIP phone attached to the specific port and configures the Voice VLAN members automatically.

**Forced:** Force join to Voice VLAN.

#### **6. Port Security :**

Indicates the Voice VLAN port security mode. When the function is enabled, all non-telephonic MAC addresses in the Voice VLAN will be blocked for 10 seconds. Possible port modes are:

**Enabled:** Enable Voice VLAN security mode operation.

**Disabled:** Disable Voice VLAN security mode operation.

#### **7. Port Discovery Protocol :**

Indicates the Voice VLAN port discovery protocol. It will only work when auto detect mode is enabled. We should enable LLDP feature before configuring discovery protocol to "LLDP" or "Both".

Changing the discovery protocol to "OUI" or "LLDP" will restart auto detect process. Possible discovery protocols are:

**OUI:** Detect telephony device by OUI address.

**LLDP:** Detect telephony device by LLDP.

**Both:** Both OUI and LLDP.

## 8. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

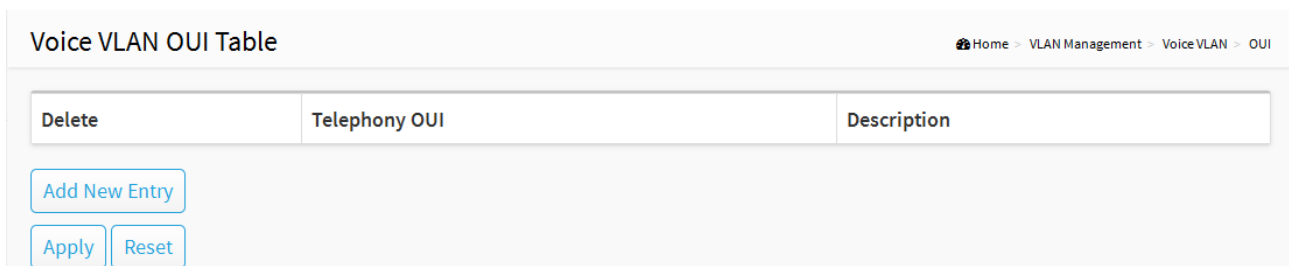
### 4.4.9.2. OUI

The section describes to Configure VOICE VLAN OUI table . The maximum entry number is 16. Modifying the OUI table will restart auto detection of OUI process.

#### **Web Interface**

To configure Voice VLAN OUI Table in the web interface:

1. Select "Add new entry" ,"Delete" in the Voice VLAN OUI table..
2. Specify Telephony OUI, Description..
3. Click Apply.



Delete	Telephony OUI	Description
--------	---------------	-------------

[Add New Entry](#)

[Apply](#) [Reset](#)

#### **Parameter description:**

### 1. Delete :

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

### 2. Telephony OUI :

A telephony OUI address is a globally unique identifier assigned to a vendor by IEEE. It must be 6 characters long and the input format is "xx-xx-xx" (x is a hexadecimal digit).

### 3. Description :

The description of OUI address. Normally, it describes which vendor telephony device it belongs to. The allowed string length is 0 to 32.

### 4. Add New entry :

Click to add a new entry in Voice VLAN OUI table. An empty row is added to the table, the Telephony OUI, Description.

### 5. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 4.5 Quality of Service

The switch support four QoS queues per port with strict or weighted fair queuing scheduling. It supports QoS Control Lists (QCL) for advance programmable QoS classification, based on IEEE 802.1p, Ethertype, VID, IPv4/IPv6 DSCP and UDP/TCP ports and ranges.

High flexibility in the classification of incoming frames to a QoS class. The QoS classification looks for information up to Layer 4, including IPv4 and IPv6 DSCP, IPv4 TCP/UDP port numbers, and user priority of tagged frames. This QoS classification mechanism is implemented in a QoS control list (QCL). The QoS class assigned to a frame is used throughout the device for providing queuing, scheduling, and congestion control guarantees to the frame according to what was configured for that specific QoS class.

The switch support advanced memory control mechanisms providing excellent performance of all QoS classes under any traffic scenario, including jumbo frame. A super priority queue with dedicated memory and strict highest priority in the arbitration. The ingress super priority queue allows traffic recognized as CPU traffic to be received and queued for transmission to the CPU even when all the QoS class queues are congested.

### 4.5.1.Global Setting

#### Parameter description:

#### 1. CoS:

Controls the default class of service.

All frames are classified to a CoS. There is a one to one mapping between CoS, queue and priority. A CoS of 0 (zero) has the lowest priority.

If the port is VLAN aware, the frame is tagged and Tag Class. is enabled, then the frame is classified to a CoS that is mapped from the PCP and DEI value in the tag. Otherwise the frame is classified to the default CoS.

The classified CoS can be overruled by a QCL entry.

Note: If the default CoS has been dynamically changed, then the actual default CoS is shown in parentheses after the configured default CoS.

## 2. DSCP

The section will teach user to set the QoS Port DSCP configuration that was allowed you to configure the basic QoS Port DSCP Configuration settings for all switch ports. Others the settings relate to the currently selected stack unit, as reflected by the page header.

## 3. IP Precedence

This section specifies requirements and guidelines for appropriate processing of the IP Precedence field in routers. Precedence is a scheme for allocating resources in the network based on the relative importance of different traffic flows. The IP specification defines specific values to be used in this field for various types of traffic.

## 4. CoS/802.1p-DSCP

### 4.5.2.QoS Port Settings

The section allows you to configure the basic QoS Ingress Classification settings for all switch ports. and the settings relate to the currently selected stack unit, as reflected by the page header.

#### **Web Interface**

To configure the QoS Port Classification parameters in the web interface:

1. Click Configuration, QoS, Port Classification
2. Scroll to select QoS class, DP Level, PCP and DEI parameters
3. Click the save to save the setting
4. If you want to cancel the setting then you need to click the Reset button.  
It will revert to previously saved values

QoS Global Settings Home > Quality of Service > Global Settings

Trust Mode	<input checked="" type="radio"/> CoS/802.1p <input type="radio"/> DSCP <input type="radio"/> IP Precedence <input type="radio"/> CoS/802.1p-DSCP
------------	---

### **Parameter description:**

#### **1. Port :**

The port number for which the configuration below applies.

#### **2. CoS :**

Controls the default class of service.

All frames are classified to a CoS. There is a one to one mapping between CoS, queue and priority. A CoS of 0 (zero) has the lowest priority.

If the port is VLAN aware, the frame is tagged and Tag Class. is enabled, then the frame is classified to a CoS that is mapped from the PCP and DEI value in the tag. Otherwise the frame is classified to the default CoS.

The classified CoS can be overruled by a QCL entry.

Note: If the default CoS has been dynamically changed, then the actual default CoS is shown in parentheses after the configured default CoS.

#### **3. DSCP Based :**

Click to Enable DSCP Based QoS Ingress Port Classification.

#### **4. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### **4.5.3.Port Policing**

This section provides an overview of f QoS Ingress Port Policers for all switch ports The Port Policing is useful in constraining traffic flows and marking frames above specific rates. Policing is primarily useful for data flows and voice or video flows because voice and video usually maintains a steady rate of traffic.

### Web Interface

To display the QoS Port Schedulers in the web interface:

1. Click Configuration, QoS, Port Policing
2. Evoke which port need to enable the QoS Ingress Port Policers and type the Rate limit condition.
3. Scroll to select the Rate limit Unit with kbps, Mbps, fps and kfps.
4. Click Apply to save the configuration.

**QoS Ingress Port Policers** Home > Quality of Service > Port Policing

Port	Enable	Rate (kbps)
1	<input type="checkbox"/>	<input type="text" value="1000000"/>
2	<input type="checkbox"/>	<input type="text" value="1000000"/>
3	<input type="checkbox"/>	<input type="text" value="1000000"/>
4	<input type="checkbox"/>	<input type="text" value="1000000"/>
5	<input type="checkbox"/>	<input type="text" value="1000000"/>
6	<input type="checkbox"/>	<input type="text" value="1000000"/>
7	<input type="checkbox"/>	<input type="text" value="1000000"/>
8	<input type="checkbox"/>	<input type="text" value="1000000"/>
9	<input type="checkbox"/>	<input type="text" value="1000000"/>
10	<input type="checkbox"/>	<input type="text" value="1000000"/>
11	<input type="checkbox"/>	<input type="text" value="1000000"/>
12	<input type="checkbox"/>	<input type="text" value="1000000"/>
13	<input type="checkbox"/>	<input type="text" value="1000000"/>
14	<input type="checkbox"/>	<input type="text" value="1000000"/>
15	<input type="checkbox"/>	<input type="text" value="1000000"/>
16	<input type="checkbox"/>	<input type="text" value="1000000"/>
17	<input type="checkbox"/>	<input type="text" value="1000000"/>
18	<input type="checkbox"/>	<input type="text" value="1000000"/>

**Parameter description:****1. Port :**

The logical port for the settings contained in the same row. Click on the port number in order to configure the schedulers.

**2. Enabled :**

To evoke which Port you need to enable the QoS Ingress Port Policers function.

**3. Rate :**

To set the Rate limit value for this port, the default is 500.

**4. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.4.Port Shapers**

This section provides an overview of QoS Egress Port Shapers for all switch ports. Others the user could get all detail information of the ports belong to the currently selected stack unit, as reflected by the page header.

***Web Interface***

To display the QoS Port Shapers in the web interface:

1. Click Configuration, QoS, Port Shapers
2. Display the QoS Egress Port Shapers



QoS Egress Port Shaper for Home > Quality of Service > Port Shaper

Port Port 1 Click the Port index to set the QoS Egress Port Shapers

Queue Shaper

Queue	Enable	Rate (kbps)
0	<input type="checkbox"/>	<input type="text" value="1000000"/>
1	<input type="checkbox"/>	<input type="text" value="1000000"/>
2	<input type="checkbox"/>	<input type="text" value="1000000"/>
3	<input type="checkbox"/>	<input type="text" value="1000000"/>
4	<input type="checkbox"/>	<input type="text" value="1000000"/>
5	<input type="checkbox"/>	<input type="text" value="1000000"/>

Port Shaper

Enable	Rate (kbps)
<input type="checkbox"/>	<input type="text" value="1000000"/>

**Parameter description:**

**1. Port :**

The logical port for the settings contained in the same row. Click on the port number in order to configure the shapers.

**2. Mode :**

Shows the scheduling mode for this port.

**3. Shapers (Qn) :**

Shows "disabled" or actual queue shaper rate - e.g. "800 Mbps".

**4. Queue Shaper Enable :**

Controls whether the queue shaper is enabled for this queue on this switch port.

**5. Queue Shaper Rate :**

Controls the rate for the queue shaper. The default value is ?. This value is restricted to ?-1000000 when the "Unit" is "kbps", and it is restricted to 1-? when the "Unit" is "Mbps".

#### 6. Port Shaper Enable :

Controls whether the port shaper is enabled for this switch port.

#### 7. Port Shaper Rate :

Controls the rate for the port shaper. The default value is ?. This value is restricted to ?-1000000 when the "Unit" is "kpbs", and it is restricted to 1-? when the "Unit" is "Mbps".

#### 8. . Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.5.5.Storm Control

The section allows user to configure the Storm control for the switch. 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 configuration indicates the permitted packet rate for unicast, multicast or broadcast traffic across the switch

#### **Web Interface**

To configure the Storm Control Configuration parameters in the web interface:

1. Click Configuration, QoS, Storm Control Configuration
2. Evoke to select the frame type to enable storm control
3. Scroll to set the Rate Parameters
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the Reset button.

It will revert to previously saved values

Storm Configuration Home > Quality of Service > Storm Control

Port	Broadcast		Unknown Multicast		Unknown Unicast	
	Enable	Rate (pps)	Enable	Rate (pps)	Enable	Rate (pps)
1	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
2	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
3	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
4	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
5	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
6	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
7	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
8	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
9	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
10	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
11	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
12	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
13	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
14	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
15	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
16	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
17	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500
18	<input type="checkbox"/>	500	<input type="checkbox"/>	500	<input type="checkbox"/>	500

**Parameter description:**

**1. Enable :**

Enable or disable the storm control status for the given frame type.

**2. Rate :**

The rate unit is packets per second (pps). Valid values are: 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1K, 2K, 4K, 8K, 16K, 32K, 64K, 128K, 256K, 512K or 1024K. , 1024K, 2048K, 4096K, 8192K, 16384K or 32768K. , 1024K, 2048K, 4096K, 8192K, 16384K or 32768K.

The 1 kpps is actually 1002.1 pps.

**3. Unit :**

Controls the unit of measure for the storm control rate as kbps, Mbps, fps or kfps .  
The default value is "kbps".

**4. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.6.Port Scheduler**

This section provides an overview of QoS Egress Port Schedulers for all switch ports. and the ports belong to the currently selected stack unit, as reflected by the page header.

**Web Interface**

To display the QoS Port Schedulers in the web interface:

1. Click Configuration, QoS, Port Schedulers
2. Display the QoS Egress Port Schedulers

QoS Egress Port Scheduler Home > Quality of Service > Port Scheduler

Port	Scheduler Mode	Weight							
		Q0	Q1	Q2	Q3	Q4	Q5	Q6	Q7
1	Strict Priority	0	0	0	0	0	0	0	0
2	Strict Priority	0	0	0	0	0	0	0	0
3	Strict Priority	0	0	0	0	0	0	0	0
4	Strict Priority	0	0	0	0	0	0	0	0
5	Strict Priority	0	0	0	0	0	0	0	0
6	Strict Priority	0	0	0	0	0	0	0	0
7	Strict Priority	0	0	0	0	0	0	0	0
8	Strict Priority	0	0	0	0	0	0	0	0
9	Strict Priority	0	0	0	0	0	0	0	0

10	Strict Priority ▼	0	0	0	0	0	0	0	0
11	Strict Priority ▼	0	0	0	0	0	0	0	0
12	Strict Priority ▼	0	0	0	0	0	0	0	0
13	Strict Priority ▼	0	0	0	0	0	0	0	0
14	Strict Priority ▼	0	0	0	0	0	0	0	0
15	Strict Priority ▼	0	0	0	0	0	0	0	0
16	Strict Priority ▼	0	0	0	0	0	0	0	0
17	Strict Priority ▼	0	0	0	0	0	0	0	0
18	Strict Priority ▼	0	0	0	0	0	0	0	0

Apply Reset

**Parameter description:**

**1. Port :**

The logical port for the settings contained in the same row. Click on the port number in order to configure the schedulers.

**2. Mode :**

Shows the scheduling mode for this port.

**3. Weight (Qn) :**

Shows the weight for this queue and port.

**4. . Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.7.QoS Ingress CoS/802.1p to Queue Mapping**

Queue mapping is defined using a comma-separated list of mapping assignments. The order of the mapping assignments list is important -- in cases where multiple mapping assignments are used, the Capacity Scheduler processes the mapping assignments in left-to-right order to determine which mapping assignment to use first

**Web Interface**

To display the QoS Ingress CoS/802.1p to Queue Mapping in the web interface:

1. Click Configuration, QoS, QoS Ingress CoS/802.1p to Queue Mapping

QoS Ingress CoS/802.1p to Queue Mapping Home > Quality of Service > CoS/802.1p Mapping

CoS/802.1p	Queue ID
0	1
1	0
2	2
3	3
4	4
5	5
6	6
7	7

**Parameter description:**

**1. CoS/802.1p**

**2. (QoS class, DP level) to (PCP, DEI) Mapping :**

Controls the mapping of the classified (QoS class, DP level) to (PCP, DEI) values when the mode is set to Mapped.

**3. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.8.QoS Egress Queue to CoS/802.1p Remarking**

***Web Interface***

To display the QoS Egress Queue to CoS/802.1p Remarking in the web interface:

1. Click Configuration, QoS, QoS Egress Queue to CoS/802.1p Remarking

QoS Egress Queue to CoS/802.1p Remarking Home > Quality of Service > CoS/802.1p Remarking

Queue ID	CoS/802.1p
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7

**Parameter description:**

1. Queue ID
2. CoS/802.1p
3. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.9.QoS Ingress IP Precedence to Queue Mapping**

In Ingress settings you can change ingress translation and classification settings for individual ports.

***Web Interface***

To display the QoS Ingress IP Precedence to Queue Mapping in the web interface:

1. Click Configuration, QoS, QoS Ingress IP Precedence to Queue Mapping

QoS Ingress IP Precedence to Queue Mapping Home > Quality of Service > IP Precedence Mapping

IP Precedence	Queue ID
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7

Apply Reset

**Parameter description:**

1. IP Precedence
2. Queue ID
3. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.5.10. QoS Egress Queue to IP Precedence Remarking

***Web Interface***

To display the QoS Egress Queue to IP Precedence Remarking in the web interface:

1. Click Configuration, QoS, QoS Egress Queue to IP Precedence Remarking



QoS Egress Queue to IP Precedence Remarking Home > Quality of Service > IP Precedence Remarking

Queue ID	IP Precedence
0	0 ▼
1	1 ▼
2	2 ▼
3	3 ▼
4	4 ▼
5	5 ▼
6	6 ▼
7	7 ▼

Apply Reset

**Parameter description:**

1. Queue ID
2. IP Precedence
3. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.5.11. DSCP Mapping**

The section will teach user to set the QoS ingress DSCP to queue mapping.

**Web Interface**

To configure the QoS Port DSCP parameters in the web interface:

1. Click Configuration, QoS, DSCP Mapping
2. Choose Queue ID
3. Click the save to save the setting
4. If you want to cancel the setting then you need to click the Reset button.
5. It will revert to previously saved values

QoS Ingress DSCP to Queue Mapping Home > Quality of Service > DSCP Mapping

DSCP	Queue ID	DSCP	Queue ID	DSCP	Queue ID	DSCP	Queue ID
0 (BE)	0	16 (CS2)	2	32 (CS4)	4	48 (CS6)	6
1	0	17	2	33	4	49	6
2	0	18 (AF21)	2	34 (AF41)	4	50	6
3	0	19	2	35	4	51	6
4	0	20 (AF22)	2	36 (AF42)	4	52	6
5	0	21	2	37	4	53	6
6	0	22 (AF23)	2	38 (AF43)	4	54	6
7	0	23	2	39	4	55	6
8 (CS1)	1	24 (CS3)	3	40 (CS5)	5	56 (CS7)	7
9	1	25	3	41	5	57	7
10 (AF11)	1	26 (AF31)	3	42	5	58	7
11	1	27	3	43	5	59	7
12 (AF12)	1	28 (AF32)	3	44	5	60	7
13	1	29	3	45	5	61	7
14 (AF13)	1	30 (AF33)	3	46 (EF)	5	62	7
15	1	31	3	47	5	63	7

**Parameter description:**

**1. DSCP :**

Maximum number of supported DSCP values are 64 and valid DSCP value ranges from 0 to 63.

**1. Queue ID :**

QoS Class value can be any of (0-7)

**2. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 4.5.12. DSCP Remarking

The section will teach user to set the QoS ingress DSCP to queue remarking.

### Web Interface

To configure the QoS Port DSCP parameters in the web interface:

6. Click Configuration, QoS, DSCP Remarking
7. Choose DSCP
8. Click the save to save the setting
9. If you want to cancel the setting then you need to click the Reset button.
10. It will revert to previously saved values

QoS Egress Queue to DSCP Remarking Home - Quality of Service - DSCP Remarking

Queue ID	DSCP
0	0 (BE) ▼
1	8 (CS1) ▼
2	16 (CS2) ▼
3	24 (CS3) ▼
4	32 (CS4) ▼
5	40 (CS5) ▼
6	48 (CS6) ▼
7	56 (CS7) ▼

### Parameter description:

#### 1. Queue ID :

QoS Class value can be any of (0-7)

#### 2. DSCP :

Maximum number of supported DSCP values are 64 and valid DSCP value ranges from 0 to 63.

#### 3. Buttons:

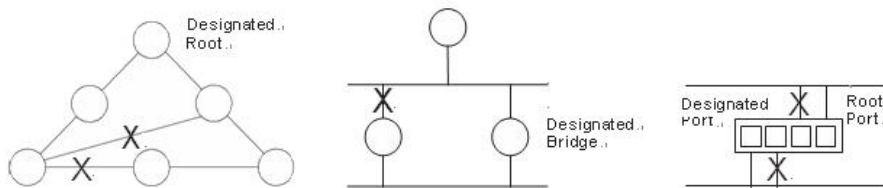
**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 4.6 Spanning Tree

The Spanning Tree Protocol (STP) can be used to detect and disable network loops, and to provide backup links between switches, bridges or routers. This allows the switch to interact with other bridging devices (that is, an STP-compliant switch, bridge or router) in your network to ensure that only one route exists between any two stations on the network, and provide backup links which automatically take over when a primary link goes down.

**STP** - STP uses a distributed algorithm to select a bridging device (STP-compliant switch, bridge or router) that serves as the root of the spanning tree network. It selects a root port on each bridging device (except for the root device) which incurs the lowest path cost when forwarding a packet from that device to the root device. Then it selects a designated bridging device from each LAN which incurs the lowest path cost when forwarding a packet from that LAN to the root device. All ports connected to designated bridging devices are assigned as designated ports. After determining the lowest cost spanning tree, it enables all root ports and designated ports, and disables all other ports. Network packets are therefore only forwarded between root ports and designated ports, eliminating any possible network loops.



Once a stable network topology has been established, all bridges listen for Hello BPDUs (Bridge Protocol Data Units) transmitted from the Root Bridge. If a bridge does not get a Hello BPDU after a predefined interval (Maximum Age), the bridge assumes that the link to the Root Bridge is down. This bridge will then initiate negotiations with other bridges to reconfigure the network to reestablish a valid network topology.

### 4.6.1.MSTP State

Multiple Spanning Tree Protocol (MSTP) is a spanning-tree protocol used to prevent loops in bridge configurations. Unlike other types of STPs, MSTP can block ports selectively by VLAN.

#### **Web Interface**

To configure the Spanning Tree Bridge Settings parameters in the web interface:

1. Click Configuration, Spanning Tree, MSTP State
2. Scroll to select the parameters and write down available value of parameters in blank field in Basic Settings
3. Evoke to enable or disable the parameters and write down available value of parameters in blank field in Advanced settings
4. Click the apply to save the setting
5. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

MSTP State Home > Spanning Tree > State

Multiple Spanning Tree Protocol	<input type="checkbox"/> off
Force Version	MSTP ▼

### **Parameter description:**

#### **1. Multiple Spanning Tree Protocol**

#### **2. Force Version :**

The STP protocol version setting. Valid values are STP, RSTP and MSTP.

#### **3. Buttons**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### **4.6.2.MSTP Region Configuration**

Along with supporting multiple spanning trees, MSTP also introduces the concept of regions. A region is a group of devices under the same administrative control and have similar configuration. In particular, the configuration for the region name, revision, and the mapping of VLANs to spanning tree instances must be identical on all the network devices in the region. A digest of this information is included in the BPDUs sent by each device, so as to allow other devices to verify whether they are in the same region.

#### ***Web Interface***

To configure the Spanning Tree MSTP Region Config in the web interface:

1. Click Configuration, Spanning Tree, MSTP Region Config
2. Click the save to save the setting

3. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

## MSTP Region Config

Region Name (0~32 characters)	<input type="text" value="00-40-C7-1C-CB-81"/>
Revision Level (0-65535)	<input type="text" value="0"/>

### Parameter description:

#### 1. Region Name :

The name identifying 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.

#### 2. Revision Level :

The revision of the MSTI configuration named above. This must be an integer between 0 and 65535.

#### 3. Buttons

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

### 4.6.3.MSTP Instance Config

MSTP Instance Config Home > Spanning Tree > Instance View

	Instance ID	Corresponding Vlans
<input type="checkbox"/>	0	1-4094

Add Vlan Delete

Instance Config Port Config Instance Status Port Status

#### Parameter description:

1. **Instance ID** : a device identification string that distinguishes a device from other devices of the same type on a computer.
2. **Corresponding Vlans**
3. **Buttons**

**Add Vlan:** Add Vlan Mapping

**Delete** : Delete setting

**Instance Config** : Choose Instance ID to set Instance Configuration

**Port Config** : Choose Instance ID to set Port Config

**Instance Status** : Choose Instance ID to set Instance Status

**Port Status** : Choose Instance ID to set Port Status

## 4.7 MAC Address Tables

Switching of frames is based upon the DMAC address contained in the frame. The switch builds up a table that maps MAC addresses to switch ports for knowing which ports the frames should go to ( based upon the DMAC address in the frame ). This table contains both static and dynamic entries. The static entries are configured by the network administrator if the administrator wants to do a fixed mapping between the DMAC address and switch ports.

The frames also contain a MAC address ( SMAC address ), which shows the MAC address of the equipment sending the frame. The SMAC address is used by the switch to automatically update the MAC table with these dynamic MAC addresses. Dynamic entries are removed from the MAC table if no frame with the corresponding SMAC address have been seen after a configurable age time

## 4.7.1.Configuration

### Web Interface

To configure MAC Address Table in the web interface:

#### Aging Configuration

1. Click configuration .
2. Specify the Disable Automatic Aging and Aging Time.
3. Click Apply.

#### MAC Table Learning

1. Click configuration .
2. Specify the Port Members(Auto,Disable,Secure).
3. Click Apply.

#### Static MAC Table Configuration

1. Click configuration and Add new Static entry .
2. Specify the VLAN IP and Mac address ,Port Members.
3. Click Apply.

MAC Table Configuration Home > MACAddress Table > Configuration

---

Aging Configuration

Disable Automatic Aging	<input type="checkbox"/>
Aging Time	<input style="width: 50px;" type="text" value="300"/> seconds

---

MAC Table Learning

	Port Member																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Auto	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Disable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Secure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Static MAC Table Configuration				
Delete	VLAN ID	MAC Address	Block	Port Member
<input type="button" value="Add New Static Entry"/>				
<input type="button" value="Apply"/> <input type="button" value="Reset"/>				

### **Parameter description:**

#### **1. Aging Configuration :**

By default, dynamic entries are removed from the MAC table after 300 seconds. This removal is also called aging.

Configure aging time by entering a value here in seconds; for example, Age time seconds.

The allowed range is 10 to 1000000 seconds.

Disable the automatic aging of dynamic entries by checking  Disable automatic aging.

#### **MAC Table Learning**

If the learning mode for a given port is greyed out, another module is in control of the mode, so that it cannot be changed by the user. An example of such a module is the MAC-Based Authentication under 802.1X. Each port can do learning based upon the following settings:

##### **1. Auto :**

Learning is done automatically as soon as a frame with unknown SMAC is received.

##### **2. Disable :**

No learning is done.

##### **3. Secure :**

Only static MAC entries are learned, all other frames are dropped.



**NOTE:** Make sure that the link used for managing the switch is added to the Static Mac Table before changing to secure learning mode, otherwise the management link is 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 Configuration

The static entries in the MAC table are shown in this table. The static MAC table can contain 64 entries. The maximum of 64 entries is for the whole stack, and not per switch.

The MAC table is sorted first by VLAN ID and then by MAC address.

### 1. Delete :

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

### 2. VLAN ID :

The VLAN ID of the entry.

