



AW-GEV-104B-130

AW-GEV-184B-250

AW-GEV-264B-370

VivoCam Web Smart Managed PoE Switch

User Manual

Rev. 2.0

For firmware version 0003

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About This Manual

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Purpose

This GUI user guide gives specific information on how to operate and use the management functions of the AW-GEV series switch via HTTP/HTTPS web browser

Audience

The Manual is intended for use by network administrators who are responsible for operating and maintaining network equipment; consequently, it assumes a basic working knowledge of general switch functions, the Internet Protocol (IP), and Hypertext Transfer Protocol (HTTP).

CONVENTIONS

The following conventions are used throughout this manual to show information.

WARRANTY

See the Customer Support/ Warranty booklet included with the product. A copy of the specific warranty terms applicable to your VIVOTEK products and replacement parts can be obtained from your VIVOTEK Sales and Service Office authorized dealer.

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NOTE:

For users who use this switch in a surveillance application, you can go directly to Chapter 13 for information directly related to surveillance deployments.

Table of Contents

ABOUT THIS MANUAL	ii
<i>Revision History</i>	<i>vii</i>
INTRODUCTION	1
CHAPTER 1 OPERATION OF WEB-BASED MANAGEMENT	3
CHAPTER 2 SYSTEM	7
2-1 SYSTEM INFORMATION	7
2-2 IP ADVANCE	9
2-2.1 IP Configuration	9
2-2.2 IP Status	13
2-3 SYSTEM TIME	15
2-4 LOG	19
2-4.1 Syslog Configuration	19
2-4.2 View Log	21
2-5 LLDP	23
2-5.1 LLDP Configuration	23
2-5.2 LLDP-MED Configuration	26
2-5.3 LLDP Neighbour	33
2-5.4 LLDP-MED Neighbour	35
2-5.5 LLDP Statistics	39
2-6 UPNP	41
CHAPTER 3 PORT MANAGEMENT	43
3-1 PORT CONFIGURATION	43
3-2 PORT STATISTICS	46
3-3 SFP PORT INFO	50
3-4 ENERGY EFFICIENT ETHERNET	52
3-5 LINK AGGREGATION	53
3-5.1 Port	53
3-5.2 Aggregator View	55
3-5.3 Aggregation Hash Mode	57
3-5.4 LACP System Priority	59
3-6 LOOP PROTECTION	60
3-6.1 Configuration	60
3-6.2 Status	62
CHAPTER 4 POE MANAGEMENT	64
4-1 POE CONFIGURATION	64
4-2 POE STATUS	66
CHAPTER 5 VLAN MANAGEMENT	68
5-1 VLAN CONFIGURATION	68
5-2 VLAN MEMBERSHIP	72
5-3 VLAN PORT STATUS	74
CHAPTER 6 QUALITY OF SERVICE	76
6-1 GLOBAL SETTINGS	76
6-2 PORT SETTINGS	78
6-3 PORT POLICING	80
6-4 PORT SHAPER	81
6-5 STORM CONTROL	83
6-6 PORT SCHEDULER	85

6-7 CoS/802.1P MAPPING	86
6-8 CoS/802.1P REMARKING	87
6-9 IP PRECEDENCE MAPPING	88
6-10 IP PRECEDENCE REMARKING	89
6-11 DSCP MAPPING	90
6-12 DSCP REMARKING	91
CHAPTER 7 SPANNING TREE	92
7-1 STATE	92
7-2 REGION CONFIG	94
7-3 INSTANCE VIEW	95
CHAPTER 8 MAC ADDRESS TABLES	102
8-1 CONFIGURATION	102
8-2 INFORMATION	105
CHAPTER 9 MULTICAST	107
9-1 IGMP SNOOPING	107
9-1.1 Basic Configuration	107
9-1.2 VLAN Configuration	110
9-1.3 Status	112
9-1.4 Group Information	114
9-1.5 IGMP SFM Information	116
CHAPTER 10 SECURITY	118
10-1 MANAGEMENT	118
10-2 IEEE 802.1X	122
10-2.1 Configuration	122
10-2.2 Status	125
10-3 PORT SECURITY	127
10-3.1 Configuration	127
10-3.2 Status	130
10-4 RADIUS	132
10-4.1 Configuration	132
10-4.2 Status	135
CHAPTER 11 DIAGNOSTICS	140
11-1 PING	140
11-2 CABLE DIAGNOSTICS	142
11-3 TRACEROUTE	143
11-4 MIRROR	144
CHAPTER 12 MAINTENANCE	146
12-1 CONFIGURATION	146
12-1.1 Save startup-config	146
12-1.2 Backup config	148
12-1.3 Restore config	149
12-1.4 Activate config	150
12-1.5 Delete config	151
12-2 RESTART DEVICE	152
12-3 FACTORY DEFAULTS	153
12-4 FIRMWARE	154
12-4.1 Firmware Upgrade	154
CHAPTER 13 SURVEILLANCE - GRAPHICAL MONITORING	155
13-1 OVERVIEW	155