### 3. MAC Address :

The MAC address of the entry.

### 4. Port Members :

Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.

### 5. Adding a New Static Entry :

Click to add a new entry to the static MAC table. Specify the VLAN ID, MAC address, and port members for the new entry. Click "Apply".

### 6. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 4.7.2.Information

Entries in the MAC Table are shown on this page. The MAC Table contains up to 8192 entries, and is sorted first by VLAN ID, then by MAC address.

### **Web Interface**

To Display MAC Address Table in the web interface:

1. Click Monitor ,Dynamic MAC Table.
2. Specify the VLAN and MAC Address.
3. Display MAC Address Table.

Dynamic MAC Table Home > MACAddress Table > Information

Auto-refresh  off Refresh Clear

Show  entries Search:

Type	VLAN	MAC Address	Block	Port Members														
				CPU	1	2	3	4	5	6	7	8	9	10	11	12	13	
Dynamic	1	00-03-CE-11-2E-AB	No															
Dynamic	1	00-03-CE-11-C5-4E	No															
Dynamic	1	00-0C-0B-06-17-01	No															
Dynamic	1	00-18-AE-00-21-4E	No															
Dynamic	1	00-1B-FE-06-E9-08	No															
Dynamic	1	00-1B-FE-06-EB-77	No															
Dynamic	1	00-1F-1F-00-00-01	No															
Static	1	00-40-C7-1C-CB-81	No	✓														
Dynamic	1	00-4F-4A-AA-00-D3	No		✓													
Dynamic	1	00-4F-4A-AD-06-DD	No															

Previous 1 2 3 Next

**Parameter description:**

**Navigating the MAC Table**

Each page shows up to 999 entries from the MAC table, default being 20, selected through 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" input 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 a "Refresh" button click - assume the value of the first displayed entry, allowing 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 the end is reached the text "No more entries" is shown in the displayed table. Use the << button to start over.

## MAC Table Columns

1. **Type :**  
Indicates whether the entry is a static or a dynamic entry.
2. **VLAN :**  
The VLAN ID of the entry.
3. **MAC address :**  
The MAC address of the entry.
4. **Port Members :**  
The ports that are members of the entry.
5. **Buttons**

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Clear:** Clears the counters for the selected port.

**Refresh:** Click to refresh the page.

|<<: Updates the system log entries to the first available entry ID

>> : Updates the system log entry to the next available entry ID

## 4.8 Multicast

ICMP is an acronym for Internet Control Message Protocol. It is a protocol that generated the error response, diagnostic or routing purposes. ICMP messages generally contain information about routing difficulties or simple exchanges such as time-stamp or echo transactions.

### 4.8.1.IGMP Snooping

The function, is used to establish the multicast groups to forward the multicast packet to the member ports, and, in nature, avoids wasting the bandwidth while IP multicast packets are running over the network. This is because a switch that does not support IGMP or IGMP Snooping cannot tell the multicast packet from the broadcast packet, so it can only treat them all as the broadcast packet. Without IGMP Snooping, the multicast packet forwarding function is plain and nothing is different from broadcast packet.

A switch supported IGMP Snooping with the functions of query, report and leave, a type of packet exchanged between IP Multicast Router/Switch and IP Multicast Host, can update the information of the Multicast table when a member (port) joins or leaves an IP Multicast Destination Address. With this function, once a switch receives an IP multicast packet, it will forward the packet to the members who joined in a specified IP multicast group before.

The packets will be discarded by the IGMP Snooping if the user transmits multicast packets to the multicast group that had not been built up in advance. IGMP mode enables the switch to issue IGMP function that you enable IGMP proxy or snooping on the switch, which connects to a router closer to the root of the tree. This interface is the upstream interface. The router on the upstream interface should be running IGMP.

#### 4.8.1.1. Basic Configuration

The section describes how to set the basic IGMP snooping on the switch, which connects to a router closer to the root of the tree. This interface is the upstream interface. The router on the upstream interface should be running IGMP

##### **Web Interface**

To configure the IGMP Snooping parameters in the web interface:

1. Click Configuration, IPMC,IGMP Snooping, Basic Configuration
2. Evoke to select enable or disable which Global configuration
3. Evoke which port wants to become a Router Port or enable/ disable the Fast Leave function..
4. Scroll to set the Throtting parameter.
5. Click the apply to save the setting
6. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

**IGMP Snooping Configuration** Home > Multicast > IGMP Snooping > Basic Configuration

---

Global Configuration

Snooping Enabled	<input type="checkbox"/> off
Unregistered IPMCv4 Flooding Enabled	<input checked="" type="checkbox"/>
IGMP SSM Range	232.0.0.0 / 8
Proxy Enabled	<input type="checkbox"/>

Port Related Configuration				
Port	Router Port	Fast Leave	Throttling	Profile
1	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
2	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
3	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
4	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
5	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
6	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
7	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
8	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
9	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
10	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
11	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
12	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
13	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
14	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
15	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
16	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
17	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
18	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼

**Parameter description:**

**1. Snooping Enabled:**

Enable the Global IGMP Snooping.

**2. Unregistered IPMCv4 Flooding enabled :**

Enable unregistered IPMCv4 traffic flooding.

**3. IGMP SSM Range :**

SSM (Source-Specific Multicast) Range allows the SSM-aware hosts and routers run the SSM service model for the groups in the address range. Format: (IP address/ sub mask)

#### 4. Proxy Enabled :

Enable IGMP Proxy. This feature can be used to avoid forwarding unnecessary join and leave messages to the router side.

#### 5. Port :

It shows the physical Port index of switch.

#### 6. Router Port :

Specify 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.

#### 7. Fast Leave :

Enable the fast leave on the port.

#### 8. Throttling :

Enable to limit the number of multicast groups to which a switch port can belong.

#### 4.8.1.2. VLAN Configuration

The section describes the VLAN configuration setting process integrated with IGMP Snooping function. For Each setting page shows up to 99 entries from the VLAN table, default being 20, selected through 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 fields allow the user to select the starting point in the VLAN Table. Clicking the button will update the displayed table starting from that or the next closest VLAN Table match.

#### **Web Interface**

To configure the IGMP Snooping VLAN Configuration in the web interface:

1. Click Configuration, IPMC, IGMP Snooping, VLAN Configuration
2. Evoke to select enable or disable Snooping , IGMP Querier. Specify the parameters in the blank field.
3. Click the refresh to update the data or click << or >> to display previous entry or next entry.
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

IGMP Snooping Vlan Configuration Home > Multicast > IGMP Snooping > Vlan Configuration

Start from Vlan  with

Delete	VLAN ID	Snooping Enabled	IGMP Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<a href="#">Add New IGMP VLAN</a>									
<a href="#">Apply</a>	<a href="#">Reset</a>								

---

IGMP Snooping Vlan Configuration Home > Multicast > IGMP Snooping > Vlan Configuration

Start from Vlan  with

Delete	VLAN ID	Snooping Enabled	IGMP Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<a href="#">Delete</a>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	IGMP-Auto	<input type="text" value="2"/>	<input type="text" value="125"/>	<input type="text" value="100"/>	<input type="text" value="10"/>	<input type="text" value="1"/>
<a href="#">Add New IGMP VLAN</a>									
<a href="#">Apply</a>	<a href="#">Reset</a>								

### Parameter description:

#### 1. Delete :

Check to delete the entry. The designated entry will be deleted during the next save.

#### 2. VLAN ID :

It displays the VLAN ID of the entry.

#### 3. IGMP Snooping Enabled :

Enable the per-VLAN IGMP Snooping. Only up to 32 VLANs can be selected. .

#### 4. Querier Election :

Enable to join IGMP Querier election in the VLAN. Disable to act as an IGMP Non-Querier.

#### 5. Compatibility :

Compatibility is maintained by hosts and routers taking appropriate actions depending on the versions of IGMP operating on hosts and routers within a network. The allowed selection is IGMP-Auto, Forced IGMPv1, Forced IGMPv2, Forced IGMPv3, default compatibility value is IGMP-Auto.



**6. Rv :**

Robustness Variable. The Robustness Variable allows tuning for the expected packet loss on a network. The allowed range is 1 to 255; default robustness variable value is 2.

**7. QI :**

Query Interval. The Query Interval is the interval between General Queries sent by the Querier. The allowed range is 1 to 31744 seconds; default query interval is 125 seconds.

**8. QRI :**

Query Response Interval. The Max Response Time used to calculate the Max Resp Code inserted into the periodic General Queries. The allowed range is 0 to 31744 in tenths of seconds; default query response interval is 100 in tenths of seconds (10 seconds).

**9. LLQI (LMQI for IGMP) :**

Last Member Query Interval. The Last Member Query Time is the time value represented by the Last Member Query Interval, multiplied by the Last Member Query Count. The allowed range is 0 to 31744 in tenths of seconds; default last member query interval is 10 in tenths of seconds (1 second).

**10. URI :**

Unsolicited Report Interval. The Unsolicited Report Interval is the time between repetitions of a host's initial report of membership in a group. The allowed range is 0 to 31744 seconds, default unsolicited report interval is 1 second. .

**11. Buttons :**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.8.1.3. Status**

After you complete the IGMP Snooping configuration, then you could to let the switch display the IGMP Snooping Status. The Section provides you to let switch to display the IGMP Snooping detail status.

**Web Interface**

To display the IGMP Snooping status in the web interface:

1. Click Monitor, IGMP Snooping, Status

2. If you want to auto-refresh the information then you need to evoke the "Auto-refresh".
3. Click " Refresh" to refresh the IGMP Snooping Status.
4. Click " Clear" to clear the IGMP Snooping Status.

### IGMP Snooping Status Home > Multicast > IGMP Snooping > Status

Auto-refresh  off [Refresh](#)

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	-
6	-
7	-
8	-
9	-
10	-
11	-
12	-
13	-
14	-
15	-
16	-
17	-
18	-

**Parameter description:****1. VLAN ID :**

The VLAN ID of the entry.

**2. Querier Version :**

Working Querier Version currently.

**3. Host Version :**

Working Host Version currently.

**4. Querier Status :**

Shows the Querier status is "ACTIVE" or "IDLE".

"DISABLE" denotes the specific interface is administratively disabled.

**5. Queries Transmitted :**

The number of Transmitted Queries.

**6. Queries Received :**

The number of Received Queries.

**7. V1 Reports Received :**

The number of Received V1 Reports.

**8. V2 Reports Received :**

The number of Received V2 Reports.

**9. V3 Reports Received :**

The number of Received V3 Reports.

**10. V2 Leaves Received :**

The number of Received V2 Leaves.

**11. Router Port**

Display 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.

Static denotes the specific port is configured to be a router port.

Dynamic denotes the specific port is learnt to be a router port.

Both denote the specific port is configured or learnt to be a router port.

**12. Port**

Switch port number.

### 13. Status

Indicate whether specific port is a router port or not.

### 14. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

#### 4.8.1.4. Group Information

After you complete to set the IGMP Snooping function then you could let the switch to display the IGMP Snooping Group Information. 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. The will use the last entry of the currently displayed table 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.

#### **Web Interface**

To display the IGMP Snooping Group Information in the web interface:

1. Click Monitor, IGMP Snooping, Group Information
2. If you want to auto-refresh the information then you need to evoke the "Auto-refresh".
3. Click " Refresh" to refresh a entry of the IGMP Snooping Groups Information.
4. Click "<< or >> " to move to previous or next entry.

.

IGMP Snooping Groups Information Home > Multicast > IGMP Snooping > Group Information

Auto-refresh  off [Refresh](#)

Show  entries Search:

		Port Members																	
VLAN ID ▲	Group ▼	1 ▼	2 ▼	3 ▼	4 ▼	5 ▼	6 ▼	7 ▼	8 ▼	9 ▼	10 ▼	11 ▼	12 ▼	13 ▼	14 ▼	15 ▼	16 ▼	17 ▼	18 ▼
No data available in table																			

[Previous](#) [Next](#)

### **Parameter description:**

#### **Navigating the IGMP Group Table**

Each page shows up to 99 entries from the IGMP Group table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the IGMP Group Table.

The "Start from VLAN", and "group" input fields allow the user to select the starting point in the IGMP Group Table. Clicking the button will update the displayed table starting from that or the closest next IGMP Group Table match. In addition, the two input fields will - upon a button click - assume the value of the first displayed entry, allowing for continuous refresh with the same start address.

The will use the last entry of the currently displayed table 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.

#### **IGMP Group Table Columns**

**1. VLAN ID :**

VLAN ID of the group.

**2. Groups :**

Group address of the group displayed.

**3. Port Members :**

Ports under this group.

#### 4. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

|<<: Updates the system log entries to the first available entry ID

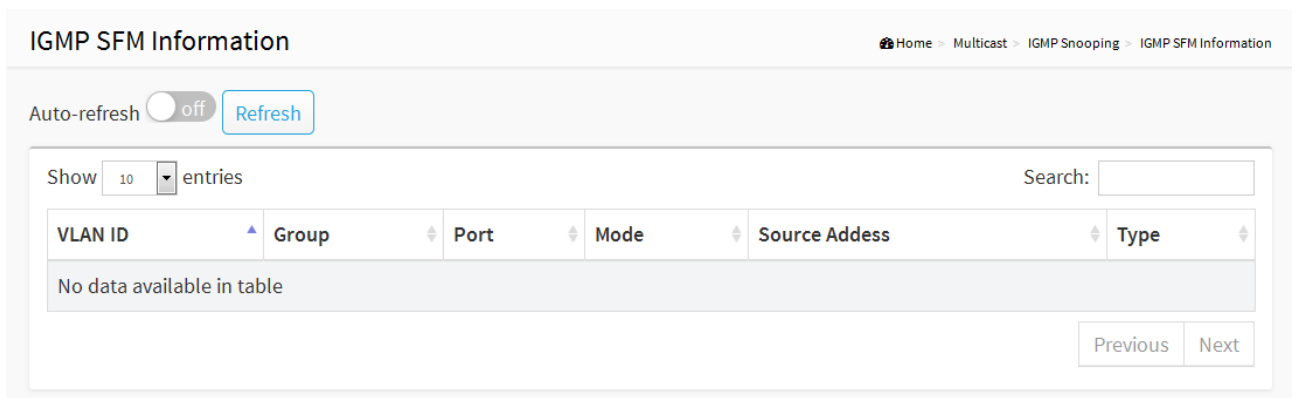
>> : Updates the system log entry to the next available entry ID

#### 4.8.1.5. IGMP SFM Information

##### Web Interface

To display the IGMP SFM Information in the web interface:

1. Click Monitor, IGMP Snooping, IGMP SFM Information
2. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh a entry of the IGMP Snooping Groups Information.



#### 1. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

|<<: Updates the system log entries to the first available entry ID

>> : Updates the system log entry to the next available entry ID

## 4.8.2.MLD Snooping

### 4.8.2.1. Basic Configuration

#### Web Interface

To configure the MLD Snooping parameters in the web interface:

7. Click Configuration, IPMC,MLD Snooping, Basic Configuration
8. Evoke to select enable or disable which Global configuration
9. Evoke which port wants to become a Router Port or enable/ disable the Fast Leave function..
- 10.Scroll to set the Throtting parameter.
- 11.Click the apply to save the setting
- 12.If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

**MLD Snooping Configuration** Home > Multicast > MLD Snooping > Basic Configuration

---

Global Configuration

Snooping Enabled	<input type="checkbox"/> off
Unregistered IPMCv6 Flooding Enabled	<input checked="" type="checkbox"/>
MLD SSM Range	<input type="text" value="ff3e::"/> / <input type="text" value="96"/>
Proxy Enabled	<input type="checkbox"/>

Port Related Configuration				
Port	Router Port	Fast Leave	Throttling	Profile
1	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
2	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
3	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
4	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
5	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
6	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
7	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
8	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
9	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
10	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
11	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
12	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
13	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
14	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
15	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
16	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
17	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼
18	<input type="checkbox"/>	<input type="checkbox"/>	unlimited ▼	- ▼

**Parameter description:**

**1. Snooping Enabled:**

Enable the Global IGMP Snooping.

**2. Unregistered IPMCv4 Flooding enabled :**

Enable unregistered IPMCv4 traffic flooding.

**3. IGMP SSM Range :**

SSM (Source-Specific Multicast) Range allows the SSM-aware hosts and routers run the SSM service model for the groups in the address range. Format: (IP address/ sub mask)



#### 4. Proxy Enabled :

Enable IGMP Proxy. This feature can be used to avoid forwarding unnecessary join and leave messages to the router side.

#### 5. Port :

It shows the physical Port index of switch.

#### 6. Router Port :

Specify 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.

#### 7. Fast Leave :

Enable the fast leave on the port.

#### 8. Throttling :

Enable to limit the number of multicast groups to which a switch port can belong.

#### 4.8.2.2. VLAN Configuration

The section describes the VLAN configuration setting process integrated with MLD Snooping function. For Each setting page shows up to 99 entries from the VLAN table, default being 20, selected through 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 fields allow the user to select the starting point in the VLAN Table. Clicking the button will update the displayed table starting from that or the next closest VLAN Table match.

#### **Web Interface**

To configure the IGMP Snooping VLAN Configuration in the web interface:

6. Click Configuration, IPMC, MLD Snooping, VLAN Configuration
7. Evoke to select enable or disable Snooping , MLD Querier. Specify the parameters in the blank field.
8. Click the refresh to update the data or click << or >> to display previous entry or next entry.
9. Click the save to save the setting
10. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values

MLD Snooping Vlan Configuration Home > Multicast > MLD Snooping > Vlan Configuration

Start from Vlan  with

Delete	VLAN ID	Snooping Enabled	MLD Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<input type="button" value="Add New MLD VLAN"/>									
<input type="button" value="Apply"/> <input type="button" value="Reset"/>									

MLD Snooping Vlan Configuration Home > Multicast > MLD Snooping > Vlan Configuration

Start from Vlan  with

Delete	VLAN ID	Snooping Enabled	MLD Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<input type="button" value="Delete"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	MLD-Auto	<input type="text" value="2"/>	<input type="text" value="125"/>	<input type="text" value="100"/>	<input type="text" value="10"/>	<input type="text" value="1"/>
<input type="button" value="Add New MLD VLAN"/>									
<input type="button" value="Apply"/> <input type="button" value="Reset"/>									

### Parameter description:

#### 1. Delete :

Check to delete the entry. The designated entry will be deleted during the next save.

#### 2. VLAN ID :

It displays the VLAN ID of the entry.

#### 3. Snooping Enabled :

Enable the per-VLAN IGMP Snooping. Only up to 32 VLANs can be selected. .

#### 4. Querier Election :

Enable to join MLD Querier election in the VLAN. Disable to act as an MLD Non-Querier.

#### 5. Compatibility :

Compatibility is maintained by hosts and routers taking appropriate actions depending on the versions of MLD operating on hosts and routers within a network. The allowed selection is MLD-Auto, Forced MLDv1, Forced MLDv2, default compatibility value is MLD-Auto.

**6. Rv :**

Robustness Variable. The Robustness Variable allows tuning for the expected packet loss on a network. The allowed range is 1 to 255; default robustness variable value is 2.

**7. QI :**

Query Interval. The Query Interval is the interval between General Queries sent by the Querier. The allowed range is 1 to 31744 seconds; default query interval is 125 seconds.

**8. QRI :**

Query Response Interval. The Max Response Time used to calculate the Max Resp Code inserted into the periodic General Queries. The allowed range is 0 to 31744 in tenths of seconds; default query response interval is 100 in tenths of seconds (10 seconds).

**9. LLQI (LMQI for IGMP) :**

Last Member Query Interval. The Last Member Query Time is the time value represented by the Last Member Query Interval, multiplied by the Last Member Query Count. The allowed range is 0 to 31744 in tenths of seconds; default last member query interval is 10 in tenths of seconds (1 second).

**10. URI :**

Unsolicited Report Interval. The Unsolicited Report Interval is the time between repetitions of a host's initial report of membership in a group. The allowed range is 0 to 31744 seconds, default unsolicited report interval is 1 second. .

**11. Buttons :**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.8.2.3. Status**

After you complete the MLD Snooping configuration, then you could to let the switch display the MLD Snooping Status. The Section provides you to let switch to display the MLD Snooping detail status.

**Web Interface**

To display the MLD Snooping status in the web interface:

5. Click Monitor, MLD Snooping, Status
  6. If you want to auto-refresh the information then you need to evoke the "Auto-refresh".
  7. Click " Refresh" to refresh the MLD Snooping Status.
- Click " Clear" to clear the MLDSnooping Status.

### MLD Snooping Status Home > Multicast > MLD Snooping > Status

Auto-refresh  off Refresh

Statistics

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

Router Port

Port	Status
1	-
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-
10	-
11	-
12	-
13	-
14	-
15	-
16	-
17	-
18	-

**Parameter description:****15. VLAN ID :**

The VLAN ID of the entry.

**16. Querier Version :**

Working Querier Version currently.

**17. Host Version :**

Working Host Version currently.

**18. Querier Status :**

Shows the Querier status is "ACTIVE" or "IDLE".

"DISABLE" denotes the specific interface is administratively disabled.

**19. Queries Transmitted :**

The number of Transmitted Queries.

**20. Queries Received :**

The number of Received Queries.

**21. V1 Reports Received :**

The number of Received V1 Reports.

**22. V2 Reports Received :**

The number of Received V2 Reports.

**23. V1 Leaves Received :**

The number of Received V1 Leaves.

**24. Router Port**

Display 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.

Static denotes the specific port is configured to be a router port.

Dynamic denotes the specific port is learnt to be a router port.

Both denote the specific port is configured or learnt to be a router port.

**25. Port**

Switch port number.

**26. Status**

Indicate whether specific port is a router port or not.

## 27. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

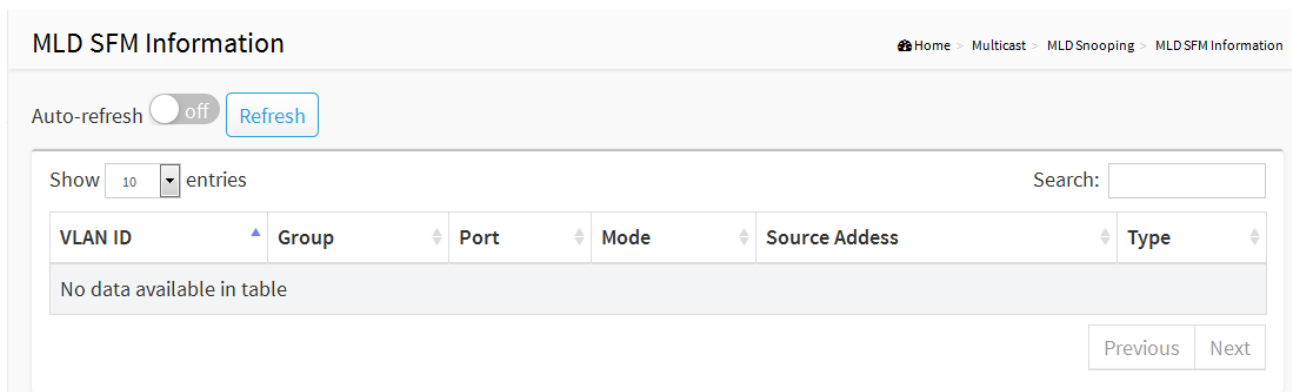
**Refresh:** Click to refresh the page.

### 4.8.2.4. MLD SFM Information

#### **Web Interface**

To display the MLD SFM Information in the web interface:

4. Click Monitor, MLD Snooping, MLD SFM Information
5. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
6. Click “ Refresh“ to refresh a entry of the MLD Snooping Groups Information.



## 1. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

## 4.9 MVR

MVR is designed for applications that use wide-scale deployment of multicast traffic across an Ethernet ring-based service-provider network (for example, the broadcast of multiple television channels over a service-provider network). MVR allows a subscriber on a port to subscribe and unsubscribe to a multicast stream on the network-wide multicast VLAN. It allows the single multicast VLAN to be shared in the network while subscribers remain in separate VLANs. MVR provides the ability to continuously send multicast streams in the multicast VLAN, but to isolate the streams from the subscriber VLANs for bandwidth and security reasons

### 4.9.1. Basic Configuration

#### Web Interface

To display the MVR Configuration in the web interface:

1. Click Monitor, MVR, Basic Configuration
2. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh the Basic Configuration.  
Click “ Clear“ to clear the Basic Configuration.

**MVR Configurations**

Global Setting

**MVR Mode**  off

VLAN Interface Setting (Role [I:Inactive / S:Source / R:Receiver])

Delete	MVR VID	MVR Name	IGMP Address	Mode	Tagging	Priority	LLQI	Interface Channel Profile
<input type="button" value="Add New MVR VLAN"/>								

Immediate Leave Setting	
Port	Immediate Leave
1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>
4	<input type="checkbox"/>
5	<input type="checkbox"/>
6	<input type="checkbox"/>
7	<input type="checkbox"/>
8	<input type="checkbox"/>
9	<input type="checkbox"/>
10	<input type="checkbox"/>
11	<input type="checkbox"/>
12	<input type="checkbox"/>
13	<input type="checkbox"/>
14	<input type="checkbox"/>
15	<input type="checkbox"/>
16	<input type="checkbox"/>
17	<input type="checkbox"/>
18	<input type="checkbox"/>

**Parameter description:**

**1. MVR Mode :**

Configure the operation mode per system. Possible modes are:

**on:** Enable MVR per system.

**off:** Disable MVR pre system.

**2. Delete :**

Check to delete the entry. The designated entry will be deleted during the next save.

**3. MVR VID :**

It displays the VID of the entry.



**4. MVR Name**

**5. IGMP Address**

**6. Mode :**

Dynamic and Compatible

**7. Tagging :**

Tagging and Untagging.

**8. LLQI :**

Last Member Query Interval. The Last Member Query Time is the time value represented by the Last Member Query Interval, multiplied by the Last Member Query Count. The allowed range is 0 to 31744 in tenths of seconds; default last member query interval is 10 in tenths of seconds (1 second).

**9. Interface Channel Profile :**

**10. Port :** Switch port number

**11. Buttons :**

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values

### 4.9.2.MVR Status

#### Web Interface

To display the MVR Status in the web interface:

1. Click Monitor, MVR, MVR Status
2. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh the MVR Status.

MVR Status Home > MVR > Status

Auto-refresh  off Refresh

Statistics						
VLAN ID	IGMP/MLD Queries Received	IGMP/MLD Queries Transmitted	IGMPv1 Joins Received	IGMPv2/MLDv1 Reports Received	IGMPv3/MLDv2 Reports Received	IGMPv2/MLDv1 Leaves Received

### 1. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

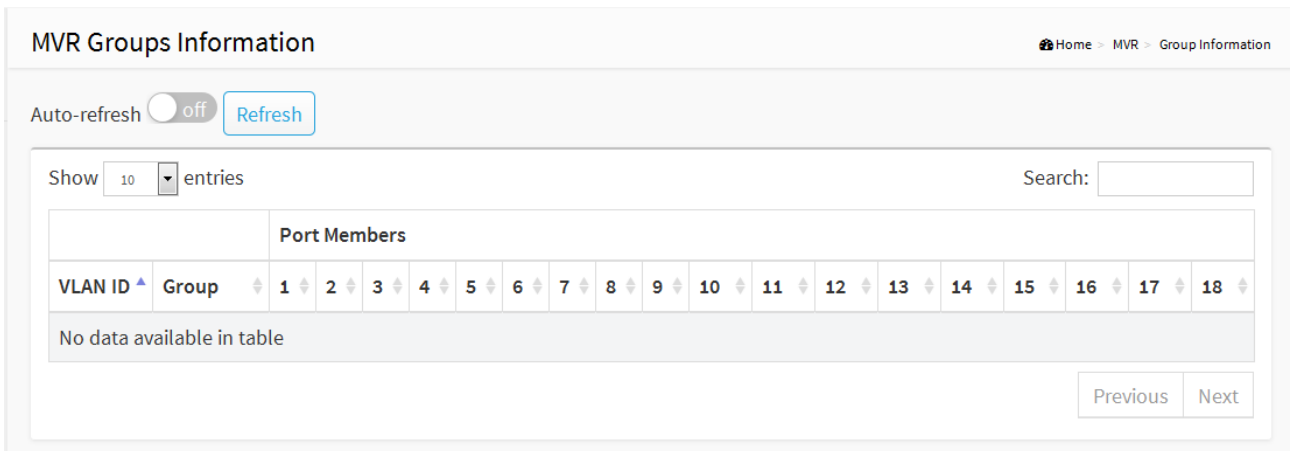
**Refresh:** Click to refresh the page.

## 4.9.3.MVR Groups Information

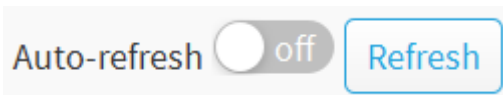
### Web Interface

To display the MVR Group Information in the web interface:

1. Click Monitor, MVR, MVR Group Information
2. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh the MVR Group Information.



### 1. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

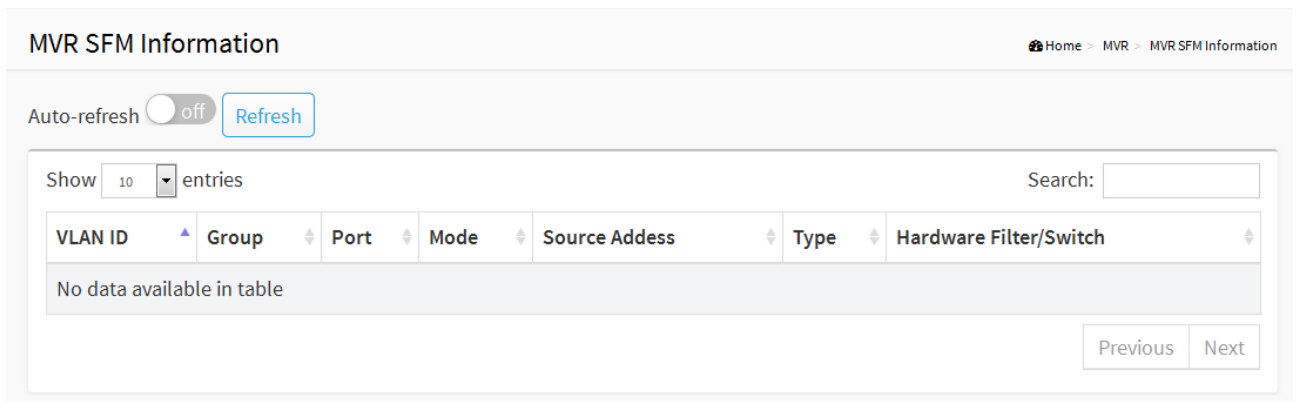
**Refresh:** Click to refresh the page.

## 4.9.4.MVR SFM Information

### Web Interface

To display the MVR SFM Information in the web interface:

1. Click Monitor, MVR, MVR SFM Information
2. If you want to auto-refresh the information then you need to evoke the “Auto-refresh”.
3. Click “ Refresh“ to refresh the MVR SFM Information.



### 1. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

## 4.10 DHCP

The section describes to configure the DHCP Snooping parameters of the switch. The DHCP Snooping can prevent attackers from adding their own DHCP servers to the network.

DHCP Server Configuration Home > DHCP > Server

---

Interfaces

Delete	VLAN	Mode	Start IP	End IP	Lease time	Subnet mask	Default router	DNS server

### 4.10.1. Server

A Dynamic Host Configuration Protocol (DHCP) server can provide valuable TCP/IP network services. DHCP can dynamically allocate IP parameters, such as an IP address.

#### ***Web Interface***

To configure DHCP server mode in the web interface:

1. Click Configuration, DHCP, Server
2. Add Interface.
3. Add VLAN range.
4. Add Star IP
5. Add End IP
6. Add Lease time
7. Add Subnet mask
8. Add Default router
9. Add DNS server
10. Click Apply.

#### **Parameter description:**

1. **Delete:**  
Delete DHCP server
2. **VLAN :**  
VLAN ID
3. **Mode :**  
**Enable :** Enable DHCP server  
**Disable :** Disable DHCP server
4. **IP :**  
Display network number of the DHCP address pool.  
If "-" is displayed, it means not defined.

## 5. Subnet Mask :

Display subnet mask of the DHCP address pool.

If "-" is displayed, it means not defined.

## 6. Lease Time :

Display lease time of the pool.

## 7. Default router

## 8. DNS server

## 9. Buttons

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

## 4.10.2. Snooping

### 4.10.2.1. Configuration

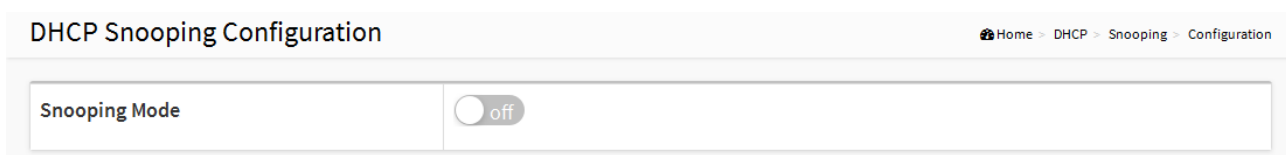
DHCP Snooping is used to block intruder on the untrusted ports of the switch device when it tries to intervene by injecting a bogus DHCP reply packet to a legitimate conversation between the DHCP client and server.

The section describes to configure the DHCP Snooping parameters of the switch. The DHCP Snooping can prevent attackers from adding their own DHCP servers to the network.

### **Web Interface**

To configure DHCP snooping in the web interface:

1. Click Configuration, DHCP, Snooping
2. Select "Enabled" in the Mode of DHCP Snooping Configuration.
3. Select "Trusted" of the specific port in the Mode of Port Mode Configuration.
4. Click Apply.



The screenshot shows the 'DHCP Snooping Configuration' page. At the top right, there is a breadcrumb trail: Home > DHCP > Snooping > Configuration. Below this, there is a large rectangular box containing the 'Snooping Mode' label and a toggle switch currently set to 'off'.

Port Mode Configuration	
Port	Mode
1	Trusted
2	Trusted
3	Trusted
4	Trusted
5	Trusted
6	Trusted
7	Trusted
8	Trusted
9	Trusted
10	Trusted
11	Trusted
12	Trusted
13	Trusted
14	Trusted
15	Trusted
16	Trusted
17	Trusted
18	Trusted

**Parameter description:**

**1. Snooping Mode :**

Indicates the DHCP snooping mode operation. Possible modes are:

Enabled: Enable DHCP snooping mode operation. When DHCP snooping mode operation is enabled, the DHCP request messages will be forwarded to trusted ports and only allow reply packets from trusted ports.

Disabled: Disable DHCP snooping mode operation.

## 2. Port Mode Configuration

Indicates the DHCP snooping port mode. Possible port modes are:

Trusted: Configures the port as trusted source of the DHCP messages.

Untrusted: Configures the port as untrusted source of the DHCP messages.

## 3. Buttons

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

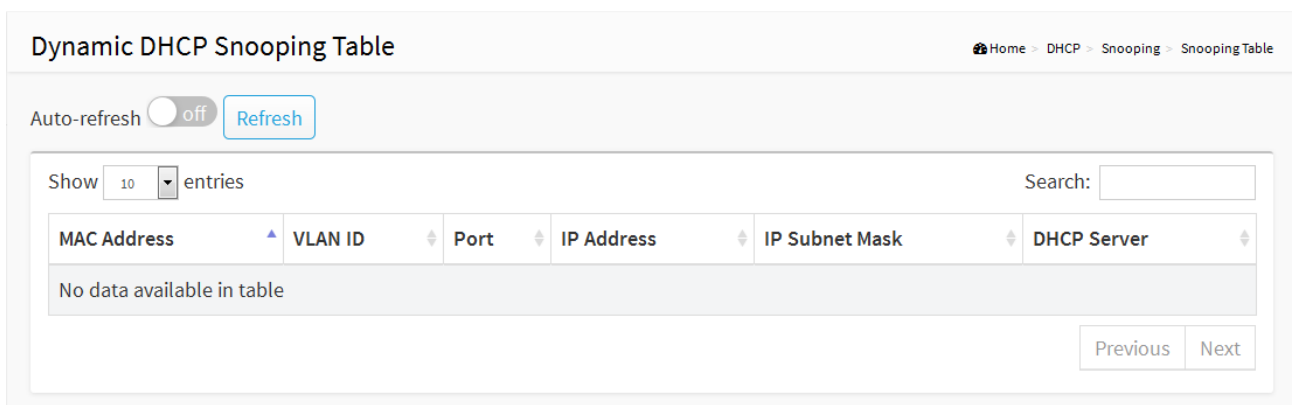
### 4.10.2.2. Snooping Table

This page display the dynamic IP assigned information after DHCP Snooping mode is disabled. All DHCP clients obtained the dynamic IP address from the DHCP server will be listed in this table except for local VLAN interface IP addresses. Entries in the Dynamic DHCP snooping Table are shown on this page.

#### **Web Interface**

To monitor an DHCP in the web interface:

Click Monitor, DHCP, Snooping table



#### **Parameter description:**

##### 1. **MAC Address :**

User MAC address of the entry.

##### 2. **VLAN ID :**

VLAN-ID in which the DHCP traffic is permitted.

##### 3. **Port:**

Switch Port Number for which the entries are displayed.

**4. IP Address :**

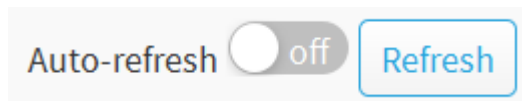
User IP address of the entry.

**5. IP Subnet Mask :**

User IP subnet mask of the entry.

**6. DHCP Server Address :**

DHCP Server address of the entry

**7. Button :**

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page

**4.10.2.3. Detail Statistics**

This page provides statistics for DHCP snooping. Notice that the normal forward per-port TX statistics isn't increased if the incoming DHCP packet is done by L3 forwarding mechanism. And clear the statistics on specific port may not take effect on global statistics since it gathers the different layer overview.

**Web Interface**

To monitor an DHCP Relay statistics in the web interface:

Click Monitor, DHCP, Detailed Statistics



## DHCP Detail Statistics Port 1

 Auto-refresh  off  Port 1 

Receive Packets		Transmit Packets	
Rx Discover	0	Tx Discover	0
Rx Offer	0	Tx Offer	0
Rx Request	0	Tx Request	0
Rx Decline	0	Tx Decline	0
Rx ACK	0	Tx ACK	0
Rx NAK	0	Tx NAK	0
Rx Release	0	Tx Release	0
Rx Inform	0	Tx Inform	0
Rx Lease Query	0	Tx Lease Query	0
Rx Lease Unassigned	0	Tx Lease Unassigned	0
Rx Lease Unknow	0	Tx Lease Unknow	0
Rx Lease Active	0	Tx Lease Active	0
Rx Discarded Checksum Error	0		
Rx Discarded from Untrusted	0		

**Parameter description:**
**Server Statistics**
**1. Rx and Tx Discover :**

The number of discover (option 53 with value 1) packets received and transmitted.

**2. Rx and Tx Offer :**

The number of offer (option 53 with value 2) packets received and transmitted.

**3. Rx and Tx Request :**

The number of request (option 53 with value 3) packets received and transmitted.

**4. Rx and Tx Decline:**

The number of decline (option 53 with value 4) packets received and transmitted.

**5. Rx and Tx ACK:**

The number of ACK (option 53 with value 5) packets received and transmitted.

**6. Rx and Tx NAK:**

The number of NAK (option 53 with value 6) packets received and transmitted.

**7. Rx and Tx Release:**

The number of release (option 53 with value 7) packets received and transmitted.

**8. Rx and Tx Inform:**

The number of inform (option 53 with value 8) packets received and transmitted.

**9. Rx and Tx Lease Query:**

The number of lease query (option 53 with value 10) packets received and transmitted.

**10. Rx and Tx Lease Unassigned:**

The number of lease unassigned (option 53 with value 11) packets received and transmitted.

**11. Rx and Tx Lease Unknown:**

The number of lease unknown (option 53 with value 12) packets received and transmitted. Rx and Tx Lease Active

**12. Rx and Tx Lease Active:**

The number of lease active (option 53 with value 13) packets received and transmitted.

**13. Rx Discarded checksum error:**

The number of discard packet that IP/UDP checksum is error.

**14. Rx Discarded from Untrusted:**

The number of discarded packet that are coming from untrusted port.

**4.10.3. Relay****4.10.3.1. Configuration*****Web Interface***

To monitor an DHCP Relay statistics in the web interface:

Click Monitor, DHCP, DHCP Relay

DHCP Relay Configuration Home > DHCP > Relay > Configuration

Relay Mode	<input type="checkbox"/> off
Relay Server	<input type="text" value="0.0.0.0"/>
Relay Information Mode	<input type="checkbox"/> off
Relay Information Policy	<input type="text" value="Replace"/> ▼

**Parameter description:**

1. Relay Mode
2. Relay Server
3. Relay Information
4. Relay Information Policy
5. Buttons

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

#### 4.10.3.2. Relay Statistics

**Web Interface**

To monitor an DHCP Relay statistics in the web interface:

Click Monitor, DHCP, DHCP Relay

**DHCP Relay Statistics**

Auto-refresh  off

Server Statistics

Transmit to Server	Transmit Error	Receive from Server	Receive Missing Agent Option	Receive Missing Circuit ID	Receive Missing Remote ID
0	0	0	0	0	0

Client Statistics

Transmit to Client	Transmit Error	Receive from Client	Receive Agent Option	Replace Agent Option	Keep Agent Option	Drop Agent Option
0	0	0	0	0	0	0

**Parameter description:**

**1. Buttons**

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

## 4.11 Security

This section shows you to to configure the Port Security settings of the Switch. You can use the Port Security feature to restrict input to an interface by limiting and identifying MAC addresses.

### 4.11.1. Management Access Method

#### 4.11.1.1. Account

This page provides an overview of the current users. Currently the only way to login as another user on the web server is to close and reopen the browser

***Web Interface***

To configure User in the web interface:

1. Click Configuration, Security, Switch, Users.
2. Click Add new user
3. Specify the User Name parameter.
4. Click Apply.

Account Configuration Home > Security > Management > Account

User Name	Privilege Level
admin	15

[Add New User](#)

Add User

User Settings

User Name	<input type="text"/>
Password	<input type="password"/>
Password (again)	<input type="password"/>
Privilege Level	1 <input type="button" value="v"/>

**Parameter description:**

**1. User Name :**

The name identifying the user. This is also a link to Add/Edit User.

**2. Password**

To type the password. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.

**3. Password (again)**

To type the password again. You must type the same password again in the field.

**4. Privilege Level :**

The privilege level of the user. The allowed range is 1 to 15. If the privilege level value is 15, it can access all groups, i.e. that is granted the fully control of the device. But others value need to refer to each group privilege level. User's privilege should be same or greater than the group privilege level to have the access of that group. By default setting, most groups privilege level 5 has the read-only access and privilege level 10 has the read-write access. And the system maintenance (software upload, factory defaults and etc.) need user privilege level 15. Generally, the privilege level 15 can be used for an administrator account, privilege level 10 for a standard user account and privilege level 5 for a guest account.

## 5. Buttons

**Apply** - Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

**Cancel** - Click to undo any changes made locally and return to the Users.

**Delete User** - Delete the current user. This button is not available for new configurations (Add new user)

### 4.11.1.2. Privilege Levels

This page provides an overview of the privilege levels. The switch provides user set Account, Aggregation, Diagnostics, EEE, GARP, GVRP,IP, IPMC Snooping LACP LLDP LLDP MED MAC Table MRP MVR MVRP Maintenance Mirroring POE Ports Private VLANs QoS SMTP SNMP Security Spanning Tree System Trap Event VCL VLANs Voice VLAN Privilege Levels from 1 to 15 .

#### **Web Interface**

To configure Privilege Level in the web interface:

1. Click SYSTEM, Account, Privilege Level.
2. Specify the Privilege parameter.
3. Click Apply.

Privilege Level Configuration Home > Security > Management > Privilege Level

Group Name	Privilege Level	
	Read-Only	Read-Write
access-mgmt	5	10
account	15	15
acl	5	10
arp-inspection	5	10
auth-method	5	10
dhcp-relay	5	10
dhcp-server	5	10
dhcp-snooping	5	10
diagnostic	5	10

dot1x	5 ▼	10 ▼
eee	5 ▼	10 ▼
event	5 ▼	10 ▼
ip	5 ▼	10 ▼
ipmc	5 ▼	10 ▼
ip-source-guard	5 ▼	10 ▼
lacp	5 ▼	10 ▼
lldp	5 ▼	10 ▼
loop-protection	5 ▼	10 ▼
mac-table	5 ▼	10 ▼
maintenance	15 ▼	15 ▼
mirror	5 ▼	10 ▼
mvr	5 ▼	10 ▼
poe	5 ▼	10 ▼
port	5 ▼	10 ▼
port-security	5 ▼	10 ▼
privilege-level	15 ▼	15 ▼
qos	5 ▼	10 ▼
radius	5 ▼	10 ▼
tacacs	5 ▼	10 ▼
snmp	5 ▼	10 ▼
stp	5 ▼	10 ▼
system	5 ▼	10 ▼
upnp	5 ▼	10 ▼
vlan	5 ▼	10 ▼

### **Parameter description:**

#### **1. Group Name**

The name identifying the privilege group. In most cases, a privilege level group consists of a single module (e.g. LACP, RSTP or QoS), but a few of them contains more than one. The following description defines these privilege level groups in details:

System: Contact, Name, Location, Timezone, Daylight Saving Time, Log.

Security: Authentication, System Access Management, Port (contains Dot1x port, MAC based and the MAC Address Limit), ACL, HTTPS, SSH, ARP Inspection, IP source guard.

IP: Everything except 'ping'.

Port: Everything except 'VeriPHY'.

Diagnostics: 'ping' and 'VeriPHY'.

Maintenance: CLI- System Reboot, System Restore Default, System Password, Configuration Save, Configuration Load and Firmware Load. Web- Users, Privilege Levels and everything in Maintenance.

Debug: Only present in CLI.

#### **2. Privilege Levels**

Every group has an authorization Privilege level for the following sub groups: configuration read-only, configuration/execute read-write, status/statistics read-only, status/statistics read-write (e.g. for clearing of statistics). User Privilege should be same or greater than the authorization Privilege level to have the access to that group.

#### **3. Buttons**

**Apply** – Click to save changes.

**Reset** - Click to undo any changes made locally and revert to previously saved values.

#### **4.11.1.3. Auth Method**

This page shows how to configure a user with authenticated when he logs into the switch via one of the management client interfaces.



### Web Interface

To configure a Authentication Method Configuration in the web interface:

1. Specify the Client (console, telnet, ssh, web) which you want to monitor.
2. Specify the Authentication Method (none,local, radius, tacacs+)
3. Checked Fallback.
4. Click Apply.

**Auth Method Configuration**
Home > Security > Management > Auth Method

---

Authentication Method Configuration

Client	Methods			Service Port
console	local <input type="text"/>	none <input type="text"/>	none <input type="text"/>	
telnet	local <input type="text"/>	none <input type="text"/>	none <input type="text"/>	23 <input type="text"/>
ssh	local <input type="text"/>	none <input type="text"/>	none <input type="text"/>	22 <input type="text"/>
http	local <input type="text"/>	none <input type="text"/>	none <input type="text"/>	80 <input type="text"/>
https				443 <input type="text"/>
	local <input type="text"/>	none <input type="text"/>	none <input type="text"/>	

HTTP Redirect

Command Authorization Method Configuration

Client	Methods	Cmd Lvl	Cfg Cmd	Fallback
console	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
telnet	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
ssh	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

Accounting Method Configuration

Client	Methods	Cmd Lvl	Exec
console	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>
telnet	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>
ssh	none <input type="text"/>	0 <input type="text"/>	<input type="checkbox"/>

Apply
Reset

**Parameter description:**

**1. Client :**

The management client for which the configuration below applies.

**2. Authentication Method :**

Authentication Method can be set to one of the following values:

- none : authentication is disabled and login is not possible.
- local : use the local user database on the switch for authentication.
- radius : use a remote RADIUS server for authentication.
- tacacs+ : use a remote TACACS+ server for authentication.

Methods that involves remote servers are timed out if the remote servers are offline. In this case the next method is tried. Each method is tried from left to right and continues until a method either approves or rejects a user. If a remote server is used for primary authentication it is recommended to configure secondary authentication as 'local'. This will enable the management client to login via the local user database if none of the configured authentication servers are alive.

**3. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

4.11.1.4. Access Management

Home > Security > Management > Access Management

### Access Management Configuration

Mode  off

Delete	VLAN ID	IP Address	Mask Length	HTTP/HTTPS	SNMP	TELNET/SSH

Add New Entry
Apply
Reset

**Parameter description:****1. Delete :**

Delete setting.

**2. VLAN ID :**

Indicates the VLAN ID.

**3. IP Address :**

Indicates the IP address.

**4. Mask Length :**

Indicates the network mask length.

**5. HTTP/HTTPS****6. SNMP****7. TELNET/SSH****8. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

**4.11.2. SNMP**

Any Network Management System (NMS) running the Simple Network Management Protocol (SNMP) can manage the Managed devices equipped with SNMP agent, provided that the Management Information Base (MIB) is installed correctly on the managed devices. The SNMP is a protocol that is used to govern the transfer of information between SNMP manager and agent and traverses the Object Identity (OID) of the management Information Base (MIB), described in the form of SMI syntax. SNMP agent is running on the switch to response the request issued by SNMP manager.

Basically, it is passive except issuing the trap information. The switch supports a switch to turn on or off the SNMP agent. If you set the field SNMP “Enable”, SNMP agent will be started up. All supported MIB OIDs, including RMON MIB, can be accessed via SNMP manager. If the field SNMP is set “Disable”, SNMP agent will be de-activated, the related Community Name, Trap Host IP Address, Trap and all MIB counters will be ignored

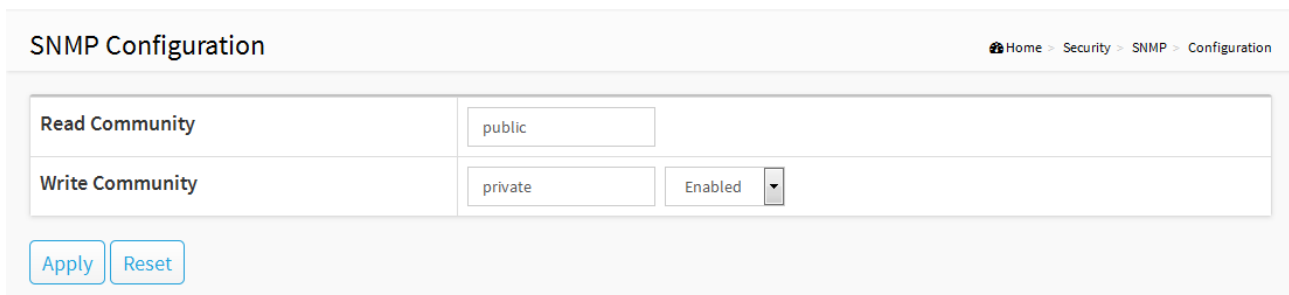
#### 4.11.2.1. Configuration

This section describes how to configure SNMP System on the switch. This function is used to configure SNMP settings, community name, trap host and public traps as well as the throttle of SNMP. A SNMP manager must pass the authentication by identifying both community names, then it can access the MIB information of the target device. So, both parties must have the same community name. Once completing the setting, click <Apply> button, the setting takes effect.

##### **Web Interface**

To display the configure SNMP System in the web interface:

1. Click SNMP, System.
2. Evoke SNMP State to enable or disable the SNMP function.
3. Specify the Engine ID
4. Click Apply.
- 5.



Read Community	<input type="text" value="public"/>
Write Community	<input type="text" value="private"/> <span>Enabled ▾</span>

#### 4.11.2.2. SNMPv

##### 4.11.2.2.1. Communities

The function is used to configure SNMPv3 communities. The Community and UserName is unique. To create a new community account, please check <Add new community> button, and enter the account information then check <Save>. Max Group Number: 4.

##### **Web Interface**

To display the configure SNMP Communities in the web interface:

1. Click SNMP, Communities.
2. Click Add new community.
3. Specify the SNMP communities parameters.
4. Click Apply.
5. If you want to modify or clear the setting then click Reset

SNMPv3 Community Configuration Home > Security > SNMP > SNMPv3 > Communities

Delete	Community	Source IP	Source Mask
<input type="button" value="Add New Entry"/>			
<input type="button" value="Apply"/> <input type="button" value="Reset"/>			

**Parameter description:**

**1. Delete**

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

**2. Community**

Indicates the community access string to permit access to SNMPv3 agent. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126. The community string will be treated as security name and map a SNMPv1 or SNMPv2c community string.

**3. Source IP**

Indicates the SNMP access source address. A particular range of source addresses can be used to restrict source subnet when combined with source mask.

**4. Source Mask**

Indicates the SNMP access source address mask

**5. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

4.11.2.2.2. User

The function is used to configure SNMPv3 user. The Entry index key is UserName. To create a new UserName account, please check <Add new user> button, and enter the user information then check <Save>. Max Group Number : 10.

## Web Interface

To display the configure SNMP Users in the web interface:

1. Click SNMP, Users.
2. Specify the Privilege parameter.
3. Click Apply.

SNMPv3 User Configuration Home > Security > SNMP > SNMPv3 > Users

Delete	UserName	SecurityLevel	AuthenticationProtocol	AuthenticationPassword	PrivacyProtocol	PrivacyPassword
<div style="display: flex; justify-content: space-between; align-items: center; margin-bottom: 10px;"> <span>Add New Entry</span> </div> <div style="display: flex; justify-content: space-between; align-items: center;"> <span>Apply</span> <span>Reset</span> </div>						

### Parameter description:

#### 1. Delete

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

#### 2. User Name

A string identifying the user name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126.

#### 3. Security Level

Indicates the security model that this entry should belong to. Possible security models are:

**NoAuth, NoPriv:** No authentication and no privacy.

**Auth, NoPriv:** Authentication and no privacy.

**Auth, Priv:** Authentication and privacy.

The value of security level cannot be modified if entry already exists. That means it must first be ensured that the value is set correctly.