GRAPHICAL MONITORING	157
TOPOLOGY VIEW	157
FLOOR VIEW	165
MAP VIEW	167
MANAGEMENT	168
DEVICE LIST	168
VVTK CAMERA & ENCODER.....	169
CAMERA CONFIGURE.....	170
MAINTENANCE	171

Revision History

Release	Date	Revision
Initial Release	2016/08/25	1.0
FW0003 Release	2017/09/05	2.0

Hardware Reset / Mode Button

The reset button is used to reboot the PoE switch or to restore the factory default settings. Sometimes resetting the system can return the PoE switch to normal operation. If the system problems remain after reset, restore the factory settings and try again.

Reboot: Press **3~10** seconds and release the recessed reset button. Wait for the PoE Switch to reboot.

Reset to factory default: Press longer than **10** seconds and release the recessed reset button. Wait for the PoE Switch to reset to factory default & Reboot.

The mode button is use to switch LED indicator's mode.

Link / ACT/ Speed: Press shorter than **3 seconds** and release the recessed mode button. The Link / ACT/ Speed LED will on.

Green when displaying Link/ACT/Speed status of Ethernet ports.

PoE : Press shorter than **3 seconds** and release the recessed mode button. The PoE LED will turn on. Green when displaying the PoE link status with powered devices.

Overview

In this User Guide, it will not only tell you how to install and connect your network system but configure and monitor the AW-GEV-104B-130, AW-GEV-184B-250, or AW-GEV-264B-370 through the web by (RJ-45) serial interface and Ethernet ports step-by-step. Many explanations in detail of hardware and software functions are shown as well as the examples of the operation for web-based interface.

The AW-GEV series switches are the next generation web smart+ managed switch from VIVOTEK, is a portfolio of affordable managed switches that provides a reliable infrastructure for your business network. These switches deliver more intelligent features you need to improve the availability of your critical business applications, protect your sensitive information, and optimize your network bandwidth to deliver information and applications more effectively. It provides the ideal combination of affordability and capabilities for entry level networking includes small business or enterprise application and helps you create a more efficient, better-connected workforce.

The AW-GEV series Web Smart+ Managed Switches provide 10/18/26 ports in a single device; the specification is highlighted as follows.

- DHCP Server & Client & Relay & Snooping
- QoS Hardware Queues, Classification, Rate Limiting, Priority Queue Scheduling
- Tag-Based VLAN, Port-Based VLAN, Protocol-Based VLAN, IP Subnet-Based VLAN, MAC-Based VLAN
- Private VLAN Edge (PVE), Voice VLAN, Q-in-Q VLAN, GVRP VLAN
- Multicast VLAN Registration (MVR)
- 802.1d (STP), 802.1w (RSTP), 802.1s (MSTP) & Loop Protection
- IEEE802.3ad LACP and Static Link Aggregation
- IGMP Snooping v1/v2 & Querier & Proxy
- SNMP v1/v2c/v3 User-Based Security Model (USM)
- IEEE802.1x RADIUS & TACACS+ Authentication
- IP Source Guard
- IEEE802.3az Energy-Efficient Ethernet

Overview of this User Guide

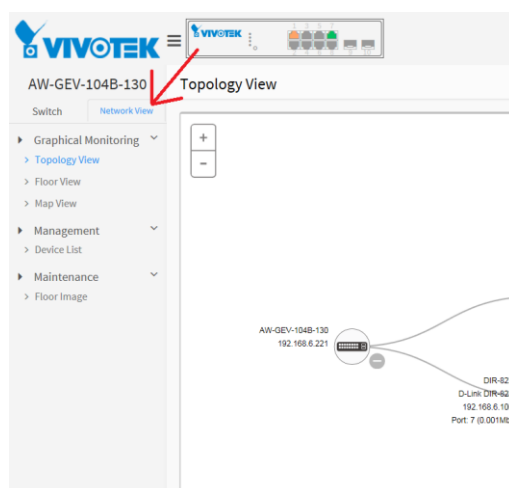
- Chapter 1 "Operation of Web-based Management"
- Chapter 2 "System"
- Chapter 3 "Port Management"
- Chapter 4 "PoE Management"
- Chapter 5 "VLAN Management"
- Chapter 6 "Quality of Service"
- Chapter 7 "Spanning tree"
- Chapter 8 "MAC Address Tables"

- Chapter 9 "Multicast"
- Chapter 10 "Security"
- Chapter 11 "Diagnostics"
- Chapter 12 "Maintenance"
- Chapter 13 "Surveillance"

Initial Configuration

IMPORTANT:

1. It is recommended to use **IE10** or **IE11** to open a web console with the PoE switch.
2. This PoE switch is specifically designed for surveillance applications. It comes with an integrated Surveillance interface for ease of configuration. The interface is accessed through a tabbed menu, and the configuration changes made in its window have a higher priority than those in the Switch configuration menus.