#### 4. Authentication Protocol

Indicates the authentication protocol that this entry should belong to. Possible authentication protocols are:

**None:** No authentication protocol.

**MD5:** An optional flag to indicate that this user uses MD5 authentication protocol.

**SHA:** An optional flag to indicate that this user uses SHA authentication protocol.

The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.

#### 5. **Authentication Password**

A string identifying the authentication password 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. The allowed content is ASCII characters from 33 to 126.

#### 6. **Privacy Protocol**

Indicates the privacy protocol that this entry should belong to. Possible privacy protocols are:

**None:** No privacy protocol.

**DES:** An optional flag to indicate that this user uses DES authentication protocol.

#### 7. **Privacy Password**

A string identifying the privacy password phrase. The allowed string length is 8 to 32, and the allowed content is ASCII characters from 33 to 126.

#### 8. **Buttons:**

**Apply** – Click to save changes.

**Reset-** Click to undo any changes made locally and revert to previously saved values.

#### 4.11.2.2.3. **Groups**

The function is used to configure SNMPv3 group. The Entry index key are Security Model and Security Name. To create a new group account, please check <Add new group> button, and enter the group information then check <Save>. Max Group Number: v1: 2, v2: 2, v3:10

### **Web Interface**

To display the configure SNMP Groups in the web interface:

1. Click SNMP, Groups.
2. Specify the Privilege parameter.
3. Click Apply.

SNMPv3 Group Configuration Home > Security > SNMP > SNMPv3 > Groups

Delete	Security Model	User Name	Group Name
<input type="button" value="Add New Entry"/>			
<input type="button" value="Apply"/> <input type="button" value="Reset"/>			

**Parameter description:**

**1. Delete**

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

**2. Security Model**

Indicates the security model that this entry should belong to. Possible security models are:

**v1:** Reserved for SNMPv1.

**v2c:** Reserved for SNMPv2c.

**usm:** User-based Security Model (USM).

**3. Security Name**

A string identifying the security name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126.

**4. Group Name**

A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126.

4.11.2.2.4. Views

The function is used to configure SNMPv3 view. The Entry index keys are OID Subtree and View Name. To create a new view account, please check <Add new view> button, and enter the view information then check <Save>. Max Group Number: 28.

Configure SNMPv3 view table on this page. The entry index keys are View Name and OID Subtree

**Web Interface**

To display the configure SNMP views in the web interface:

1. Click SNMP, Views.



2. Click Add new View.
3. Specify the SNMP View parameters.
4. Click Apply.
5. If you want to modify or clear the setting then click Reset.

SNMPv3 View Configuration Home > Security > SNMP > SNMPv3 > Views

Delete	View Name	View Type	OID Subtree
<div style="display: flex; justify-content: space-between; align-items: center;"> <span>Add New Entry</span> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <span>Apply</span> <span>Reset</span> </div>			

### **Parameter description:**

#### **1. Delete**

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

#### **2. View Name**

A string identifying the view name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126.

#### **3. View Type**

Indicates the view type that this entry should belong to. Possible view types are:

**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.

In general, if a view entry's view type is 'excluded', there should be another view entry existing with view type as 'included' and it's OID subtree should overstep the 'excluded' view entry.

#### **4. 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(\*).

#### 4.11.2.2.5. Access

The function is used to configure SNMPv3 accesses. The Entry index key are Group Name, Security Model and Security level. To create a new access account, please check <Add new access> button, and enter the access information then check <Save>. Max Group Number : 14

#### **Web Interface**

To display the configure SNMP Access in the web interface:

1. Click SNMP, Accesses.
2. Click Add new Access.
3. Specify the SNMP Access parameters.
4. Click Apply.
5. If you want to modify or clear the setting then click Reset.

SNMPv3 Access Configuration Home > Security > SNMP > SNMPv3 > Access

Delete	Group Name	Security Model	Security Level	Read View Name	Write View Name
<div style="display: flex; gap: 10px;"> <span style="border: 1px solid #00aaff; padding: 2px 10px; border-radius: 4px;">Add New Entry</span> </div> <div style="display: flex; gap: 10px; margin-top: 5px;"> <span style="border: 1px solid #00aaff; padding: 2px 10px; border-radius: 4px;">Apply</span> <span style="border: 1px solid #00aaff; padding: 2px 10px; border-radius: 4px;">Reset</span> </div>					

#### **Parameter description:**

##### 1. Delete

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

##### 2. Group Name

A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is ASCII characters from 33 to 126.

##### 3. Security Model

Indicates the security model that this entry should belong to. Possible security models are:

**any:** Any security model accepted(v1|v2c|usm).

**v1:** Reserved for SNMPv1.

**v2c:** Reserved for SNMPv2c.

**usm:** User-based Security Model (USM).

#### 4. Security Level

5. Indicates the security model that this entry should belong to. Possible security models are:

**NoAuth, NoPriv:** No authentication and no privacy.

**Auth, NoPriv:** Authentication and no privacy.

**Auth, Priv:** Authentication and privacy.

#### 6. 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 the allowed content is ASCII characters from 33 to 126.

#### 7. 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 the allowed content is ASCII characters from 33 to 126.

### 4.11.3. RMON

An RMON implementation typically operates in a client/server model. Monitoring devices contain RMON software agents that collect information and analyze packets. These probes act as servers and the Network Management applications that communicate with them act as clients.

#### 4.11.3.1. RMON Statistics

##### 4.11.3.1.1. Configuration

Configure RMON Statistics table on this page. The entry index key is **ID**

#### **Web Interface**

To display the configure RMON configuration in the web interface:

1. Click RMON, Statistics.
2. Click Add New Entry.
3. Specify the ID parameters.
4. Click Apply.

RMON Statistics Configuration Home > Security > RMON > Statistics > Configuration

Delete	ID	Data Source
<input type="button" value="Add New Entry"/>		
<input type="button" value="Apply"/> <input type="button" value="Reset"/>		

### **Parameter description:**

These parameters are displayed on the RMON Statistics Configuration page:

#### **1. Delete**

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

#### **2. ID**

Indicates the index of the entry. The range is from 1 to 65535.

#### **3. Data Source**

Indicates the port ID which wants to be monitored. If in stacking switch, the value must add 1000\*(switch ID-1), for example, if the port is switch 3 port 5, the value is 2005

#### 4.11.3.1.2. Status

This section provides an overview of RMON Statistics entries. Each page shows up to 99 entries from the Statistics table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Statistics table. The first displayed will be the one with the lowest ID found in the Statistics table.

The "Start from Control Index" allows the user to select the starting point in the Statistics table. Clicking the button will update the displayed table starting from that or the next closest Statistics 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.

### **Web Interface**

To configure a RMON Statistics in the web interface:

1. Specify Port which want to check.
2. Click Security, Switch, RMON ,then Statistics.

3. Checked “Auto-refresh”.
4. Click “ Refresh“ to refresh the port detailed statistics.

RMON Statistics Status Home > Security > RMON > Statistics > Status

Auto-refresh  off [Refresh](#)

Show  entries Search:

ID	Data Source (ifIndex)	Drop	Octets	Pkts	Broadcast	Multicast	CRC Errors	Under-size	Over-size	Frag.	Jabb.	Coll.	Bytes	65	128
													64	~	~
													127	255	

No data available in table

Showing 0 to 0 of 0 entries [Previous](#) [Next](#)

**Parameter description:**

1. **ID**  
Indicates the index of Statistics entry.
2. **Data Source(ifIndex)**  
The port ID which wants to be monitored.
3. **Drop**  
The total number of events in which packets were dropped by the probe due to lack of resources.
4. **Octets**  
The total number of octets of data (including those in bad packets) received on the network.
5. **Pkts**  
The total number of packets (including bad packets, broadcast packets, and multicast packets) received.
6. **Broad-cast**  
The total number of good packets received that were directed to the broadcast address.
7. **Multi-cast**  
The total number of good packets received that were directed to a multicast address.

## 8. CRC Errors

The total number of packets received that had a length (excluding framing bits, but including FCS octets) of between 64 and 1518 octets, inclusive, but had either a bad Frame Check Sequence (FCS) with an integral number of octets (FCS Error) or a bad FCS with a non-integral number of octets (Alignment Error).

## 9. Under-size

The total number of packets received that were less than 64 octets.

## 10. Over-size

The total number of packets received that were longer than 1518 octets.

## 11. Frag.

The number of frames which size is less than 64 octets received with invalid CRC.

## 12. Jabb.

The number of frames which size is larger than 64 octets received with invalid CRC.

## 13. Coll.

The best estimate of the total number of collisions on this Ethernet segment.

## 14. 64

The total number of packets (including bad packets) received that were 64 octets in length.

## 15. 65~127

The total number of packets (including bad packets) received that were between 65 to 127 octets in length.

## 16. 128~255

The total number of packets (including bad packets) received that were between 128 to 255 octets in length.

## 17. 256~511

The total number of packets (including bad packets) received that were between 256 to 511 octets in length.

## 18. 512~1023

The total number of packets (including bad packets) received that were between 512 to 1023 octets in length.

## 19. 1024~1588

The total number of packets (including bad packets) received that were between 1024 to 1588 octets in length.

## 20. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page immediately.

### 4.11.3.2. RMON History

#### 4.11.3.2.1. Configuration

This section provides an overview of RMON History entries. Each page shows up to 99 entries from the History table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the History table. The first displayed will be the one with the lowest History Index and Sample Index found in the History table.

The "Start from History Index and Sample Index" allows the user to select the starting point in the History table.

The "Start from History Index and Sample Index" allows the user to select the starting point in the History table. Clicking the button will update the displayed table starting from that or the next closest History 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.

### **Web Interface**

To configure a RMON history Configuration in the web interface:

1. Specify Port which wants to check.
2. Click Security, Switch, RMON ,then History.
3. Checked "Auto-refresh".
4. Click " Refresh" to refresh the port detailed statistics or clear all information when you click " Clear".

**RMON History Configuration** Home > Security > RMON > History > Configuration

Delete	ID	Data Source	Interval	Buckets	Buckets Granted
<input type="button" value="Add New Entry"/>					
<input type="button" value="Apply"/> <input type="button" value="Reset"/>					

**Parameter description:**

**1. History Index**

2. Indicates the index of History control entry.

**3. Sample Index**

4. Indicates the index of the data entry associated with the control entry.

**5. Sample Start**

The value of sysUpTime at the start of the interval over which this sample was measured.

**6. Drop**

The total number of events in which packets were dropped by the probe due to lack of resources

4.11.3.2.2. Status

This section provides an overview of RMON History entries. Each page shows up to 99 entries from the History table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the History table. The first displayed will be the one with the lowest History Index and Sample Index found in the History table.

The "Start from History Index and Sample Index" allows the user to select the starting point in the History table.

The "Start from History Index and Sample Index" allows the user to select the starting point in the History table. Clicking the button will update the displayed table starting from that or the next closest History 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.

**Web Interface**

To configure a RMON history Configuration in the web interface:



1. Specify Port which wants to check.
2. Click Security, Switch, RMON ,then History.
3. Checked “Auto-refresh”.
4. Click “ Refresh“ to refresh the port detailed statistics or clear all information when you click “ Clear”

**RMON History Status** Home > Security > RMON > History > Status

Auto-refresh  off

Index

Show  entries Search:

Sample Index	Sample Start	Drop	Octets	Pkts	Broadcast	Multicast	CRC Errors	Under-size	Over-size	Frag.	Jabb.	Coll.	Utilization
No data available in table													

Showing 0 to 0 of 0 entries

**Parameter description:**

1. **History Index**  
Indicates the index of History control entry.
2. **Sample Index**  
Indicates the index of the data entry associated with the control entry.
3. **Sample Start**  
The value of sysUpTime at the start of the interval over which this sample was measured.
4. **Drop**  
The total number of events in which packets were dropped by the probe due to lack of resources.
5. **Octets**  
The total number of octets of data (including those in bad packets) received on the network.
6. **Pkts**  
The total number of packets (including bad packets, broadcast packets, and multicast packets) received.

**7. Broadcast**

The total number of good packets received that were directed to the broadcast address.

**8. Multicast**

The total number of good packets received that were directed to a multicast address.

**9. CRC Errors**

The total number of packets received that had a length (excluding framing bits, but including FCS octets) of between 64 and 1518 octets, inclusive, but had either a bad Frame Check Sequence (FCS) with an integral number of octets (FCS Error) or a bad FCS with a non-integral number of octets (Alignment Error).

**10. Undersize**

The total number of packets received that were less than 64 octets.

**11. Oversize**

The total number of packets received that were longer than 1518 octets.

**12. Frag.**

The number of frames which size is less than 64 octets received with invalid CRC.

**13. Jabb.**

The number of frames which size is larger than 64 octets received with invalid CRC.

**14. Coll.**

The best estimate of the total number of collisions on this Ethernet segment.

**15. Utilization**

The best estimate of the mean physical layer network utilization on this interface during this sampling interval, in hundredths of a percent.

**16. Buttons**

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page immediately.

### 4.11.3.3. RMON Alarm

#### 4.11.3.3.1. Configuration

This page provides an overview of RMON Alarm entries. Each page shows up to 99 entries from the Alarm table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Alarm table. The first displayed will be the one with the lowest ID found in the Alarm table.

The "Start from Control Index" allows the user to select the starting point in the Alarm table.

Clicking the button will update the displayed table starting from that or the next closest Alarm 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.

#### **Web Interface**

To configure a RMON Alarm Overview in the web interface:

1. Specify Port which wants to check.
2. Click Security, Switch, RMON ,then Alarm.
3. Checked "Auto-refresh".
4. Click " Refresh" to refresh the port detailed statistics

RMON Alert Configuration Home > Security > RMON > Alarm > Configuration

Delete	ID	Interval	Variable	Sample Type	Value	Startup Alarm	Rising Threshold	Rising Index	Falling Threshold	Falling Index	
<div style="display: flex; gap: 10px;"> <span>Add New Entry</span> </div> <div style="display: flex; gap: 10px; margin-top: 5px;"> <span>Apply</span> <span>Reset</span> </div>											

#### **Parameter description:**

##### 1. ID

Indicates the index of Alarm control entry.

##### 2. Interval

Indicates the interval in seconds for sampling and comparing the rising and falling threshold.

### 3. Variable

Indicates the particular variable to be sampled

### 4. Sample Type

The method of sampling the selected variable and calculating the value to be compared against the thresholds.

### 5. Value

The value of the statistic during the last sampling period.

### 6. Startup Alarm

The alarm that may be sent when this entry is first set to valid.

### 7. Rising Threshold

Rising threshold value.

### 8. Rising Index

Rising event index.

### 9. Falling Threshold

Falling threshold value.

### 10. Falling Index

Falling event index.

#### 4.11.3.3.2. Status

This page provides an overview of RMON Alarm entries. Each page shows up to 99 entries from the Alarm table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Alarm table. The first displayed will be the one with the lowest ID found in the Alarm table.

The "Start from Control Index" allows the user to select the starting point in the Alarm table. Clicking the button will update the displayed table starting from that or the next closest Alarm 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.

#### **Web Interface**

To configure a RMON Alarm Overview in the web interface:

1. Specify Port which wants to check.

2. Click Security, Switch, RMON ,then Alarm.
3. Checked “Auto-refresh”.
4. Click “ Refresh“ to refresh the port detailed statistics.

**RMON Alarm Status** Home > Security > RMON > Alarm > Status

Auto-refresh  off Refresh

Show  entries Search:

ID	Interval	Variable	Sample Type	Value	Startup Alarm	Rising Threshold	Rising Index	Falling Threshold	Falling Index
No data available in table									

Showing 0 to 0 of 0 entries Previous Next

**Parameter description:**

1. **ID**  
Indicates the index of Alarm control entry.
2. **Interval**  
Indicates the interval in seconds for sampling and comparing the rising and falling threshold.
3. **Variable**  
Indicates the particular variable to be sampled
4. **Sample Type**  
The method of sampling the selected variable and calculating the value to be compared against the thresholds.
5. **Value**  
The value of the statistic during the last sampling period.
6. **Startup Alarm**  
The alarm that may be sent when this entry is first set to valid.
7. **Rising Threshold**  
Rising threshold value.
8. **Rising Index**  
Rising event index.

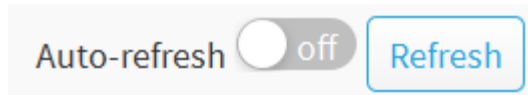
## 9. Falling Threshold

Falling threshold value.

## 10. Falling Index

Falling event index.

## 11. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page immediately.

### 4.11.3.4. RMON Event

#### 4.11.3.4.1. Configuration

This page provides an overview of RMON Event table entries. Each page shows up to 99 entries from the Event table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Event table. The first displayed will be the one with the lowest Event Index and Log Index found in the Event table .

The "Start from Event Index and Log Index" allows the user to select the starting point in the Event table. Clicking the button will update the displayed table starting from that or the next closest Event 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.

### **Web Interface**

To configure a RMON Event Overview in the web interface:

1. Click Security, Switch, RMON, then Event.
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics
4. Specify Port which wants to check.

RMON Event Configuration Home > Security > RMON > Event > Configuration

Delete	ID	Desc	Type	Community	Event Last Time
--------	----	------	------	-----------	-----------------

**Parameter description:**

**1. Event Index**

Indicates the index of the event entry.

**2. Log Index**

Indicates the index of the log entry.

**3. LogTime**

Indicates Event log time

**4. LogDescription**

Indicates the Event description.

**5. Buttons**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

4.11.3.4.2. Status

This page provides an overview of RMON Event table entries. Each page shows up to 99 entries from the Event table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Event table. The first displayed will be the one with the lowest Event Index and Log Index found in the Event table .

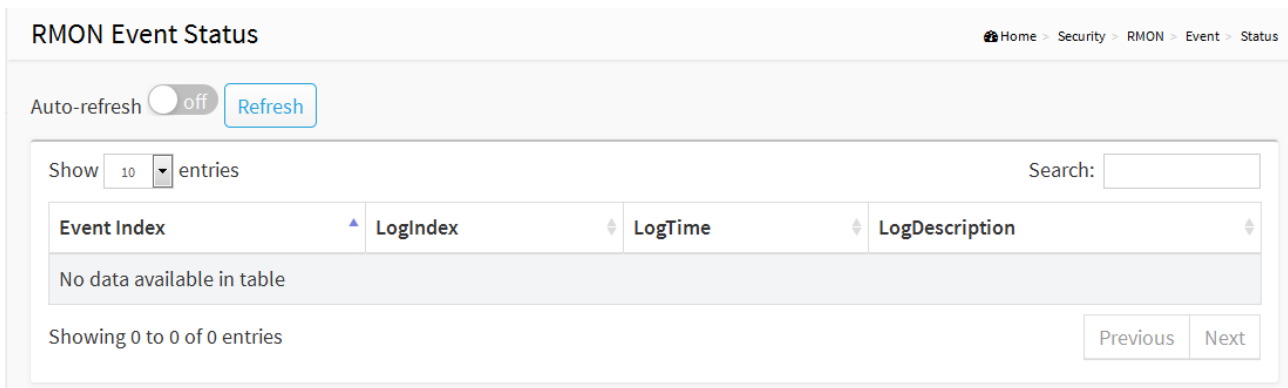
The "Start from Event Index and Log Index" allows the user to select the starting point in the Event table. Clicking the button will update the displayed table starting from that or the next closest Event table match.

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.

### Web Interface

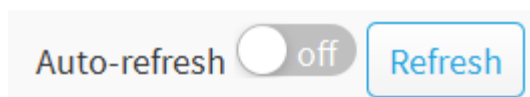
To configure a RMON Event Overview in the web interface:

1. Click Security, Switch, RMON, then Event.
2. Checked “Auto-refresh”.
3. Click “ Refresh” to refresh the port detailed statistics
4. Specify Port which wants to check.



### Parameter description:

1. **Event Index**  
Indicates the index of the event entry.
2. **Log Index**  
Indicates the index of the log entry.
3. **LogTime**  
Indicates Event log time
4. **LogDescription**  
Indicates the Event description.
5. **Buttons**



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page immediately.



## 4.11.4. 802.1X

### 4.11.4.1. Configuration

The section describes to configure the NAS parameters of the switch. The NAS server can be employed to connect users to a variety of resources including Internet access, conference calls, printing documents on shared printers, or by simply logging on to the Internet.

#### **Web Interface**

To configure a Network Access Server in the web interface:

1. Select "Enabled" in the Mode of Network Access Server Configuration.
2. Checked Reauthentication Enabled.
3. Set Reauthentication Period (Default is 3600 seconds).
4. Set EAPOL Timeout (Default is 30 seconds).
5. Set Aging Period (Default is 300 seconds).
6. Set Hold Time (Default is 10 seconds).
7. Checked RADIUS-Assigned QoS Enabled.
8. Checked RADIUS-Assigned VLAN Enabled.
9. Checked Guest VLAN Enabled.
10. Specify Guest VLAN ID.
11. Specify Max. Reauth. Count.
12. Checked Allow Guest VLAN if EAPOL Seen.
13. Click Apply.

System Configuration	
Mode	Disabled <input type="button" value="v"/>
Reauthentication Enabled	<input type="checkbox"/>
Reauthentication Period	<input type="text" value="3600"/> seconds
EAPOL Timeout	<input type="text" value="30"/> seconds
Aging Period	<input type="text" value="300"/> seconds
Hold Time	<input type="text" value="10"/> seconds
RADIUS-Assigned QoS Enabled	<input type="checkbox"/>
RADIUS-Assigned VLAN Enabled	<input type="checkbox"/>
Guest VLAN Enabled	<input type="checkbox"/>
Guest VLAN ID	<input type="text" value="1"/>
Max. Reauth. Count	<input type="text" value="2"/>
Allow Guest VLAN if EAPOL Seen	<input type="checkbox"/>

Port Configuration					
Port	Admin State	Guest VLAN Enabled	Port State	Restart	
1	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
2	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
3	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
4	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
5	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
6	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
7	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
8	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize
9	Force Authorized ▾	<input type="checkbox"/>	Globally Disabled	Reauthenticate	Reinitialize

**Parameter description:**

**1. Mode :**

Indicates if NAS is globally enabled or disabled on the switch. If globally disabled, all ports are allowed forwarding of frames.

**2. Reauthentication Enabled :**

If checked, successfully authenticated supplicants/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 or if a supplicant is no longer attached.

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 doesn't imply that a client is still present on a port (see Aging Period below).

**3. Reauthentication Period :**

Determines the period, in seconds, after which a connected client must be reauthenticated. This is only active if the Reauthentication Enabled checkbox is checked. Valid values are in the range 1 to 3600 seconds.

**4. EAPOL Timeout :**

Determines the time for retransmission of Request Identity EAPOL frames.

Valid values are in the range 1 to 255 seconds. This has no effect for MAC-based ports.

**5. Aging Period :**

This setting applies to the following modes, i.e. modes using the Port Security functionality to secure MAC addresses:

- **Single 802.1X**
- **Multi 802.1X**
- **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.

If reauthentication is enabled and the port is in an 802.1X-based mode, this is not so critical, since supplicants that are no longer attached to the port will get removed upon the next reauthentication, which will fail. But if reauthentication is not enabled, the only way to free resources is by aging the entries.

For ports in MAC-based Auth. mode, reauthentication doesn't cause direct communication 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.

## 6. Hold Time :

This setting applies to the following modes, i.e. modes using the Port Security functionality to secure MAC addresses:

- **Single 802.1X**
- **Multi 802.1X**
- **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 the Unauthorized state. The hold timer does not count during an on-going authentication.

In MAC-based Auth. mode, the 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.

## 7. RADIUS-Assigned QoS Enabled :

RADIUS-assigned QoS provides a means to centrally control the traffic class to which traffic coming from a successfully authenticated supplicant is assigned on the switch. The RADIUS server must be configured to transmit special RADIUS attributes to take advantage of this feature (see RADIUS-Assigned QoS Enabled below for a detailed description)

The "RADIUS-Assigned QoS Enabled" checkbox provides a quick way to globally enable/disable RADIUS-server assigned QoS Class functionality. When checked, the individual ports' ditto setting determine whether RADIUS-assigned QoS Class is enabled on that port. When unchecked, RADIUS-server assigned QoS Class is disabled on all ports.

## 8. RADIUS-Assigned VLAN Enabled :

RADIUS-assigned VLAN provides a means to centrally control the VLAN on which a successfully authenticated supplicant is placed on the switch. Incoming traffic will be classified to and switched on the RADIUS-assigned VLAN. The RADIUS server must be configured to transmit special RADIUS attributes to take advantage of this feature (see RADIUS-Assigned VLAN Enabled below for a detailed description).

The "RADIUS-Assigned VLAN Enabled" checkbox provides a quick way to globally enable/disable RADIUS-server assigned VLAN functionality. When checked, the individual ports' ditto setting determine whether RADIUS-assigned VLAN is enabled on that port. When unchecked, RADIUS-server assigned VLAN is disabled on all ports.

## 9. Guest VLAN Enabled :

A Guest VLAN is a special VLAN - typically with limited network access - on which 802.1X-unaware clients are placed after a network administrator-defined timeout. The switch follows a set of rules for entering and leaving the Guest VLAN as listed below.

The "Guest VLAN Enabled" checkbox provides a quick way to globally enable/disable Guest VLAN functionality. When checked, the individual ports' ditto setting determines whether the port can be moved into Guest VLAN. When unchecked, the ability to move to the Guest VLAN is disabled on all ports.

## 10. Guest VLAN ID :

This is the value that a port's Port VLAN ID is set to if a port is moved into the Guest VLAN. It is only changeable if the Guest VLAN option is globally enabled.

Valid values are in the range [1; 4095].

## 11. Max. Reauth. Count :

The number of times the switch transmits an EAPOL Request Identity frame without response before considering entering the Guest VLAN is adjusted with this setting. The value can only be changed if the Guest VLAN option is globally enabled.

Valid values are in the range [1; 255].

## 12. Allow Guest VLAN if EAPOL Seen :

The switch remembers if an EAPOL frame has been received on the port for the life-time of the port. Once the switch considers whether to enter the Guest VLAN, it will first check if this option is enabled or disabled. If disabled (unchecked; default), the switch will only enter the Guest VLAN if an EAPOL frame has not been received on the port for the life-time of the port. If enabled (checked), the switch will consider entering the Guest VLAN even if an EAPOL frame has been received on the port for the life-time of the port.

The value can only be changed if the Guest VLAN option is globally enabled.

### 13. Port Configuration :

The table has one row for each port on the selected switch and a number of columns, which are:

#### 14. Port :

The port number for which the configuration below applies.

#### 15. Admin State :

If NAS is globally enabled, this selection controls the port's authentication mode. The following modes are available:

#### 16. Force Authorized :

In this mode, the switch will send one EAPOL Success frame when the port link comes up, and any client on the port will be allowed network access without authentication.

#### 17. Force Unauthorized :

In this mode, the switch will send one EAPOL Failure frame when the port link comes up, and any client on the port will be disallowed network access.

#### 18. Port-based 802.1X :

In the 802.1X-world, 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. EAPOL frames 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, in that it allows for different authentication methods, like MD5-Challenge, PEAP, and TLS. The important thing is that the authenticator (the switch) doesn't 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 this decision to the supplicant, the switch uses it to open up or block traffic on the switch port connected to the supplicant



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**NOTE:** Suppose two backend servers are enabled and that the server timeout is configured to X seconds (using the AAA configuration page), and suppose that the first server in the list is currently down (but not considered dead).

Now, if the supplicant retransmits EAPOL Start frames at a rate faster than X seconds, then it will never get authenticated,

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because the switch will cancel on-going backend authentication server requests whenever it receives a new EAPOL Start frame from the supplicant.

And since the server hasn't yet failed (because the X seconds haven't expired), the same server will be contacted upon the next backend authentication server request from the switch. This scenario will loop forever. Therefore, the server timeout should be smaller than the supplicant's EAPOL Start frame retransmission rate.

---

### **19. 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 really aren't authenticated. To overcome this security breach, use the Single 802.1X variant. Single 802.1X is really not an IEEE standard, but features many of the same characteristics as does 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 communication between the supplicant and the switch. If more than one supplicant is connected to a port, the one that comes first when the port's link comes up will be the first one considered. If that supplicant doesn't provide valid credentials within a certain amount of time, another supplicant will get a chance. 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.

### **20. 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 even though they really aren't authenticated. To overcome this security breach, use the Multi 802.1X variant.

Multi 802.1X is really not an IEEE standard, but features many of the same characteristics as does port-based 802.1X. Multi 802.1X is - like Single 802.1X - not an IEEE standard, but a variant that features many of the same characteristics. In Multi 802.1X, one or more supplicants can get 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 destination MAC address for EAPOL frames sent from the switch towards 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.

## 21. 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 on 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 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 don't 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.

## 22. RADIUS-Assigned QoS Enabled :

When RADIUS-Assigned QoS is both globally enabled and enabled (checked) on a given port, the switch reacts to QoS Class information carried in the RADIUS Access-Accept packet transmitted by the RADIUS server when a supplicant is successfully authenticated. If present and valid, traffic received on the supplicant's port will be classified to the given QoS Class. If (re-)authentication fails or the RADIUS Access-Accept packet no longer carries a QoS Class or it's invalid, or the supplicant is otherwise no longer present on the port, the port's QoS Class is immediately reverted to the original QoS Class (which may be changed by the administrator in the meanwhile without affecting the RADIUS-assigned).

This option is only available for single-client modes, i.e.

- **Port-based 802.1X**
- **Single 802.1X**

RADIUS attributes used in identifying a QoS Class:

Refer to the written documentation for a description of the RADIUS attributes needed in order to successfully identify a QoS Class. The User-Priority-Table attribute defined in RFC4675 forms the basis for identifying the QoS Class in an Access-Accept packet.

Only the first occurrence of the attribute in the packet will be considered, and to be valid, it must follow this rule:

- All 8 octets in the attribute's value must be identical and consist of ASCII characters in the range '0' - '3', which translates into the desired QoS Class in the range [0; 3].

### 23. RADIUS-Assigned VLAN Enabled :

When RADIUS-Assigned VLAN is both globally enabled and enabled (checked) for a given port, the switch reacts to VLAN ID information carried in the RADIUS Access-Accept packet transmitted by the RADIUS server when a supplicant is successfully authenticated. If present and valid, the port's Port VLAN ID will be changed to this VLAN ID, the port will be set to be a member of that VLAN ID, and the port will be forced into VLAN unaware mode. Once assigned, all traffic arriving on the port will be classified and switched on the RADIUS-assigned VLAN ID.

If (re-)authentication fails or the RADIUS Access-Accept packet no longer carries a VLAN ID or it's invalid, or the supplicant is otherwise no longer present on the port, the port's VLAN ID is immediately reverted to the original VLAN ID (which may be changed by the administrator in the meanwhile without affecting the RADIUS-assigned).

This option is only available for single-client modes, i.e.

- **Port-based 802.1X**

- **Single 802.1X**

For trouble-shooting VLAN assignments, use the "Monitor→VLANs→VLAN Membership and VLAN Port" pages. These pages show which modules have (temporarily) overridden the current Port VLAN configuration.

RADIUS attributes used in identifying a VLAN ID:

RFC2868 and RFC3580 form the basis for the attributes used in identifying a VLAN ID in an Access-Accept packet. The following criteria are used:

- The Tunnel-Medium-Type, Tunnel-Type, and Tunnel-Private-Group-ID attributes must all be present at least once in the Access-Accept packet.
- The switch looks for the first set of these attributes that have the same Tag value and fulfil the following requirements (if Tag == 0 is used, the Tunnel-Private-Group-ID does not need to include a Tag):
  - Value of Tunnel-Medium-Type must be set to "IEEE-802" (ordinal 6).
  - Value of Tunnel-Type must be set to "VLAN" (ordinal 13).
  - Value of Tunnel-Private-Group-ID must be a string of ASCII chars in the range '0' - '9', which is interpreted as a decimal string representing the VLAN ID. Leading '0's are discarded. The final value must be in the range [1; 4095].



## 24. Guest VLAN Enabled :

When Guest VLAN is both globally enabled and enabled (checked) for a given port, the switch considers moving the port into the Guest VLAN according to the rules outlined below.

This option is only available for EAPOL-based modes, i.e.:

- **Port-based 802.1X**
- **Single 802.1X**
- **Multi 802.1X**

For trouble-shooting VLAN assignments, use the "Monitor→VLANs→VLAN Membership and VLAN Port" pages. These pages show which modules have (temporarily) overridden the current Port VLAN configuration.

Guest VLAN Operation:

When a Guest VLAN enabled port's link comes up, the switch starts transmitting EAPOL Request Identity frames. If the number of transmissions of such frames exceeds Max. Reauth. Count and no EAPOL frames have been received in the meanwhile, the switch considers entering the Guest VLAN. The interval between transmission of EAPOL Request Identity frames is configured with EAPOL Timeout. If Allow Guest VLAN if EAPOL Seen is enabled, the port will now be placed in the Guest VLAN. If disabled, the switch will first check its history to see if an EAPOL frame has previously been received on the port (this history is cleared if the port link goes down or the port's Admin State is changed), and if not, the port will be placed in the Guest VLAN. Otherwise it will not move to the Guest VLAN, but continue transmitting EAPOL Request Identity frames at the rate given by EAPOL Timeout.

Once in the Guest VLAN, the port is considered authenticated, and all attached clients on the port are allowed access on this VLAN. The switch will not transmit an EAPOL Success frame when entering the Guest VLAN.

While in the Guest VLAN, the switch monitors the link for EAPOL frames, and if one such frame is received, the switch immediately takes the port out of the Guest VLAN and starts authenticating the supplicant according to the port mode. If an EAPOL frame is received, the port will never be able to go back into the Guest VLAN if the "Allow Guest VLAN if EAPOL Seen" is disabled.

## 25. 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.

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.

## 26. 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 for successfully authenticated clients on the port and will not cause the clients to get temporarily unauthorized.

**Reinitialize:** Forces a reinitialization of the clients on the port and thereby a reauthentication immediately. The clients will transfer to the unauthorized state while the reauthentication is in progress.

## 27. Buttons:

**Apply** – Click to save changes.

**Reset-** Click to undo any changes made locally and revert to previously saved values.

## 28. Upper right icon (Refresh):

You can click them for refresh the NAS Configuration by manual.

### 4.11.4.2. Status

The section describes to show the each port NAS status information of the switch. The status includes Admin State Port State, Last Source, Last ID, QoS Class, and Port VLAN ID.

### **Web Interface**

To configure a NAS Switch Status Configuration in the web interface:

1. Click Security, Network, NAS, then Port.
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics.

802.1X Status Home > Security > IEEE 802.1X > Status

Auto-refresh  off [Refresh](#)

Port	Admin State	Port State	Last Source	Last ID	Port VLAN ID
1	Force Authorized	Globally Disabled			0
2	Force Authorized	Globally Disabled			0
3	Force Authorized	Globally Disabled			0
4	Force Authorized	Globally Disabled			0
5	Force Authorized	Globally Disabled			0
6	Force Authorized	Globally Disabled			0
7	Force Authorized	Globally Disabled			0
8	Force Authorized	Globally Disabled			0
9	Force Authorized	Globally Disabled			0
10	Force Authorized	Globally Disabled			0
11	Force Authorized	Globally Disabled			0
12	Force Authorized	Globally Disabled			0
13	Force Authorized	Globally Disabled			0
14	Force Authorized	Globally Disabled			0
15	Force Authorized	Globally Disabled			0
16	Force Authorized	Globally Disabled			0
17	Force Authorized	Globally Disabled			0
18	Force Authorized	Globally Disabled			0

**Parameter description:**

**1. Port :**

The switch port number. Click to navigate to detailed NAS statistics for this port.

**2. Admin State :**

The port's current administrative state. Refer to NAS Admin State for a description of possible values.

**3. Port State :**

The current state of the port. Refer to NAS Port State for a description of the individual states.

**4. 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.

## 5. 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.

## 6. QoS Class :

QoS Class assigned to the port by the RADIUS server if enabled.

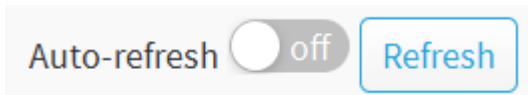
## 7. Port VLAN ID :

The VLAN ID that NAS has put the port in. The field is blank, if the Port VLAN ID is not overridden by NAS.

If the VLAN ID is assigned by the RADIUS server, "(RADIUS-assigned)" is appended to the VLAN ID. Read more about RADIUS-assigned VLANs here.

If the port is moved to the Guest VLAN, "(Guest)" is appended to the VLAN ID. Read more about Guest VLANs here.

## 8. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

## 4.11.5. IP Source Guard

### 4.11.5.1. Configuration

The section describes to configure the IP Source Guard detail parameters of the switch. You could use the IP Source Guard configure to enable or disable with the Port of the switch.

### **Web Interface**

To configure an IP Source Guard Configuration in the web interface:

1. Select "Enabled" in the Mode of IP Source Guard Configuration.
2. Select "Enabled" of the specific port in the Mode of Port Mode Configuration.
3. Select Maximum Dynamic Clients (0, 1, 2, Unlimited) of the specific port in the Mode of Port Mode Configuration.
4. Click Apply.

IP Source Guard Configuration Home > Security > IP Source Guard > Configuration

Mode  off

Port Mode Configuration

Port	Mode	Max Dynamic Clients
1	Disabled	Unlimited
2	Disabled	Unlimited
3	Disabled	Unlimited
4	Disabled	Unlimited
5	Disabled	Unlimited
6	Disabled	Unlimited
7	Disabled	Unlimited
8	Disabled	Unlimited
9	Disabled	Unlimited
10	Disabled	Unlimited
11	Disabled	Unlimited
12	Disabled	Unlimited
13	Disabled	Unlimited
14	Disabled	Unlimited
15	Disabled	Unlimited
16	Disabled	Unlimited
17	Disabled	Unlimited
18	Disabled	Unlimited

Apply Reset

**Parameter description:**

**1. Mode of IP Source Guard Configuration :**

Enable the Global IP Source Guard or disable the Global IP Source Guard. All configured ACEs will be lost when the mode is enabled.

## 2. Port Mode Configuration :

Specify IP Source Guard is enabled on which ports. Only when both Global Mode and Port Mode on a given port are enabled, IP Source Guard is enabled on this given port.

## 3. Max Dynamic Clients :

Specify the maximum number of dynamic clients that can be learned on given port. This value can be 0, 1, 2 or unlimited. If the port mode is enabled and the value of max dynamic client is equal to 0, it means only allow the IP packets forwarding that are matched in static entries on the specific port.

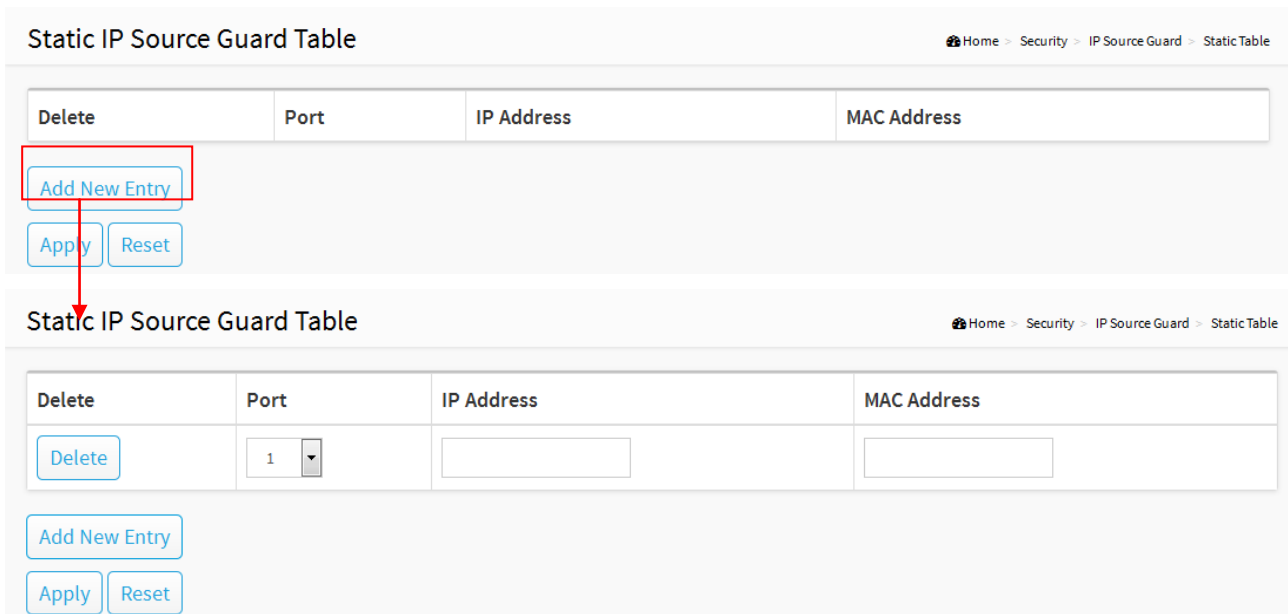
### 4.11.5.2. Static Table

The section describes to configure the Static IP Source Guard Table parameters of the switch. You could use the Static IP Source Guard Table configure to manage the entries.

#### **Web Interface**

To configure a Static IP Source Guard Table Configuration in the web interface:

1. Click “Add new entry”.
2. Specify the Port, VLAN ID, IP Address, and MAC address in the entry.
3. Click Apply.



The screenshot shows two instances of the 'Static IP Source Guard Table' configuration page. The top instance shows the 'Add New Entry' button highlighted with a red box. The bottom instance shows the table with one entry: Port 1, IP Address, and MAC Address fields, with a 'Delete' button next to it.

Delete	Port	IP Address	MAC Address
<a href="#">Delete</a>	1		

#### **Parameter description:**

##### 1. Delete :

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

##### 2. Port :

The logical port for the settings.

**3. IP Address :**

Allowed Source IP address.

**4. MAC address :**

Allowed Source MAC address.

**5. Adding new entry :**

Click to add a new entry to the Static IP Source Guard table. Specify the Port, VLAN ID, IP address, and IP Mask for the new entry. Click "Save".

**6. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

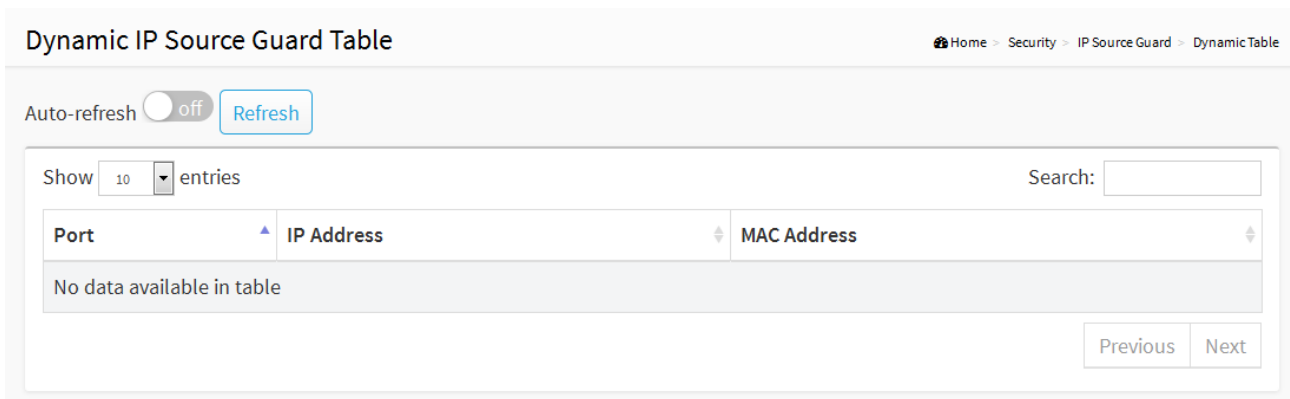
4.11.5.3. Dynamic Table

Entries in the Dynamic IP Source Guard Table are shown on this page. The Dynamic IP Source Guard Table is sorted first by port, then by VLAN ID, then by IP address, and then by MAC address.

**Web Interface**

To configure a Dynamic IP Source Guard Table Configuration in the web interface:

1. Click Security, Network, IP Source Guard.
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics.
4. Specify the Start from port, VLAN ID, IP Address, and entries per page.



**Parameter description:**

**1. Port :**

Switch Port Number for which the entries are displayed.

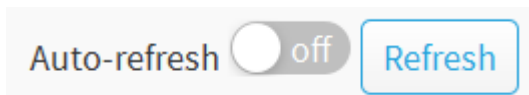
**2. IP Address :**

User IP address of the entry.

**3. MAC Address :**

Source MAC address.

**4. Buttons**



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

### 4.11.6. ARP Inspection

The section describes to configure the ARP Inspection parameters of the switch. You could use the ARP Inspection configure to manage the ARP table

#### 4.11.6.1. Configuration

This section describes how to configure ARP Inspection setting including :

- Mode (Enabled and Disabled)
- Port (Enabled and Disabled)

#### **Web Interface**

To configure an ARP Inspection Configuration in the web interface:

1. Select "Enabled" in the Mode of ARP Inspection Configuration.
2. Select "Enabled" of the specific port in the Mode of Port Mode Configuration.
3. Click Apply.



ARP Inspection Configuration Home > Security > ARP Inspection > Port Configuration

Mode  off

Port Mode Configuration

Port	Mode	Check VLAN	Log Type
1	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
2	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
3	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
4	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
5	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
6	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
7	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
8	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
9	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
10	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
11	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
12	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
13	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
14	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
15	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
16	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
17	<input type="checkbox"/>	<input type="checkbox"/>	None ▼
18	<input type="checkbox"/>	<input type="checkbox"/>	None ▼

Apply Reset

**Parameter description:**

**1. Mode of ARP Inspection Configuration :**

On the Global ARP Inspection or off the Global ARP Inspection.

**2. Port Mode Configuration :**

Specify ARP Inspection is enabled on which ports. Only when both Global Mode and Port Mode on a given port are enabled, ARP Inspection is enabled on this given port. Possible modes are:

**Enabled:** Enable ARP Inspection operation.

**Disabled:** Disable ARP Inspection operation.

If you want to inspect the VLAN configuration, you have to enable the setting of "Check VLAN". The default setting of "Check VLAN" is disabled. When the setting of "Check VLAN" is disabled, the log type of ARP Inspection will refer to the port setting. And the setting of "Check VLAN" is enabled, the log type of ARP Inspection will refer to the VLAN setting. Possible setting of "Check VLAN" are:

Enabled: Enable check VLAN operation.

Disabled: Disable check VLAN operation.

Only the Global Mode and Port Mode on a given port are enabled, and the setting of "Check VLAN" is disabled, the log type of ARP Inspection will refer to the port setting. There are four log types and possible types are:

**None:** Log nothing.

**Deny:** Log denied entries.

**Permit:** Log permitted entries.

**ALL:** Log all entries.

### 3. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

#### 4.11.6.2. VLAN Configuration

Each page shows up to 9999 entries from the VLAN table, default being 20, selected through 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 fields allow the user to select the starting point in the VLAN Table. Clicking the button will update the displayed table starting from that or the closest next VLAN Table match. The will use the next entry of the currently displayed VLAN entry as a basis for the next lookup. When the end is reached the warning message is shown in the displayed table. Use the button to start over.

#### **Web Interface**

To configure a VLAN Mode Configuration in the web interface:

1. Click "Add new entry".
2. Specify the VLAN ID, Log Type
3. Click Apply.

VLAN Mode Configuration Home > Security > ARP Inspection > VLAN Configuration

Delete	VLAN ID	Log Type
<div style="border: 1px solid red; padding: 2px; display: inline-block;">Add New Entry</div> Apply   Reset		

---

VLAN Mode Configuration Home > Security > ARP Inspection > VLAN Configuration

Delete	VLAN ID	Log Type
Delete	1	None ▼
<div style="border: 1px solid red; padding: 2px; display: inline-block;">Add New Entry</div> Apply   Reset		

### Parameter description:

#### 1. VLAN Mode Configuration

Specify ARP Inspection is enabled on which VLANs. First, you have to enable the port setting on Port mode configuration web page. Only when both Global Mode and Port Mode on a given port are enabled, ARP Inspection is enabled on this given port. Second, you can specify which VLAN will be inspected on VLAN mode configuration web page. The log type also can be configured on per VLAN setting. Possible types are:

- None:** Log nothing.
- Deny:** Log denied entries.
- Permit:** Log permitted entries.
- ALL:** Log all entries.

#### 2. Buttons

**Add New Entry:** Click to add a new VLAN to the ARP Inspection VLAN table.

**Apply:** Click to save changes.

**Reset:** Click to undo any changes made locally and revert to previously saved values.

#### 4.11.6.3. Static Table

The section describes to configure the Static ARP Inspection Table parameters of the switch. You could use the Static ARP Inspection Table configure to manage the ARP entries.

### **Web Interface**

To configure a Static ARP Inspection Table Configuration in the web interface:

1. Click "Add new entry".
2. Specify the Port, VLAN ID, IP Address, and MAC address in the entry.
3. Click Apply.

Static ARP Inspection Table Home > Security > ARP Inspection > Static Table

Delete	Port	VLAN ID	MAC Address	IP Address
<input type="button" value="Add New Entry"/>				
<input type="button" value="Apply"/> <input type="button" value="Reset"/>				

Static ARP Inspection Table Home > Security > ARP Inspection > Static Table

Delete	Port	VLAN ID	MAC Address	IP Address
<input type="button" value="Delete"/>	1 ▾	1		
<input type="button" value="Add New Entry"/>				
<input type="button" value="Apply"/> <input type="button" value="Reset"/>				

**Parameter description:**

**1. Delete :**

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

**2. Port :**

The logical port for the settings.

**3. VLAN ID :**

The vlan id for the settings.

**4. MAC Address :**

Allowed Source MAC address in ARP request packets.

**5. IP Address :**

Allowed Source IP address in ARP request packets.

**6. Adding new entry :**

Click to add a new entry to the Static ARP Inspection table. Specify the Port, VLAN ID, MAC address, and IP address for the new entry. Click "Save".

**7. Buttons:**

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

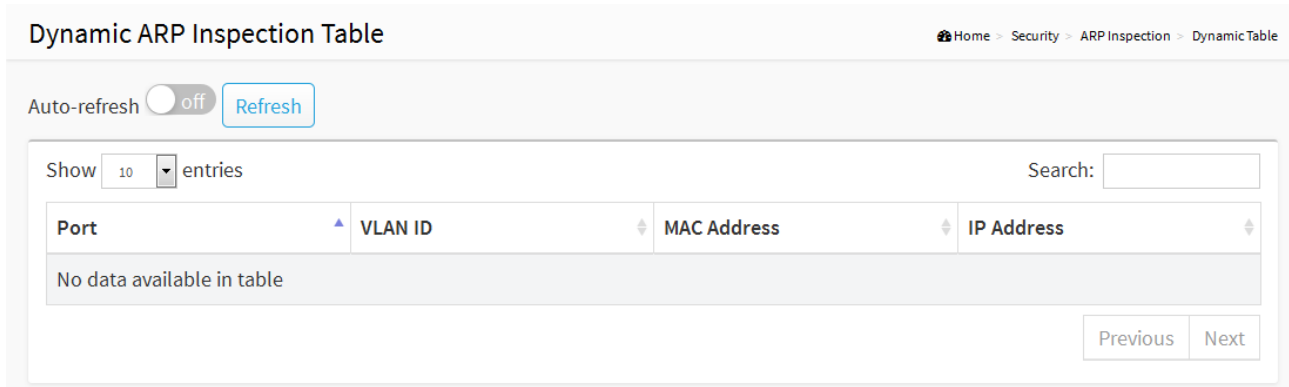
#### 4.11.6.4. Dynamic Table

The section describes to configure the Dynamic ARP Inspection Table parameters of the switch. The Dynamic ARP Inspection Table contains up to 1024 entries, and is sorted first by port, then by VLAN ID, then by MAC address, and then by IP address.

##### **Web Interface**

To configure a Dynamic ARP Inspection Table Configuration in the web interface:

1. Click Security, Network, ARP Inspection.
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics.
4. Specify the Start from port, VLAN ID, MAC Address, IP Address, and entries per page.



##### **Parameter description:**

##### **Navigating the ARP Inspection Table :**

Each page shows up to 99 entries from the Dynamic ARP Inspection table, default being 20, selected through the "entries per page" input field. When first visited, the web page will show the first 20 entries from the beginning of the Dynamic ARP Inspection Table.

The "Start from port address", "VLAN", "MAC address" and "IP address" input fields allow the user to select the starting point in the Dynamic ARP Inspection Table. Clicking the button will update the displayed table starting from that or the closest next Dynamic ARP Inspection Table match. In addition, the two input fields will - upon a button click - assume the value of the first displayed entry, allowing for continuous refresh with the same start address.

The will use the last entry of the currently displayed table 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.

**1. Port :**

Switch Port Number for which the entries are displayed.

**2. VLAN ID :**

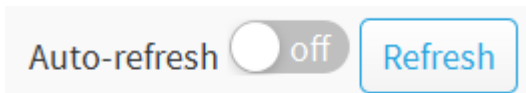
VLAN-ID in which the ARP traffic is permitted.

**3. MAC Address :**

User MAC address of the entry.

**4. IP Address :**

User IP address of the entry.

**5. Buttons**

**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

## 4.11.7. Port Security

### 4.11.7.1. Configuration

This section shows you to to configure the Port Security settings of the Switch. You can use the Port Security feature to restrict input to an interface by limiting and identifying MAC addresses.

#### **Web Interface**

To configure a Configuration of Limit Control in the web interface:

1. Select "Enabled" in the Mode of System Configuration.
2. Checked Aging Enabled.
3. Set Aging Period (Default is 3600 seconds).