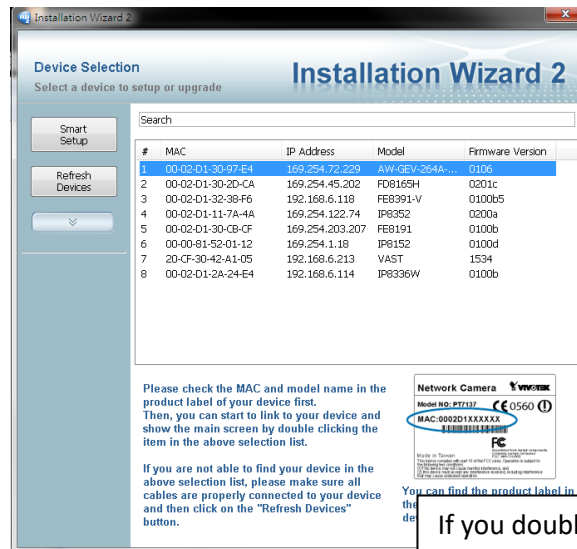


This chapter instructs you how to configure and manage the switch through the web user interface. With this facility, you can easily access and monitor through any one port of the switch all the status of the switch, including MIBs status, each port activity, Spanning tree status, port aggregation status, multicast traffic, VLAN and priority status, even illegal access record and so on.

The default values of the AW-GEV series switches are listed in the table below:

IP Address	DHCP client
Subnet Mask	255.255.255.0
Default Gateway	N/A
Username	admin
Password	admin

You can find the PoE switch using VIVOTEK's IW2 utility. If network address conflicts occur, use this utility to locate the PoE switch.



If you double-click on the entry found on the IW2 utility, an IE console will be opened. If you prefer using Firefox or Google Chrome, you can manually enter the IP address in your browser's URL field.

If you enabled the onboard DHCP server on the PoE switch, you can browse it. For instance, type <http://192.168.1.1> in the address row in a browser, it will display the following screen and ask you to enter a username and password in order to login and access authentication.

The default username is **"admin"** and password is **admin**. For the first time to use, please enter the default username and password, and then click the **<Login>** button. The login process now is completed. In this login menu, you have to input the complete username and password respectively, the AW-GEV switch will not give you a shortcut to username automatically. This looks inconvenient, but safer.

The AW-GEV switch allows two or more users to manage the switch using the administrator's identity. The configuration changes made will take effect depending on who made the last configuration change.

This chapter instructs you how to configure and manage the AW-GEV switch through the web user interface. With this facility, you can easily access and monitor through any one port of the switch all the status of the switch, including MIBs status, each port activity, Spanning tree status, port aggregation status, multicast traffic, VLAN and priority status, even illegal access record and so on.

After the AW-GEV switch has been finished configuration it interface, you can browse it. For instance, type <http://192.168.1.1> in the address row in a browser, it will display the following screen and ask you inputting username and password in order to login and access authentication.



AW-GEV-104B-130

PASSWORD IP ADDRESS DATE & TIME INFORMATION

1 2 3 4

Change default password

New password

Repeat new password

Next

A startup wizard page will prompt the first time you access the switch. The first step is to configure a password for access security.

If necessary, configure a static IP for the switch. Click Next to proceed.



AW-GEV-104B-130

PASSWORD IP ADDRESS DATE & TIME INFORMATION

1 2 3 4

Set IP address

Obtain IP address via DHCP

Set IP address manually

Previous Next

You can then configuration the data and time setting for the switch either by assigning a network time server or manually enter the values using the calendar.



You should enter additional information such as system contact and system location. When done, click the Apply button.



The default username is **“admin”** and password is **empty**. For the first time to use, please enter the default username and password, and then click the **<Login>** button. The login process now is completed. In this login menu, you have to input the complete username and password respectively, the AW-GEV switch will not give you a shortcut to username automatically. This looks inconvenient, but safer.

The AW-GEV switch allows two or more users using administrator’s identity to manage this switch, which administrator to do the last setting, it will be an available configuration to effect the system.



NOTE:

When you login the Switch WEB page to manage. You must first type the Username of the admin. Password was blank, so when you type after the end Username, please press enter. Management page to enter WEB.