To configure a Port Configuration of Limit Control in the web interface:

1. Select "Enabled" in the Mode of Port Configuration.
2. Specify the maximum number of MAC addresses in the Limit of Port Configuration.
3. Set Action (Trap, Shutdown, Trap & Shutdown)
4. Click Apply.

## Port Security Configuration

[Home](#) > [Security](#) > [PortSecurity](#) > [Configuration](#)

### System Configuration

Mode



### Port Configuration

Port	Mode	Limit	Action	State	Re-open
1	Disabled	4	None	Disabled	<a href="#">Reopen</a>
2	Disabled	4	None	Disabled	<a href="#">Reopen</a>
3	Disabled	4	None	Disabled	<a href="#">Reopen</a>
4	Disabled	4	None	Disabled	<a href="#">Reopen</a>
5	Disabled	4	None	Disabled	<a href="#">Reopen</a>
6	Disabled	4	None	Disabled	<a href="#">Reopen</a>
7	Disabled	4	None	Disabled	<a href="#">Reopen</a>
8	Disabled	4	None	Disabled	<a href="#">Reopen</a>
9	Disabled	4	None	Disabled	<a href="#">Reopen</a>
10	Disabled	4	None	Disabled	<a href="#">Reopen</a>
11	Disabled	4	None	Disabled	<a href="#">Reopen</a>
12	Disabled	4	None	Disabled	<a href="#">Reopen</a>
13	Disabled	4	None	Disabled	<a href="#">Reopen</a>
14	Disabled	4	None	Disabled	<a href="#">Reopen</a>
15	Disabled	4	None	Disabled	<a href="#">Reopen</a>
16	Disabled	4	None	Disabled	<a href="#">Reopen</a>
17	Disabled	4	None	Disabled	<a href="#">Reopen</a>
18	Disabled	4	None	Disabled	<a href="#">Reopen</a>

[Apply](#)

[Reset](#)

### Parameter description:

#### System Configuration

##### 1. Mode :

Indicates if Limit Control is globally enabled or disabled on the switch. If globally disabled, other modules may still use the underlying functionality, but limit checks and corresponding actions are disabled.

#### Port Configuration

The table has one row for each port on the selected switch and a number of columns, which are:

##### 1. Port :

The port number to which the configuration below applies.

##### 2. Mode :

Controls whether Limit Control is enabled on this port. Both this and the Global Mode must be set to Enabled for Limit Control to be in effect. Notice that other modules may still use the underlying port security features without enabling Limit Control on a given port.

##### 3. Limit :

The maximum number of MAC addresses that can be secured on this port. This number cannot exceed 1024. If the limit is exceeded, the corresponding action is taken.

The switch is "born" with a total number of MAC addresses from which all ports draw whenever a new MAC address is seen on a Port Security-enabled port. Since all ports draw from the same pool, it may happen that a configured maximum cannot be granted, if the remaining ports have already used all available MAC addresses.

##### 4. Action :

If Limit is reached, the switch can take one of the following actions:

**None:** Do not allow more than Limit MAC addresses on the port, but take no further action.

**Trap:** If Limit + 1 MAC addresses is seen on the port, send an SNMP trap. If Aging is disabled, only one SNMP trap will be sent, but with Aging enabled, new SNMP traps will be sent every time the limit gets exceeded.

**Shutdown:** If Limit + 1 MAC addresses is seen on the port, shut down the port. This implies that all secured MAC addresses will be removed from the port, and no new address will be learned. Even if the link is physically disconnected and reconnected on the port (by disconnecting the cable), the port will remain shut down. There are three ways to re-open the port:

- 1) Boot the switch,
- 2) Disable and re-enable Limit Control on the port or the switch,



3) Click the Reopen button.

**Trap & Shutdown:** If Limit + 1 MAC addresses is seen on the port, both the "Trap" and the "Shutdown" actions described above will be taken.

#### 5. State :

This column shows the current state of the port as seen from the Limit Control's point of view. The state takes one of four values:

**Disabled:** Limit Control is either globally disabled or disabled on the port.

**Ready:** The limit is not yet reached. This can be shown for all actions.

**Limit Reached:** Indicates that the limit is reached on this port. This state can only be shown if Action is set to None or Trap.

**Shutdown:** Indicates that the port is shut down by the Limit Control module. This state can only be shown if Action is set to Shutdown or Trap & Shutdown.

#### 6. Re-open Button :

If a port is shutdown by this module, you may reopen it by clicking this button, which will only be enabled if this is the case. For other methods, refer to Shutdown in the Action section.



**NOTE:** That clicking the reopen button causes the page to be refreshed, so non-committed changes will be lost

#### 7. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

#### 4.11.7.2. Status

This section shows the Port Security status. Port Security is a module with no direct configuration. Configuration comes indirectly from other modules - the user modules. When a user module has enabled port security on a port, the port is set-up for software-based learning. In this mode, frames from unknown MAC addresses are passed on to the port security module, which in turn asks all user modules whether to allow this new MAC address to forward or block it. For a MAC address to be set in the forwarding state, all enabled user modules must unanimously agree on allowing the MAC address to forward. If only one chooses to block it, it will be blocked until that user module decides otherwise. The status page is divided into two sections - one with a legend of user modules and one with the actual port status.

#### **Web Interface**

To configure a Port Security Switch Status Configuration in the web interface:

1. Click Security, Network, Port Security, then Switch
2. Checked “Auto-refresh”.
3. Click “ Refresh“ to refresh the port detailed statistics.

**Port Security Status** Home > Security > Port Security > Status

Auto-refresh  off Refresh

Port Status		
Port	State	Mac Count
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	-

**Parameter description:**

**1. Port Status :**

The table has one row for each port on the selected switch and a number of columns, which are:

## 2. Port :

The port number for which the status applies. Click the port number to see the status for this particular port.

## 3. State :

Shows the current state of the port. It can take one of four values:

**Disabled:** No user modules are currently using the Port Security service.

**Ready:** The Port Security service is in use by at least one user module, and is awaiting frames from unknown MAC addresses to arrive.

**Limit Reached:** The Port Security service is enabled by at least the Limit Control user module, and that module has indicated that the limit is reached and no more MAC addresses should be taken in.

**Shutdown:** The Port Security service is enabled by at least the Limit Control user module, and that module has indicated that the limit is exceeded. No MAC addresses can be learned on the port until it is administratively re-opened on the Limit Control configuration Web-page.

## 4. MAC Count (Current, Limit) :

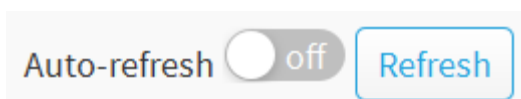
The two columns indicate the number of currently learned MAC addresses (forwarding as well as blocked) and the maximum number of MAC addresses that can be learned on the port, respectively.

If no user modules are enabled on the port, the Current column will show a dash (-).

If the Limit Control user module is not enabled on the port, the Limit column will show a dash (-).

Indicates the number of currently learned MAC addresses (forwarding as well as blocked) on the port. If no user modules are enabled on the port, a dash (-) will be shown.

## 5. Buttons



**Auto-refresh:** Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

**Refresh:** Click to refresh the page.

### 4.11.8. RADIUS

This section shows you to use an AAA (Authentication, Authorization, Accounting) server to provide access control to your network. The AAA server can be a TACACS+ or RADIUS server to create and manage objects that contain settings for using AAA servers.

#### 4.11.8.1. Configuration

##### **Web Interface**

To configure a Common Configuration of AAA, RADIUS in the web interface:

**Figure 4.10.6.1: The RADIUS Authentication Server Configuration**

RADIUS Server Configuration
Home > Security > RADIUS > Configuration

---

Global Configuration

Timeout	5	seconds
Retransmit	3	times
Deadtime	0	minutes
Key	<input type="text"/>	
NAS-IP-Address	<input type="text"/>	
NAS-IPv6-Address	<input type="text"/>	
NAS-Identifier	<input type="text"/>	

---

Server Configuration

Delete	Hostname	Auth Port	Acct Port	Timeout	Retransmit	Key
<a href="#">Add New Entry</a>						

[Apply](#)   [Reset](#)

---

Server Configuration

Delete	Hostname	Auth Port	Acct Port	Timeout	Retransmit	Key
<a href="#">Delete</a>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

[Add New Entry](#)  
[Apply](#)   [Reset](#)

### **Parameter description:**

#### **Global Configuration**

These settings are common for all of the RADIUS servers.

##### **1. Timeout**

Timeout is the number of seconds, in the range 1 to 1000, to wait for a reply from a RADIUS server before retransmitting the request.

##### **2. Retransmit**

Retransmit is the number of times, in the range 1 to 1000, a RADIUS request is retransmitted to a server that is not responding. If the server has not responded after the last retransmit it is considered to be dead.

##### **3. Deadtime**

Deadtime, which can be set to a number between 0 to 1440 minutes, 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 Deadtime to a value greater than 0 (zero) will enable this feature, but only if more than one server has been configured.

##### **4. Key**

The secret key - up to 63 characters long - shared between the RADIUS server and the switch.

##### **5. NAS-IP-Address (Attribute 4)**

The IPv4 address to be used as attribute 4 in RADIUS Access-Request packets. If this field is left blank, the IP address of the outgoing interface is used.

##### **6. NAS-IPv6-Address (Attribute 95)**

The IPv6 address to be used as attribute 95 in RADIUS Access-Request packets. If this field is left blank, the IP address of the outgoing interface is used.

##### **7. NAS-Identifier (Attribute 32)**

The identifier - up to 255 characters long - to be used as attribute 32 in RADIUS Access-Request packets. If this field is left blank, the NAS-Identifier is not included in the packet.

#### **Server Configuration**

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

##### **8. Delete**

To delete a RADIUS server entry, check this box. The entry will be deleted during the next Save.

**9. Hostname**

The IP address or hostname of the RADIUS server.

**10. Auth Port**

The UDP port to use on the RADIUS server for authentication.

**11. Acct Port**

The UDP port to use on the RADIUS server for accounting.

**12. Timeout**

This optional setting overrides the global timeout value. Leaving it blank will use the global timeout value.

**13. Retransmit**

This optional setting overrides the global retransmit value. Leaving it blank will use the global retransmit value.

**14. Key**

This optional setting overrides the global key. Leaving it blank will use the global key.

**Adding a New Server**

Click to add a new RADIUS server. An empty row is added to the table, and the RADIUS server can be configured as needed. Up to 5 servers are supported. The button can be used to undo the addition of the new server.

**15. Apply:**

Click to save changes.

**16. Reset:**

Click to undo any changes made locally and revert to previously saved values.

**4.11.8.2. Status**

This section shows you an overview of the RADIUS Authentication and Accounting servers status to ensure the function is workable.

**Web Interface**

To configure a RADIUS Overview Configuration in the web interface:

1. Click Security, AAA, then RADIUS Overview.
2. Checked "Auto-refresh".
3. Click " Refresh" to refresh the port detailed statistics.

RADIUS Server Status Home > Security > RADIUS > Status

RADIUS Authentication Server Status		
#	IP Address	Status
1	0.0.0.0:0	Disabled
2	0.0.0.0:0	Disabled
3	0.0.0.0:0	Disabled
4	0.0.0.0:0	Disabled
5	0.0.0.0:0	Disabled

RADIUS Accounting Server Status		
#	IP Address	Status
1	0.0.0.0:0	Disabled
2	0.0.0.0:0	Disabled
3	0.0.0.0:0	Disabled
4	0.0.0.0:0	Disabled
5	0.0.0.0:0	Disabled

**Parameter description:**

**RADIUS Servers**

**1. # :**

The RADIUS server number. Click to navigate to detailed statistics for this server.

**2. IP Address :**

The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of this server.

**3. State :**

The current state of the server. This field takes 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 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.

## RADIUS Accounting Servers

### 1. # :

The RADIUS server number. Click to navigate to detailed statistics for this server.

### 2. IP Address :

The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of this server.

### 3. State :

The current state of the server. This field takes 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 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.

#### 4.11.8.3. Detail

This section shows you an detailed statistics for a particular RADIUS server.

#### **Web Interface**

To configure a RADIUS Details Configuration in the web interface:

1. Specify Port which want to check.
2. Click Security, AAA, then RADIUS Overview.
3. Checked "Auto-refresh".
4. Click " Refresh" to refresh the port detailed statistics or clear all information when you click "Refresh".



**RADIUS Statistics** Home > Security > RADIUS > Status

Auto-refresh  off   Clear 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	0.0.0.0:0		
State	Disabled		

Round-Trip Time	0 ms
-----------------	------

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	0.0.0.0:0		
State	Disabled		
Round-Trip Time	0 ms		

**Parameter description:**

**RADIUS Authentication Statistics**

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

Use the server select box to switch between the backend servers to show details for.

## Packet Counters

RADIUS authentication server packet counter. There are seven receive and four transmit counters.

Direction	Name	RFC4668 Name	Description
Rx	<b>Access Accepts</b>	radiusAuthClientExtAccessAccepts	The number of RADIUS Access-Accept packets (valid or invalid) received from the server.
Rx	<b>Access Rejects</b>	radiusAuthClientExtAccessRejects	The number of RADIUS Access-Reject packets (valid or invalid) received from the server.
Rx	<b>Access Challenges</b>	radiusAuthClientExtAccessChallenges	The number of RADIUS Access-Challenge packets (valid or invalid) received from the server.
Rx	<b>Malformed Access Responses</b>	radiusAuthClientExtMalformedAccessResponses	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.
Rx	<b>Bad Authenticators</b>	radiusAuthClientExtBadAuthenticators	The number of RADIUS Access-Response packets containing invalid authenticators or Message Authenticator attributes received from the server.
Rx	<b>Unknown Types</b>	radiusAuthClientExtUnknownTypes	The number of RADIUS packets that were received with unknown types from the server on the authentication port and dropped.
Rx	<b>Packets Dropped</b>	radiusAuthClientExtPacketsDropped	The number of RADIUS packets that were received from the server on the authentication port and dropped for some other reason.

Tx	<b>Access Requests</b>	radiusAuthClientExtAccessRequests	The number of RADIUS Access-Request packets sent to the server. This does not include retransmissions.
Tx	<b>Access Retransmissions</b>	radiusAuthClientExtAccessRetransmissions	The number of RADIUS Access-Request packets retransmitted to the RADIUS authentication server.
Tx	<b>Pending Requests</b>	radiusAuthClientExtPendingRequests	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.
Tx	<b>Timeouts</b>	radiusAuthClientExtTimeouts	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.

### Other Info

This section contains information about the state of the server and the latest round-trip time.

Name	RFC4668 Name	Description
<b>IP Address</b>	-	IP address and UDP port for the authentication server in question.
<b>State</b>	-	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

		<p>communication is not yet up and running.</p> <p>Ready: The server is enabled, IP communication is up and running, and the RADIUS module is ready to accept access attempts.</p> <p>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.</p>
<b>Round-Trip Time</b>	radiusAuthClientExtRoundTripTime	<p>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.</p>

### RADIUS Accounting Statistics

The statistics map closely to those specified in RFC4670 - RADIUS Accounting Client MIB. Use the server select box to switch between the backend servers to show details for.

### Packet Counters

RADIUS accounting server packet counter. There are five receive and four transmit counters.

Direction	Name	RFC4670 Name	Description
Rx	<b>Responses</b>	radiusAccClientExtResponses	The number of RADIUS packets (valid or invalid) received from the server.

Rx	<b>Malformed Responses</b>	radiusAccClientExtMalformedResponses	The number of malformed RADIUS packets received from the server. Malformed packets include packets with an invalid length. Bad authenticators or unknown types are not included as malformed access responses.
Rx	<b>Bad Authenticators</b>	radiusAcctClientExtBadAuthenticators	The number of RADIUS packets containing invalid authenticators received from the server.
Rx	<b>Unknown Types</b>	radiusAccClientExtUnknownTypes	The number of RADIUS packets of unknown types that were received from the server on the accounting port.
Rx	<b>Packets Dropped</b>	radiusAccClientExtPacketsDropped	The number of RADIUS packets that were received from the server on the accounting port and dropped for some other reason.
Tx	<b>Requests</b>	radiusAccClientExtRequests	The number of RADIUS packets sent to the server. This does not include retransmissions.
Tx	<b>Retransmissions</b>	radiusAccClientExtRetransmissions	The number of RADIUS packets retransmitted to the RADIUS accounting server.
Tx	<b>Pending Requests</b>	radiusAccClientExtPendingRequests	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.
Tx	<b>Timeouts</b>	radiusAccClientExtTime	The number of accounting

		outs	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.
--	--	------	--

### Other Info

This section contains information about the state of the server and the latest round-trip time.

Name	RFC4670 Name	Description
IP Address	-	IP address and UDP port for the accounting server in question.
State	-	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.

<b>Round-Trip Time</b>	radiusAccClientExtRoundTripTime	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.
------------------------	---------------------------------	--

### 1. Buttons:

**Auto-refresh** –Check this box to enable an automatic refresh of the page at regular intervals.

**Refresh** - Click to refresh the page immediately.

**Clear** - Clears the counters for the selected server. The "Pending Requests" counter will not be cleared by this operation.

## 4.12 Access Control

It is used for packet filtering but also for selecting types of traffic to be analyzed, forwarded, or influenced in some way. The ACLs are divided into Ether Types. IPv4, ARP protocol, MAC and VLAN parameters etc. Here we will just go over the standard and extended access lists for TCP/IP. As you create ACEs for ingress classification, you can assign a policy for each port, the policy number is 1-8, however, each policy can be applied to any port. This makes it very easy to determine what type of ACL policy you will be working with.


### 4.12.1. Access Control List

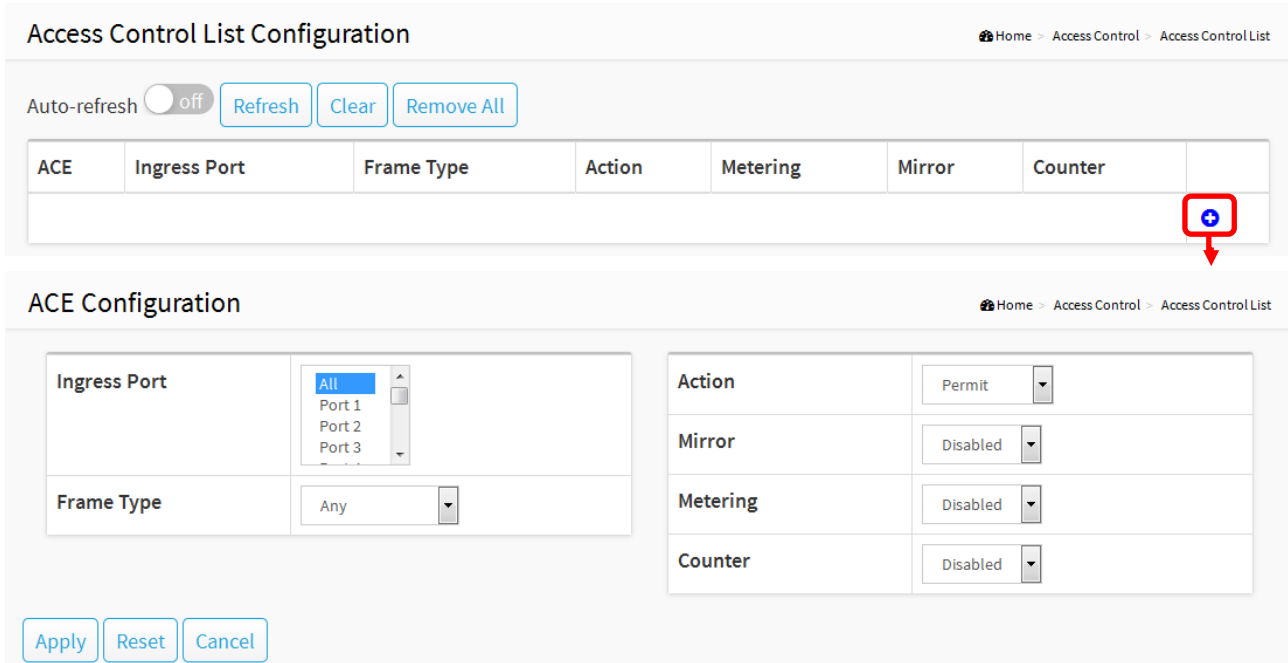
The section describes how to configure Access Control List rule. An Access Control List (ACL) is a sequential list of permit or deny conditions that apply to IP addresses, MAC addresses, or other more specific criteria. This switch tests ingress packets against the conditions in an ACL one by one. A packet will be accepted as soon as it matches a permit rule, or dropped as soon as it matches a deny rule. If no rules match, the frame is accepted. Other actions can also be invoked when a matching packet is found, including rate limiting, copying matching packets to another port or to the system log, or shutting down a port.

This page shows the Access Control List (ACL), which is made up of the ACEs defined on this switch. Each row describes the ACE that is defined. The maximum number of ACEs is 256 on each switch. Click on the lowest plus sign to add a new ACE to the list. The reserved ACEs used for internal protocol, cannot be edited or deleted, the order sequence cannot be changed the priority is highest

### Web Interface

To configure Access Control List in the web interface:

1. Click Configuration, ACL, then Configuration
2. Click the  button to add a new ACL, or use the other ACL modification buttons to specify the editing action (i.e., edit, delete, or moving the relative position of entry in the list)
3. To specific the parameter of the ACE
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the reset button. It will revert to previously saved values.
6. When editing an entry on the ACE Configuration page, note that the Items displayed depend on various selections, such as Frame Type and IP Protocol Type. Specify the relevant criteria to be matched for this rule, and set the actions to take when a rule is matched (such as Rate Limiter, Port Copy, Logging, and Shutdown).



The screenshot shows two pages from the web interface. The top page is titled "Access Control List Configuration" and features a breadcrumb trail: Home > Access Control > Access Control List. Below the title, there is an "Auto-refresh" toggle set to "off" and three buttons: "Refresh", "Clear", and "Remove All". A table with columns for ACE, Ingress Port, Frame Type, Action, Metering, Mirror, and Counter is shown. A red box highlights a plus sign icon in the bottom right corner of the table, with a red arrow pointing down to the "ACE Configuration" page below.

The "ACE Configuration" page also has a breadcrumb trail: Home > Access Control > Access Control List. It contains several configuration fields: "Ingress Port" with a dropdown menu showing "All", "Port 1", "Port 2", and "Port 3"; "Frame Type" with a dropdown menu showing "Any"; "Action" with a dropdown menu showing "Permit"; "Mirror" with a dropdown menu showing "Disabled"; "Metering" with a dropdown menu showing "Disabled"; and "Counter" with a dropdown menu showing "Disabled". At the bottom, there are three buttons: "Apply", "Reset", and "Cancel".

### Parameter description:

#### 1. Ingress Port :

Indicates the ingress port of the ACE. Possible values are:

**Any:** The ACE will match any ingress port.

**Policy:** The ACE will match ingress ports with a specific policy.

**Port:** The ACE will match a specific ingress port.



## 2. Frame Type :

Indicates the frame type of the ACE. Possible values are:

**Any:** The ACE will match any frame type.

**EType:** The ACE will match Ethernet Type frames. Note that an Ethernet Type based ACE will not get matched by IP and ARP frames.

**ARP:** The ACE will match ARP/RARP frames.

**IPv4:** The ACE will match all IPv4 frames.

**IPv4/ICMP:** The ACE will match IPv4 frames with ICMP protocol.

**IPv4/UDP:** The ACE will match IPv4 frames with UDP protocol.

**IPv4/TCP:** The ACE will match IPv4 frames with TCP protocol.

**IPv4/Other:** The ACE will match IPv4 frames, which are not ICMP/UDP/TCP. **IPv6:** The ACE will match all IPv6 standard frames.

## 3. Action :

Indicates the forwarding action of the ACE.

**Permit:** Frames matching the ACE may be forwarded and learned.

**Deny:** Frames matching the ACE are dropped.

**Filter:** Frames matching the ACE are filtered.

## 4. Mirror :

Specify the mirror operation of this port. The allowed values are:

**Enabled:** Frames received on the port are mirrored.

**Disabled:** Frames received on the port are not mirrored.

The default value is "Disabled".

## 5. Counter :

The counter indicates the number of times the ACE was hit by a frame.

Modification Buttons

You can modify each ACE (Access Control Entry) in the table using the following buttons:

: Inserts a new ACE before the current row.

: Edits the ACE row.

: Moves the ACE up the list.

: Moves the ACE down the list.

: Deletes the ACE.

: The lowest plus sign adds a new entry at the bottom of the ACE listings.

## 6. Button :

**Apply** : Click to save changes.

**Reset** :Click to undo any changes made locally and revert to previously saved values.

## 4.13 Event Notification

### 4.13.1. SNMP Trap

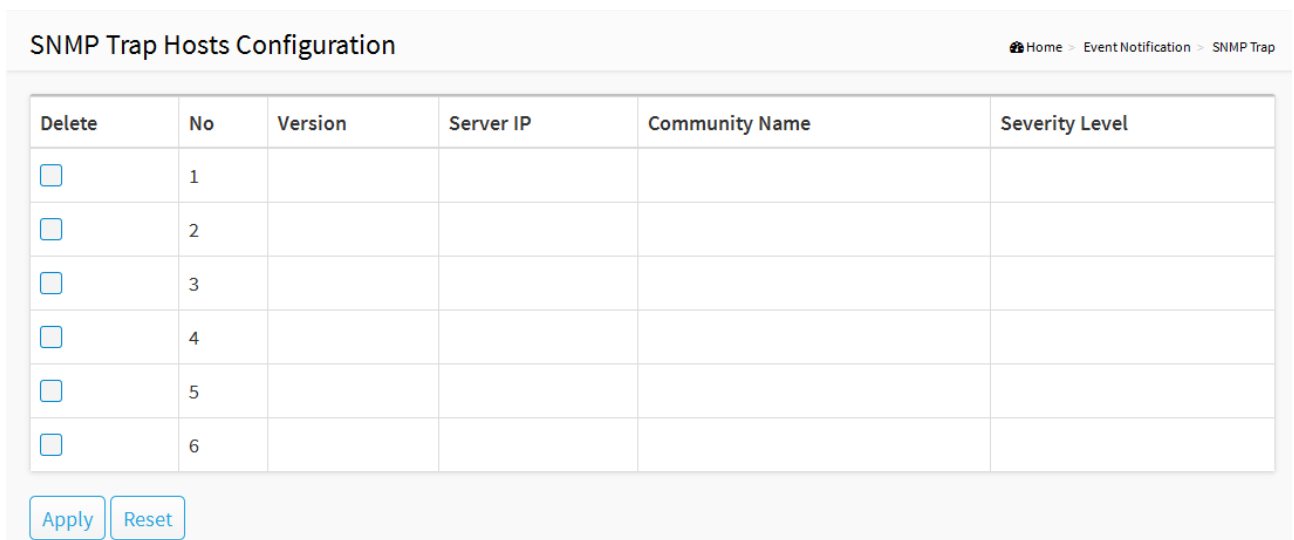
Configure SNMP trap on this page.

#### **Web Interface**

To display the configure SNMP Trap Configuration in the web interface:

1. Click Configuration, Event Notification, SNMP Trap.
2. Click Add New Entry then you can create new SNMP Trap on the switch.
3. Click Apply

**Figure 4.13.1: The SNMP Trap Host Configuration**



Delete	No	Version	Server IP	Community Name	Severity Level
<input type="checkbox"/>	1				
<input type="checkbox"/>	2				
<input type="checkbox"/>	3				
<input type="checkbox"/>	4				
<input type="checkbox"/>	5				
<input type="checkbox"/>	6				

Apply Reset

#### 1. Name

Indicates the trap Configuration's name. Indicates the trap destination's name.

## 2. Version

Indicates the SNMP trap supported version. Possible versions are:  
SNMPv2c: Set SNMP trap supported version 2c.

## 3. Server IP

## 4. Community Name :

The name identifying the severity group.

## 5. Severity Level :

Every group has an severity level. The following level types are supported:

Emerg

Alert

Crit

Error

Warning

Notice

Info

Debug

## 4.14 Diagnostics

This chapter provides a set of basic system diagnosis. It let users know that whether the system is health or needs to be fixed. The basic system check includes ICMP Ping, Link OAM, ICMPv6, and VeriPHY Cable Diagnostics.

### 4.14.1. Ping

This section allows you to issue ICMP PING packets to troubleshoot IPv6 connectivity issues.

#### **Web Interface**

To configure an ICMP PING Configuration in the web interface:

1. Specify ICMP PING IP Address.
2. Specify ICMP PING Size.
3. Click Start.

ICMP Ping Home > Diagnostics > Ping

IP Address	<input type="text" value="0.0.0.0"/>
IP Version	<input type="text" value="IPv4"/>
Ping Length	<input type="text" value="56"/>
Ping Count	<input type="text" value="5"/>

**Parameter description:**

**1. IP Address :**

To set the IP Address of device what you want to ping it

**2. IP Version :**

IPv4 and IPv6

**3. Ping Length:**

The payload size of the ICMP packet. Values range from 2 bytes to 1452 bytes.

**4. Ping Count:**

The count of the ICMP packet. Values range from 1 time to 60 times.

### 4.14.2. Cable Diagnostics

This section is used for running the Cable Diagnostics. Press 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 Cable Diagnostics is only accurate for cables of length 7 -140 meters.10 and 100 Mbps ports will be linked down while running Cable Diagnostics. Therefore, running on a 10 or 100 Mbps management port will cause the switch to stop responding until Cable Diagnostics is complete.

#### **Web Interface**

To configure a Cable Diagnostics Configuration in the web interface:

1. Specify Port which want to check.
2. Click Start.

Cable Diagnostics Home > Diagnostics > Cable Diagnostics

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	--	--	--	--	--	--	--	--
7	--	--	--	--	--	--	--	--
8	--	--	--	--	--	--	--	--
9	--	--	--	--	--	--	--	--
10	--	--	--	--	--	--	--	--
11	--	--	--	--	--	--	--	--
12	--	--	--	--	--	--	--	--
13	--	--	--	--	--	--	--	--
14	--	--	--	--	--	--	--	--
15	--	--	--	--	--	--	--	--
16	--	--	--	--	--	--	--	--

**Parameter description:**

**1. Port :**

The port where you are requesting Cable Diagnostics.

**2. Cable Status :**

Port: Port number.

Pair: The status of the cable pair.

Length: The length (in meters) of the cable pair.

**4.14.3. Mirroring**

You can mirror traffic from any source port to a target port for real-time analysis. You can then attach a logic analyzer or RMON probe to the target port and study the traffic crossing the source port in a completely unobtrusive manner.

Mirror Configuration is to monitor the traffic of the network. For example, we assume that Port A and Port B are Monitoring Port and Monitored Port respectively, thus, the traffic received by Port B will be copied to Port A for monitoring.

### Web Interface

To configure the Mirror in the web interface:

1. Click Configuration, Mirroring
2. Scroll to select Port to mirror on which port
3. Scroll to disabled, enable, TX Only and RX Only to set the Port mirror mode
4. Click the save to save the setting
5. If you want to cancel the setting then you need to click the Reset button.  
It will revert to previously saved values

Mirror Configuration Home > Diagnostics > Mirroring

Mode	<input type="checkbox"/> off
Monitor Destination Port	Port 1 ▾

Monitor Source Port Configuration

Port	Mode
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

Apply Reset

**Parameter description:**

**1. Port to mirror on :**

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

**Mirror Port Configuration**

The following table is used for Rx and Tx enabling.

**1. Port :**

The logical port for the settings contained in the same row.

**2. Mode :**

Select mirror mode.

Rx only Frames received on this port are mirrored on the mirror port. Frames transmitted are not mirrored.

Tx only Frames transmitted on this port are mirrored on the mirror port. Frames received are not mirrored.

Disabled Neither frames transmitted nor frames received are mirrored.

Enabled Frames received and frames transmitted are mirrored on the mirror port.



---

**NOTE:** For a given port, a frame is only transmitted once. It is therefore not possible to mirror Tx frames on the mirror port. Because of this, mode for the selected mirror port is limited to Disabled or Rx only.

---

### 3. Buttons:

**Apply** – Click to save changes.

**Reset**- Click to undo any changes made locally and revert to previously saved values.

## 4.15 Maintenance

This chapter describes the entire switch Maintenance configuration tasks to enhance the performance of local network including Restart Device, Firmware upgrade, Save/Restore, Import/Export.

### 4.15.1. Configuration

The switch stores its configuration in a number of text files in CLI format. The files are either virtual (RAM-based) or stored in flash on the switch.

There are three system files:

- **running-config:** A virtual file that represents the currently active configuration on the switch. This file is volatile.
- **startup-config:** The startup configuration for the switch, read at boot time.
- **default-config:** A read-only file with vendor-specific configuration. This file is read when the system is restored to default settings.

It is also possible to store up to two other files and apply them to running-config, thereby switching configuration.

#### 4.15.1.1. Save Configuration

This copy running-config to startup-config, thereby ensuring that the currently active configuration will be used at the next reboot.

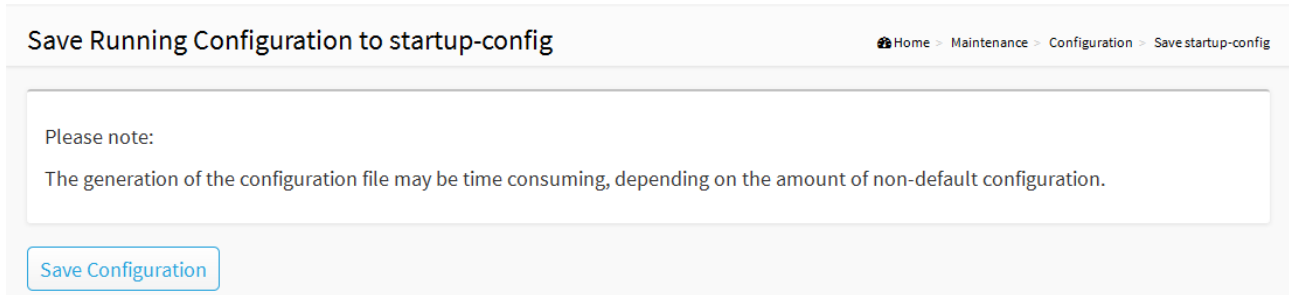
#### **Web Interface**

To save running configuration in the web interface:

1. Click Browser to select Maintenance/Configuration in you device.



2. Click Apply Startup-Config Select.



### **Parameter description:**

#### **1. Buttons :**

**Save Configuration:** Click to save configuration, the running configuration will be written to flash memory for system boot up to load this startup configuration file.

#### 4.15.1.2. Backup

The configuration backup function will be backed up and saved configuration from the switch's configuration into the running web browser PC.

It is possible to backup any of the files on the switch to the web browser. Select the file and click Upload of running-config may take a little while to complete, as the file must be prepared for upload.

#### ***Web Interface***

To upload configuration in the web interface:

1. Click Browser to select Maintenance/Configuration in your device.
2. Click backup Select.

**Backup Configuration File** Home > Maintenance > Configuration > Backup

Select configuration file for backup.

Please note: running-config may take a while to prepare for download.

File Name
<input type="radio"/> running-config
<input type="radio"/> default-config
<input type="radio"/> startup-config

***There are three system files:***

1. running-config: A virtual file that represents the currently active configuration on the switch. This file is volatile.
2. default-config: A read-only file with vendor-specific configuration. This file is read when the system is restored to default settings.
3. startup-config: The startup configuration for the switch, read at boot time.

**Parameter description:**

**1. Backup :**

**Backup Configuration:** Click the “Backup” button then the running web management PC will start to backup the configuration from the managed switch configuration into the location PC, user can configure web browser’s backup file path to keep configuration file.

4.15.1.3. Backup Configuration

This section describes to export the Switch Configuration for maintenance needs. Any current configuration files will be exported as text format.

It is possible to download a file from the web browser to all the files on the switch, except default-config, which is read-only.

Select the file to download, select the destination file on the target, then click .

If the destination is running-config, the file will be applied to the switch configuration. This can be done in two ways:

- Replace mode: The current configuration is fully replaced with the configuration in the downloaded file.

- Merge mode: The downloaded file is merged into running-config.

If the file system is full (i.e. contains the three system files mentioned above plus two other files), it is not possible to create new files, but an existing file must be overwritten or another deleted first.

#### 4.15.1.4. Restore

The configuration upload function will be backed up and saved configuration from the switch's configuration into the running web browser PC.

It is possible to upload any of the files on the switch to the web browser. Select the file and click Upload of running-config may take a little while to complete, as the file must be prepared for upload.

#### **Web Interface**

To upload configuration in the web interface:

1. Click Browser to select Maintenance/Configuration in you device.
2. Click upload Select.

Restore Configuration Home > Maintenance > Configuration > Restore

---

Source File

Browse...

---

Destination File

File Name	Parameters
<input type="radio"/> running-config	<input checked="" type="radio"/> Replace <input type="radio"/> Merge
<input type="radio"/> startup-config	
<input type="radio"/> Create new file	<input style="width: 100%;" type="text"/>

#### **There are three system files:**

1. running-config: A virtual file that represents the currently active configuration on the switch. This file is volatile.
2. startup-config: The startup configuration for the switch, read at boot time.
3. default-config: A read-only file with vendor-specific configuration. This file is read when the system is restored to default settings.

**Parameter description:**

**1. Buttons :**

**Restore:** Click the “Upload” button then the running web management PC will start to upload the configuration from the managed switch configuration into the location PC, user can configure web browser’s upload file path to keep configuration file.

4.15.1.5. Active

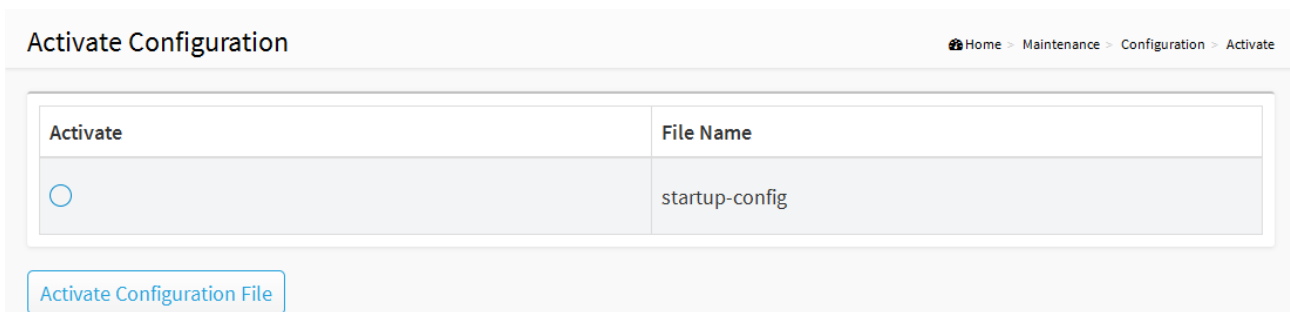
It is possible to activate any of the configuration files present on the switch, except for running-config which represents the currently active configuration.

Select the file to activate and click . This will initiate the process of completely replacing the existing configuration with that of the selected file.

**Web Interface**

To activate configuration in the web interface:

1. Click Browser to select Maintenance/Configuration in you device.
2. Click Activate Select.



**There are two system files:**

1. default-config: A read-only file with vendor-specific configuration. This file is read when the system is restored to default settings.
2. startup-config: The startup configuration for the switch, read at boot time.
- 3.

**Parameter description:**

**1. Buttons :**

**Activate Configuration:** Click the “Activate” button then the default-config or startup-config file will be activated and to be this switch's running configuration.

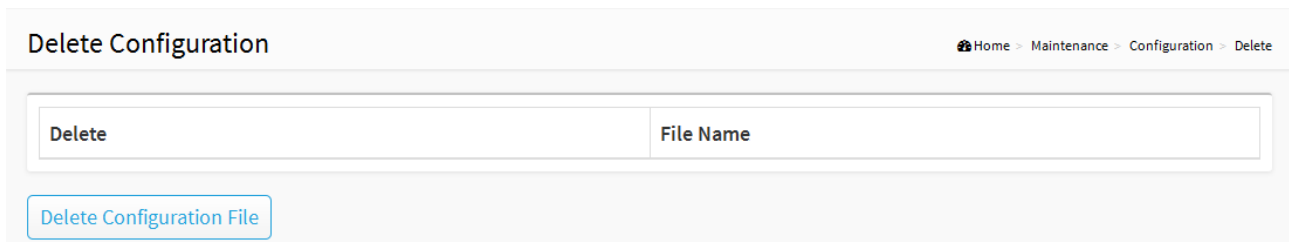
#### 4.15.1.6. Delete

It is possible to delete any of the writable files stored in flash, including startup-config. If this is done and the switch is rebooted without a prior Save operation, this effectively resets the switch to default configuration.

##### **Web Interface**

To delete configuration in the web interface:

1. Click Browser to select Maintenance/Configuration in your device.
2. Click Delete Select.



Delete	File Name
--------	-----------

[Delete Configuration File](#)

##### ***There is one system files:***

1. startup-config: The startup configuration for the switch, read at boot time.

##### **Parameter description:**

##### **1. Buttons :**

**Delete Configuration:** Click the “Delete” button then the startup-config file will be deleted, this effectively resets the switch to default configuration.

#### **4.15.2. Restart Device**

This section describes how to restart switch for any maintenance needs. Any configuration files or scripts that you saved in the switch should still be available afterwards.

##### **Web Interface**

To configure a Restart Device Configuration in the web interface:

1. Click Restart Device.
2. Click Yes.

Restart Device Home > Maintenance > Restart Device

Are you sure you want to perform a Restart?

### **Parameter description:**

#### **1. Restart Device :**

You can restart the switch on this page. After restart, the switch will boot normally.

#### **2. Buttons:**

**Yes** – Click to “Yes” then the device will restart.

**No**- Click to undo any restart action.

### **4.15.3. Factory Defaults**

This section describes how to reset the Switch configuration to Factory Defaults. Any configuration files or scripts will recover to factory default values.

#### ***Web Interface***

To configure a Factory Defaults Configuration in the web interface:

1. Click Factory Defaults.
2. Click Yes.

Restore Configuration to Factory Default Home > Maintenance > Factory Defaults

Are you sure to restore configuration to factory default ?

Keep IP Configuration

### **Parameter description:**

#### **1. Buttons:**

**Yes** – Click to “Yes” button to reset the configuration to Factory Defaults.

**No**- Click to to return to the Port State page without resetting the configuration.

#### 4.15.4. Firmware

This section describes how to upgrade Firmware. The Switch can be enhanced with more value-added functions by installing firmware upgrades.

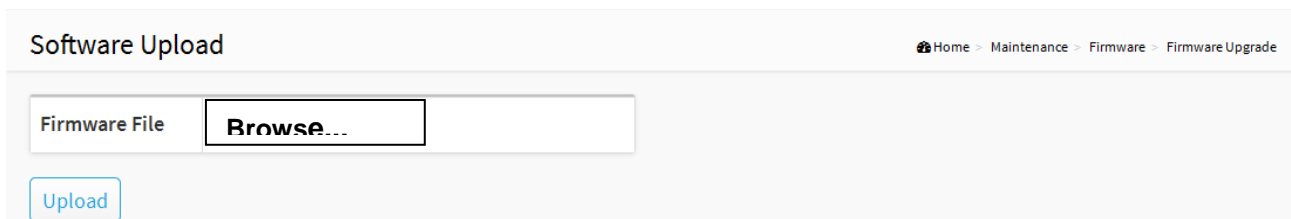
##### 4.15.4.1. Firmware Upgrade

This page facilitates an update of the firmware controlling the switch..

#### **Web Interface**

To configure a Firmware Upgrade Configuration in the web interface:

1. Click Browser to select Maintenance/Software in you device.
2. Click Download.



#### **Parameter description:**

##### 1. Browse :

Click the “Browse...” button to search the Firmware URL and filename.



---

**NOTE:** This page facilitates an update of the firmware controlling the switch. Uploading software will update all managed switches to the location of a software image and click. After the software image is uploaded, a page announces that the firmware update is initiated. After about a minute, the firmware is updated and all managed switches restart. the switch restarts.



---

**WARNING:** While the firmware is being updated, Web access appears to be defunct. The front LED flashes Green/Off with a frequency of 10 Hz while the firmware update is in progress. Do not restart or power off the device at this time or the switch may fail to function afterwards.

---

##### 4.15.4.2. Firmware Selection

This page provides information about the active and alternate (backup) firmware images in the device, and allows you to revert to the alternate image.

The web page displays two tables with information about the active and alternate firmware images.

Note:

1. In case the active firmware image is the alternate image, only the "Active Image" table is shown. In this case, the Activate Alternate Image button is also disabled.
2. If the alternate image is active (due to a corruption of the primary image or by manual intervention), uploading a new firmware image to the device will automatically use the primary image slot and activate this.
3. The firmware version and date information may be empty for older firmware releases. This does not constitute an error.

### **Web Interface**

To configure a Firmware Upgrade Configuration in the web interface:

1. Click Browser to select Maintenance/Software in you device.
2. Click Image Select.

**Firmware Selection** Home > Maintenance > Firmware > Firmware Selection

---

Active Image

Partition	primary
Version	v0.94.591
Date	2017-01-05 17:41:41 UTC

Alternate Image

Partition	secondary
Version	v0.91.422
Date	2016-11-18 14:54:36 UTC

### **Image Information**

#### **1. Image**

The flash index name of the firmware image. The name of primary (preferred) image is image, the alternate image is named image.bk.

#### **2. Version**

The version of the firmware image.



### 3. Date

The date where the firmware was produced.

### 4. Buttons

**Activate Alternate Image:** Click to use the “Activate Alternate Image”. This button may be disabled depending on system state.

**Cancel:** Cancel activating the backup image. Navigates away from this page.

# 5

## Web Management: Device of POE-GSH1816R-250

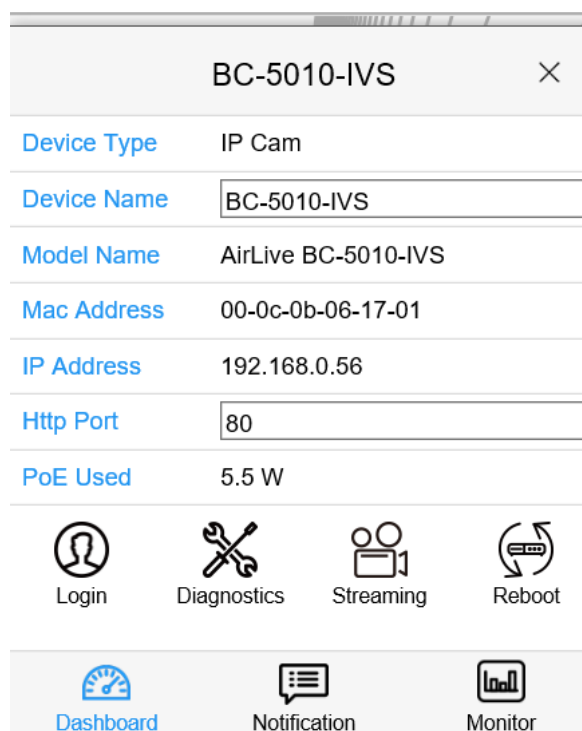
### 5.1 Graphic Monitoring








POE-GSH1816R-250 has an advance function—Device Management System(DMS). DMS function can discover all network devices on your local network and draw out the topology. Moreover , it supports Floor View and Google MAP which can display the network devices on a floor or on the Google MAP. In addition, User can see the video streaming for the cameras and control AirLive’s access point such as the AC.TOP. To fully support the Graphic Monitoring , please use the Firefox or IE. Chrome is not recommended. Moreover, please make sure that the cameras and Access Point is in the same subnet

#### 5.1.1.Topology View

In Topology View located in Graphical Monitoring , user can check the networked device and network topology.

When you connect cameras or AirLive’s access point into the switch , you can see the cameras IP address, model name and MAC address after click the icon

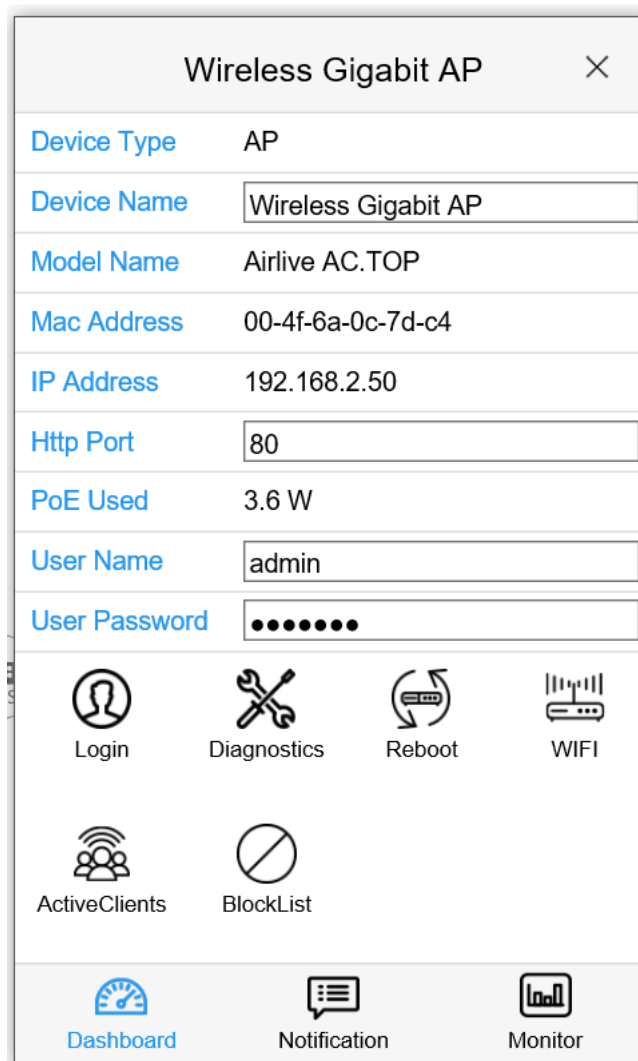


BC-5010-IVS			
Device Type	IP Cam		
Device Name	<input type="text" value="BC-5010-IVS"/>		
Model Name	AirLive BC-5010-IVS		
Mac Address	00-0c-0b-06-17-01		
IP Address	192.168.0.56		
Http Port	<input type="text" value="80"/>		
PoE Used	5.5 W		
			
Login	Diagnostics	Streaming	Reboot
			
Dashboard	Notification	Monitor	

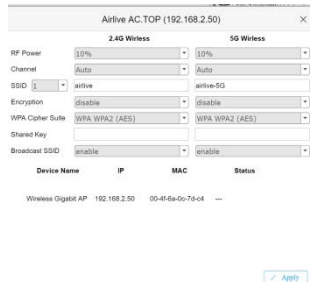
In addition, there are some button in the subpage.

1. Login page: After click the login page, it will link to the webpage of the AP or cameras
2. Diagnostics: In this page, it can check the connection status between the switch and the devices
3. Dashboard: This page show the device's basic information such as the Device name, Model name , MAC address, HTTP port.
4. Notification page: This page will show the alarm log including the device is disconnecting or IP complicit.
5. Monitor: This page will show the traffic of the cameras.
6. Streaming: If the switch detect that the device is a cameras. Streaming icon will display and user can click the streaming icon to get the live view of the cameras. To support this cameras, browser need to support plug-in , so only IE and Firefox can support the plug-in. In addition, the apple quick time installation is needed.
7. Reboot: If the device is the PoE powered by this switch , the device will be repower.
8. Monitor: If the device is connected into the switch, this allow users to check the traffic

If the AC.TOP is detected, below is the subpage which will show after click the device



1. Log in page: After click the Login, it will connect to the webpage of the AC.TOP. Please remember to log out the webpage. Because AC.TOP only allow one user to log in for security reason.
2. Diagnostics : In this icon, it will check the connection between the switch and AC.TOP
3. Reboot: Click this icon can repower the AC.TOP
4. WiFi: Click this icon can setup the AC.TOP's SSID , Tx Power, Security.



**RF Power** : to setup the RF Power of the AC.TOP  
**Channel**: To setup the wifi channel for the AC.TOP. In normal application, Auto is suggest.

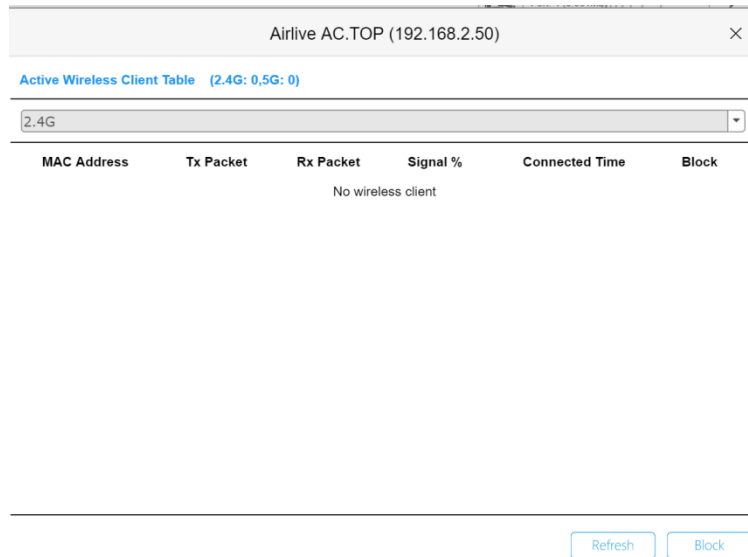
**Encryption:** To select the encryption type or disable the encryption.

**Shared Key:** If encryption is enabled , users can setup the encryption key here.

**Broadcast SSID:** To Enable or disable the Broadcast SSID

**Apply:** To apply the setting into the AC.TOP , if there are more than 1 pcs AC.TOP in the network , you can apply the setting to the multiple AC.TOP you selected.

5. ActiveClients: Click this icon to show the active client list for AC.TOP



AirLive AC.TOP (192.168.2.50)

Active Wireless Client Table (2.4G: 0,5G: 0)

2.4G

MAC Address	Tx Packet	Rx Packet	Signal %	Connected Time	Block
No wireless client					

Refresh Block

To show the MAC address who connect to the AC.TOP for 2.4G Band and 5G Band. If you want to block the user to access the network, you can select the MAC address and click the Block icon. If there are more than 1 POE-GSH1816R-250 in the network ,the Block MAC address will be set in to the all of the POE-GSH1816R-250 series in your network.

6. BlockList: To show which MAC adress is blocked.

## 5.1.2.Floor View

In This page, the administrator can place a device per time onto the custom image which you updated. Up to 10 map file can be upload with the limitation of 256KB file size each.

To config the floor view in web interface. Click DMS→Maintenance →Floor image User can select the floor image and add into the switch in Add Floor Image.

After upload the floor image, please go back the floor View in Graphical Monitoring then click the device you want to show in the image. Drag the device to the correct location. Moreover, you can check the streaming or information by click the cameras icon.

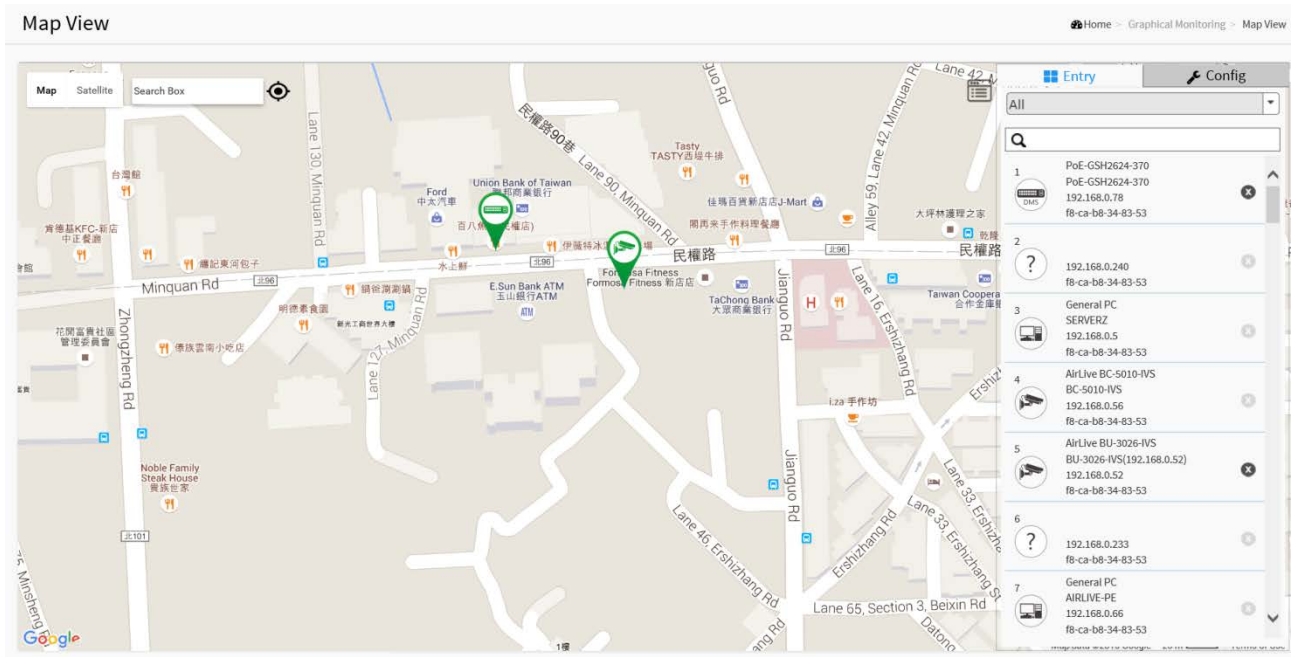


### 5.1.3. Map View

If user deploy their device outdoor, Google Map View is very useful. To get the Google map the PoE switch must be have an internet connection. So , please make sure the switch's IP address, subnet mask and Gateway setting is correct.

On Google map ,please move the map to your location and zoom in to a preferred view. To Move on the screen, click and hold down your left mouse button to move to a preferred direction. User also can key in the address in search box. Click the device you want to show in the map and drag to the preferred location. Please remember to click the Save to save running configuration to startup-config.

If you forget your device's location. You can click the device list and the map will move to the device's location. Moreover, you can check the streaming or information by click the cameras icon.




## 5.2 Management

### 5.2.1. Device List

In Device List setting locate in Management sector of the DMS, it will list all of the devices the switch detected. However all of the device need to be in the same subnet of the switch. For example . if the switch IP address is 192.168.2.1 , the cameras or access point should be the IP address between 192.168.2. 2~ 192.168.2.254

#### Web interface



1. Click  .
2. Modify the Device name and HTTP Port Number
3. Click Apply

Device List Home > Management > Device List

Auto-refresh  off [Refresh](#) [Edit](#)

Show  entries Search:

Remove	Status	Device Type	Model Name	Device Name	MAC	IP Address
<input type="checkbox"/>	● Online	AP	General PC	D01	00-1F-1F-00-00-01	192.168.5.254
<input type="checkbox"/>	● Online	IP Camera	AirLive BC-5010-IVS	BC-5010-IVS(192.168.5.160)	00-0C-0B-06-17-01	192.168.5.160
<input type="checkbox"/>	● Online	IP Camera	AirLive SD-2020	SD-2020	00-4F-4A-AA-00-D3	192.168.5.170
<input type="checkbox"/>	● Offline	IP Camera	AirLive SD-3030	SD-3030	00-4F-4A-AA-00-FB	192.168.5.104
<input type="checkbox"/>	● Online	IP Camera	AirLive BU-3028-IVS	BU-3028-IVS(192.168.5.162)	00-4F-4A-AD-06-DD	192.168.5.162
<input type="checkbox"/>	● Online	IP Camera	AirLive SC-300W	SC-300W(192.168.5.159)	00-4F-4A-AD-10-42	192.168.5.159
<input type="checkbox"/>	● Offline	IP Camera	AirLive SC-300W	SC-300W(192.168.5.169)	00-4F-4A-AD-10-43	192.168.5.169
<input type="checkbox"/>	● Online	IP Camera			00-4F-70-50-05-56	192.168.5.119
<input type="checkbox"/>	● Online	IP Camera			00-4F-70-50-05-72	192.168.5.115

When you want to remove the Offline device in the List

- 1 Click  Remove
- 2 Click Apply

Devices List Home > Management > Device List

Auto-refresh  [Refresh](#) [Edit](#)

Show  entries Search:

<input checked="" type="checkbox"/> Remove	Status	Device Type	Model Name	Device Name	MAC	IP Address
<input type="checkbox"/>	● Online	IP Cam	AirLive BU-3026-IVS	BU-3026-IVS	00-0D-0D-A0-00-03	192.168.0.52
<input type="checkbox"/>	● Online	IP Cam	AirLive BU-3028-IVS	BU-3028-IVS	00-4F-4A-AD-00-02	192.168.0.184
<input type="checkbox"/>	● Online	IP Cam	AirLive SC-300W	SC-300W	00-4F-4A-AD-0E-DA	192.168.0.68
<input type="checkbox"/>	● Online	IP Cam	AirLive SC-300W	SC-300W	00-4F-4A-AD-11-2C	192.168.0.69
<input type="checkbox"/>	● Online	IP Cam	Airlive CU-720IR	CU-720IR	00-4F-68-00-2E-B3	192.168.30.254
<input type="checkbox"/>	● Online	IP Cam	Airlive AirCam OD-2060HD	AirCamOD-2060HD	00-4F-70-20-C2-60	192.168.0.92
<input type="checkbox"/>	● Online	IP Cam	Airlive CU-720IR	CU-720IR	00-4F-70-20-CF-53	192.168.10.3
<input type="checkbox"/>	● Online	IP Cam	Airlive CU-720IR	CU-720IR	00-4F-70-20-CF-56	192.168.10.1
<input type="checkbox"/>	● Online	IP Cam	Airlive CU-720IR	CU-720IR	00-4F-70-20-CF-5D	192.168.10.2
<input type="checkbox"/>	● Online	IP Cam			00-4F-70-50-04-B9	192.168.0.80

Showing 1 to 10 of 77 entries Previous **1** 2 3 4 5 ... 8 Next



**Parameter description:**

1. **Remove:**  
Off-Line devices remove from selected device
2. **Status:**  
Device link state(On/Off Line)
3. **Model Name:**  
Cameras or AirLive AP's model name
4. **Device Name:**  
Cameras or AirLive AP's device name
5. **MAC:**  
Cameras or AirLive AP's device mac
6. **IP Address:**  
device IP address, hyper-link re-direct to device website

## 5.3 Maintenance

### 5.3.1.Floor Image

In this page, an administrator can add or delete a custom map or floor image

**Web interface**

To configure Floor Image in the web interface:

1. Click DMS->Maintenance->Floor Image
2. Click "Browse..."to select Floor image in your device
3. Click Add.


## Floor Image

Floor Image Management

Maximum: 10 files	Used: 1 file(s)	Free: 9 file(s)
-------------------	-----------------	-----------------

Add Floor Image:

Name

Select	No.	File Name	Image
<input type="checkbox"/>	1	AirLive 9F (192.168.0.78)	

### 5.3.2. Diagnostics

In this page, you can troubleshoot any issue you have with device connected to the network. This feature is designed primarily for administrators to verify and test the link route between the switch and the device. A troubleshooting solution is provided by the system so that administrators can detect where the problem lies. Note that the topology of network needs to be saved for this function to work properly.

#### **Web interface**

To configure Diagnostics in the web interface:

1. Select device to start the Diagnostics Mechanism.
2. After device is select, below image will show in the browser.

Home - Maintenance - Diagnostics

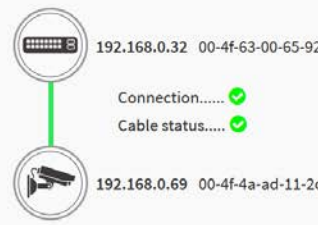
Another Try

Show 10 entries Search:

Select	Status	Model Name	Device Name	MAC	IP Address	Version
<input checked="" type="checkbox"/>	Online	AirLive SC-300W	SC-300W	00-4F-4A-AD-11-2C	192.168.0.69	

Showing 21 to 30 of 76 entries

Previous 1 2 3 4 5 ... 8 Next



192.168.0.32 00-4f-63-00-65-92

Connection.....

Cable status.....

192.168.0.69 00-4f-4a-ad-11-2c

### 5.3.3. Traffic Monitor

This page displays visual chart of network traffic of all the devices managed by PoE DMS switch.

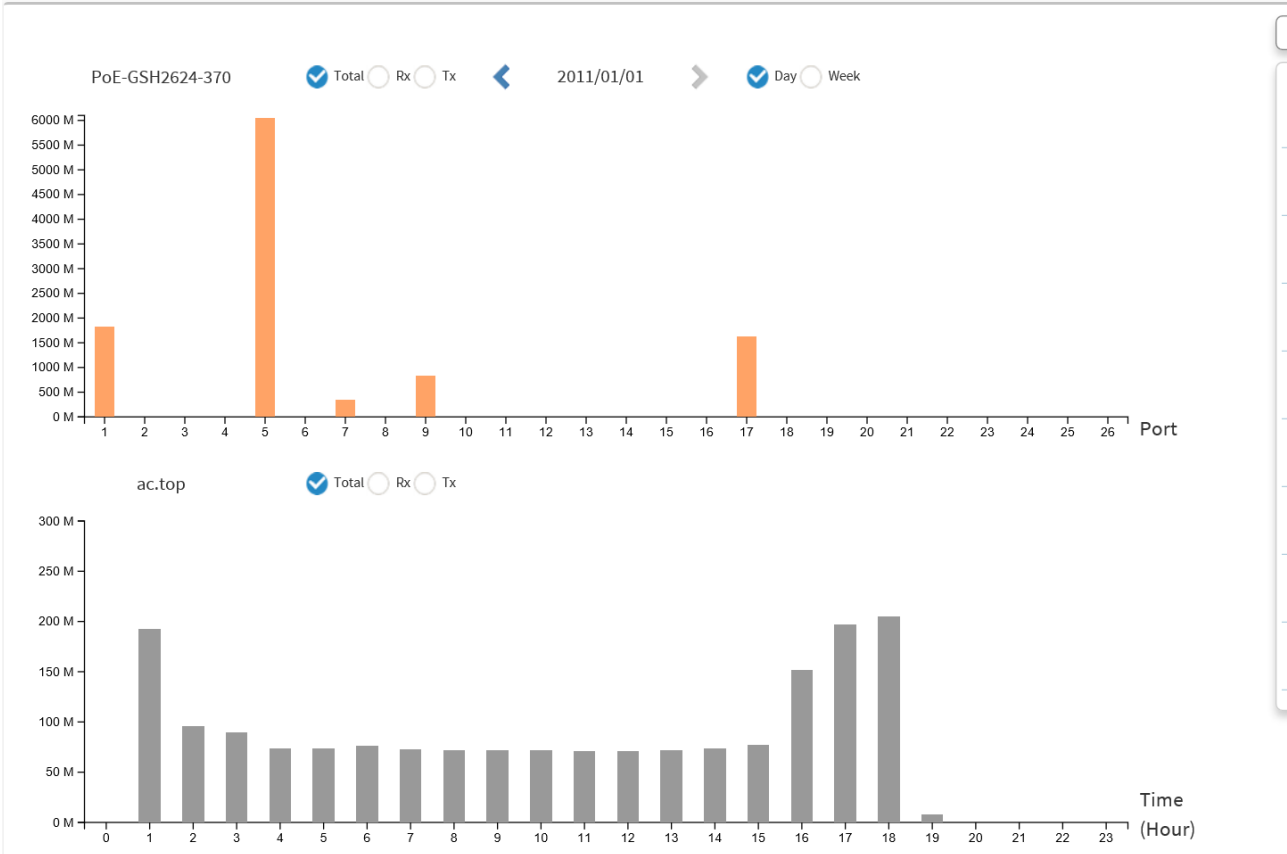
#### Web interface

To configure DMS Information in the web interface:

1. Click DMS, Monitor and Traffic.
2. Specify the DMS state, longitude and latitude, IP address, Subnet Mask.
3. Click Apply

## Traffic Chart

### Traffic Monitor



# 6

## Trouble Shooting

This section is intended to help you solve the most common problems on the POE-GSH1816R-250.

### 6.1 Incorrect Connections

The switch port can auto detect straight or crossover cable when you link switch with other Ethernet device. For the RJ-45 connector should use correct UTP or STP cable, 10/100Mbps port use 2 pairs twisted cable and Gigabit 1000T port use 4 pairs twisted cable. If the RJ-45 connector is not correct pin on right position then the link will fail. For fiber connection, please notice that fiber cable mode and fiber module should be match.

#### ■ Faulty or loose cables

Look for loose or obviously faulty connections. If they appear to be OK, make sure the connections are snug. IF that does not correct the problem, try a different cable.

#### ■ Non-standard cables

Non-standard and miss-wired cables may cause numerous network collisions and other network problem, and can seriously impair network performance. A category 5e-cable tester is a recommended tool for every 1000Base-T network installation.

#### ■ Improper Network Topologies

It is important to make sure that you have a valid network topology. Common topology faults include excessive cable length and too many repeaters (hubs) between end nodes. In addition, you should make sure that your network topology contains no data path loops. Between any two ends nodes, there should be only one active cabling path at any time. Data path loops will cause broadcast storms that will severely impact your network performance.

## 6.2 Cabling

**RJ-45 ports:** use unshielded twisted-pair (UTP) or shield twisted-pair (STP) cable for RJ-45 connections: 100Ω Category 3, 4 or 5 cable for 10Mbps connections or 100Ω Category 5 cable for 100Mbps connections. Also be sure that the length of any twisted-pair connection does not exceed 100 meters (328 feet). Gigabit port should use Cat-5 or cat-5e cable for 1000Mbps connections. The length does not exceed 100 meters.

# 7

## Specifications

This section provides the specifications of POE-GSH1816R-250, and the following table lists these specifications.

<b>Standard</b>	<ul style="list-style-type: none"> <li>● IEEE802.3 10BASE-T</li> <li>● IEEE802.3u 100BASE-TX/100BASE-FX</li> <li>● IEEE802.3z Gigabit SX/LX</li> <li>● IEEE802.3ab Gigabit 1000T</li> <li>● IEEE802.3x Flow Control and Back pressure</li> <li>● IEEE802.3ad Port trunk with LACP</li> <li>● IEEE802.1d Spanning tree protocol</li> <li>● IEEE802.1p Class of service</li> <li>● IEEE802.1Q VLAN Tagging</li> <li>● IEEE802.1w Rapid Spanning tree protocol</li> <li>● IEEE802.1s Multicast Spanning tree protocol</li> <li>● IEEE802.3 at/af PoE</li> </ul>
<b>Interface</b>	<ul style="list-style-type: none"> <li>● 16x 10/100/1000Mbps RJ45 ports,</li> <li>● 2x SFP 100/1000Mbps ports</li> </ul>
<b>Switch architecture</b>	<ul style="list-style-type: none"> <li>● Store and forward switch architecture.</li> <li>● Back-plane up to 36Gbps</li> </ul>
<b>MAC address</b>	<ul style="list-style-type: none"> <li>● 8K</li> </ul>
<b>LED</b>	<ul style="list-style-type: none"> <li>● System</li> <li>● Link/Act</li> <li>● POE</li> </ul>

**Management**

- Web/ SNMP v1,v2c,V3 management,
- RFC Standard
  - ✓ SNMP agent : MIB-2 (RFC 1213)
  - ✓ Bridge MIB (RFC 1493)
  - ✓ RMON MIB (RFC 1757)-statistics
  - ✓ Ethernet-like MIB (RFC 1643)
  - ✓ Enterprise MIB
- SNMP Trap
- Port Trunk
  - ✓ Support IEEE802.3ad with LACP function.
  - ✓ Up to 12 trunk groups and group member up to 16.
- Supports IEEE802.1d STP & IEEE802.1w RSTP & MSTP
- VLAN
  - ✓ Port-base VLAN
  - ✓ IEEE 802.1Q Tag-base VLAN, 4094 max, up to 4094 active VLANs including static and dynamic entry
  - ✓ MAC-based VLAN
  - ✓ Management VLAN
  - ✓ Private VLAN Edge (PVE)
  - ✓ Q-in-Q (double tag) VLAN
- QoS policy:
  - ✓ Support 8 hardware queues
  - ✓ Support WRR , 802.1p/CoS
  - ✓ Support Port based; 802.1p VLAN Priority based, IPv4/IPv6 precedence/ToS/(DiffServ), Classification and re-marking ACLs, trusted QoS
  - ✓ Support Rate Limiting QoS



	<ul style="list-style-type: none"> <li>✓ IPv6 Applications QoS</li> <li>● Supports IGMP v1/v2/v3 snooping</li> <li>● Supports IPv4/IPv6 Dual Stack</li> <li>● Supports Port Mirroring</li> <li>● Supports 802.1x, Radius/TACACS+</li> <li>● Support Access Control List</li> <li>● Support IP Source Guard</li> <li>● Locks MAC address to ports and Limit the number of learned MAC address</li> <li>● Support UPnP</li> </ul>
<b>Temperature</b>	<ul style="list-style-type: none"> <li>● Operating: 0 to 40°C</li> <li>● Storage: -20 to 70°C</li> </ul>
<b>Humidity</b>	<ul style="list-style-type: none"> <li>● Operating: 10% ~ 90%</li> <li>● Storage: 5% ~ 90%</li> </ul>
<b>Power</b>	<ul style="list-style-type: none"> <li>● 100~240VAC 50/60Hz (maximum)</li> </ul>
<b>PoE Power Budget</b>	<ul style="list-style-type: none"> <li>● 250W</li> </ul>
<b>Dimensions</b>	<ul style="list-style-type: none"> <li>● 442 x 44 x 211 mm</li> </ul>

# 8

## Network Glossary

The network glossary contains explanation or information about common terms used in wireless networking products. Some of information in this glossary might be outdated, please use with caution.

### **100Base-FX**

The IEEE standard defines how to transmit Fast Ethernet 100Mbps data using multi-mode or single fiber optic cable

### **100Base-TX**

Also known as 802.3u. The IEEE standard defines how to transmit Fast Ethernet 100Mbps using Cat.5 UTP/STP cable. The 100Base-TX standard is backward compatible with the 10Mbps 10-BaseT standard.

### **1000Base-SX**

Also known as 802.3z. The IEEE standard defines how to transmit gigabit Ethernet data using multi-mode fiber optic cables. This standard allows transmission distance of 550 meter, which is more than 5 times longer than the 100-meter limitation of 1000Base-T. The 1000Base-SX cannot run in 100Mbps mode.

### **1000Base-LX**

The IEEE standard defines how to transmit gigabit Ethernet data using single mode fiber optic cables. This standard allows transmission distance of 5km or more using single mode fiber. The 1000Base-LX cannot run in 100Mbps mode.

### **1000Base-T**

Also known 802.3ab standard. The IEEE standard defines how to transmit Gigabit data through the use of Cat.5 UTP/STP cable. The 1000Base-T can run in 10/100/1000Mbps speed, and is backward compatible with 10/100Base-TX standard.

### **802.1d STP**

Spanning Tree Protocol. It is an algorithm to prevent network from loop topology. Spanning tree allows a network design to include spare (redundant) links to provide automatic backup paths if an active link fails, without the danger of bridge loops, or the need for manual enabling/disabling of these backup links. Bridge loop must be avoided because of flooding issue in the network.

### **802.1Q Tag VLAN**

In 802.1Q VLAN, the VLAN information is written into the Ethernet packet itself. Each packet carries a VLAN ID(called Tag) as it traveled across the network. Therefore, the VLAN configuration can be configured across multiple switches. In 802.1Q spec, possible 4096 VLAN ID can be created. Although for some devices, they can only view in frames of 256 ID at a time.

### **802.1x**

802.1x is a security standard for wired and wireless LANs. In the 802.1x parlance, there are usually supplicants (client), authenticator (switch or AP), and authentication server (radius server) in the network. When a supplicants request a service, the authenticator will pass the request and wait for the authentication server to grant access and register accounting. The 802.1x is the most widely used method of authentication by WISP.

### **802.1w**

Rapid Spanning Tree Protocol. It is a refinement of STP, which provides faster spanning tree convergence after a topology change. While STP can take 30 or 50 seconds to respond to a topology change, RSTP is typically able to respond to changes within a second.

## **DHCP**

Dynamic Hosting Configuration Protocol. A protocol that enables a server to dynamically assign IP addresses. When DHCP is used, whenever a computer logs onto the network, it automatically gets an IP address assigned by DHCP server. A DHCP server can either be a designed PC on the network or another network device, such as a router.

## **Firmware**

The program that runs inside embedded device such as AP or Switch. Many network devices are firmware upgradeable through web interface or utility program.

## **FTP**

File Transfer Protocol. A standard protocol for sending files between computer over a TCP/IP network and the internet.

## **IGMP Snooping**

Internet Group Management Protocol. It is a Layer 3 protocol to report IP multicast memberships to neighboring multicast switches and routers. IGMP Snooping is a feature that allows an Ethernet Switch to “listen in” on the IGMP conversation between hosts and routers. When IGMP snooping is enabled in a switch, it prevent hosts on a local network from receiving traffic for a multicast group they have not explicitly joined. It provides switches with a mechanism to prune multicast traffic from links that do not contain a multicast listener (IGMP client).

## **IP Address**

IP (Internet Protocol) is a Layer 3 network protocol that is the basis of all Internet communication. An IP address is 32-bit number that identifies each sender or receiver of information that is sent across the Internet. An IP address has two parts: an identifier of a particular network on the Internet and an identifier of the particular device (which can be a server or a workstation) within that network. The new IPv6 specification supports 128-bit IP address format.

### **LACP (802.3ad) Trunking**

Link Aggregation Control Protocol. It is protocol defines how to combine the several Ethernet ports into one high-bandwidth port to increase the transmission speed. It is also known as port trunking. Both devices must set the trunking feature to work.

### **MAC**

Media Access Control. MAC address provides Layer-2 identification for network devices. Each Ethernet device has its own unique address. The first 6 digits are unique for each device manufacturers. When a network device has MAC access control feature, only the devices with the approved MAC address can connect with the network.

### **Mbps**

Megabits Per Second. One million bits per second; a unit of measurement for data transmission.

### **MiniGBIC**

A type of Gigabit Ethernet module interface that uses SFP (Small Form-factor Pluggable) transceiver. The MiniGBIC equipped with Switches typically comes with the MiniGBIC slot for optional SFP optical transceiver.

### **Packet**

A unit of data sent over a network.

### **Rate Control**

It is an Ethernet switch's function to control the upstream and downstream speed of an individual port. Rate control management use "Flow Control" to limit the speed of a port. Therefore, the Ethernet adapter must also have the flow control enabled. One way to force the adapter's flow control on is to set a port to half-duplex mode.

## **SNMP**

Simple Network Management Protocol. A set of protocols for managing complex networks. The SNMP network contains three key elements: managed devices, agents, and network-management system (NMS). Managed devices are network devices that contain SNMP agents. SNMP agents are programs that reside on a device's firmware to provide SNMP configuration service. The NMS typically is PC-based software that can monitor and control managed devices remotely.

## **Subnet Mask**

An address code mask that determines the size of the network. An IP subnet is determined by performing a BIT-wise AND operation between the IP address and the subnet mask. By changing the subnet mask, you can change the scope and size of a network.

## **TFTP**

Trivial File Transfer Protocol. A file transfer protocol, with the functionality of a very basic form of FTP. It is used to transfer small amounts of data between hosts on a network, such as Switch firmware.

The switch port can auto detect straight or crossover cable when you link switch with other Ethernet device. For the RJ-45 connector should use correct UTP or STP cable, 10/100Mbps port use 2 pairs twisted cable and Gigabit 1000T port use 4 pairs twisted cable. If the RJ-45 connector is not correct pin on right position then the link will fail. For fiber connection, please notice that fiber cable mode and fiber module should be match.

### **■ Faulty or loose cables**

Look for loose or obviously faulty connections. If they appear to be OK, make sure the connections are snug. If that does not correct the problem, try a different cable.

### **■ Non-standard cables**

Non-standard and miss-wired cables may cause numerous network collisions and other network problems, and can seriously impair network performance. A category 5e-cable tester is a recommended tool for every 100Base-T network installation.

## ■ Improper Network Topologies

It is important to make sure that you have a valid network topology. Common topology faults include excessive cable length and too many repeaters (hubs) between end nodes. In addition, you should make sure that your network topology contains no data path loops. Between any two ends nodes, there should be only one active cabling path at any time. Data path loops will cause broadcast storms that will severely impact your network performance.

### 8.1 Cabling

**RJ-45 ports:** use unshielded twisted-pair (UTP) or shield twisted-pair (STP) cable for RJ-45 connections: 100Ω Category 3, 4 or 5 cable for 10Mbps connections or 100Ω Category 5 cable for 100Mbps connections. Also be sure that the length of any twisted-pair connection does not exceed 100 meters (328 feet). Gigabit port should use Cat-5 or cat-5e cable for 1000Mbps connections. The length does not exceed 100 meters.