When you login AW-GEV series switch Web UI management, you can use both ipv4 ipv6 login to manage

To optimize the display effect, we recommend you use Microsoft IE 6.0 above, Netscape V7.1 above or Firefox V1.00 above and have the resolution 1024x768. The switch supported neutral web browser interface



NOTE:

AS AW-GEV switch the function enable dhcp, so If you do not have DHCP server to provide ip addresses to the switch, the Switch **default ip 192.168.1.1**



A login form with a light gray border. It contains three main sections: a top empty text input field, a middle text input field with the placeholder text "Password", and a bottom blue button with the text "Login" centered on it.

Figure 1: The login page

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

2-1 System Information

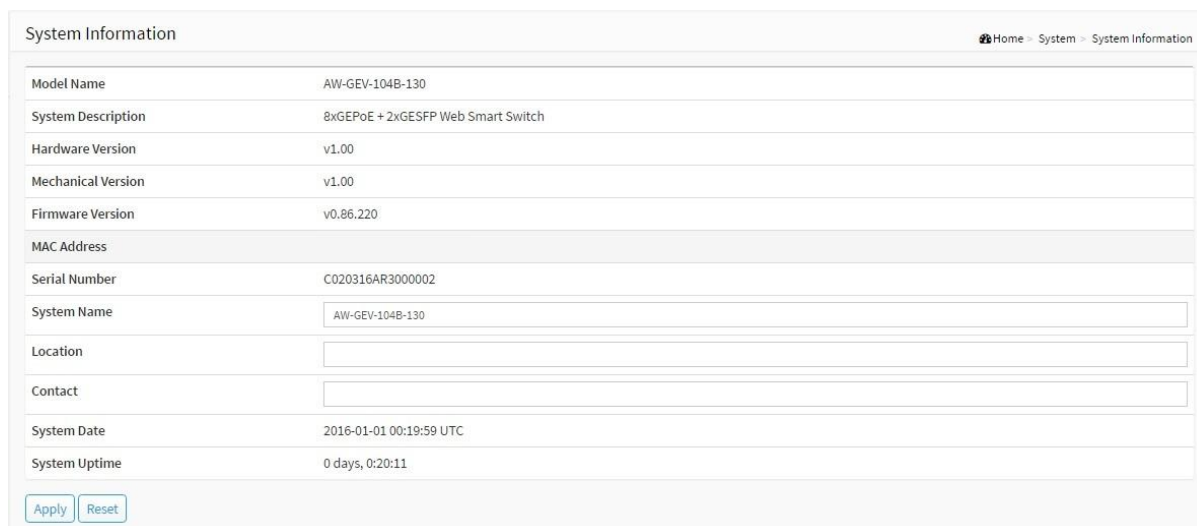
You can identify the system by configuring system name, location and the contact of the switch.

The switch system's contact information is provided here.

Web interface

To configure System Information in the web interface:

1. Click System and System Information.
2. Write System Name, Location, Contact information in this page.
3. Click Apply



System Information	
Model Name	AW-GEV-104B-130
System Description	8xGEPoE + 2xGESFP Web Smart Switch
Hardware Version	v1.00
Mechanical Version	v1.00
Firmware Version	v0.86.220
MAC Address	
Serial Number	C020316AR3000002
System Name	<input type="text" value="AW-GEV-104B-130"/>
Location	<input type="text"/>
Contact	<input type="text"/>
System Date	2016-01-01 00:19:59 UTC
System Uptime	0 days, 0:20:11
<input type="button" value="Apply"/> <input type="button" value="Reset"/>	

Figure 2-1: System Information

Parameter description:

- **System name :**

An administratively assigned name for this managed node. By convention, this is the node's fully-qualified domain name. A domain name is a text string drawn from the alphabet (A-Z, a-z), digits (0-9), minus sign (-). No space characters are permitted as part of a name. The first character must be an alpha character. And the first or last character must not be a minus sign. The allowed string length is 0 to 128.

- **Location :**

The physical location of this node(e.g., telephone closet, 3rd floor). The allowed string length is 0 to 128, and the allowed content is the ASCII characters from 32 to 1.

- **Contact :**

The textual identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 128, and the allowed content is the ASCII characters from 32 to 126.

2-2 IP Address

2-2.1 IP Settings

IPv4 DHCP Enable:

Enables the DHCP client mode setting for listening to a DHCP server in the local network.

IPv4 Address:

The IPv4 address of the interface VLAN1.

Subnet mask:

The IPv4 network mask of the interface VLAN1.

DNS Server:

Select the source of DNS service.

1. No DNS server.
2. Configured: User defined.
3. From any DHCP interfaces: as provided by a router offering the DHCP service
4. From this DHCP interface: If a router exists in a specific VLAN configuration, listen to the particular router for the DNS service.

IPv4 DHCP Client Enable	<input type="checkbox"/>
IPv4 Address	<input type="text" value="192.168.50.1"/>
Subnet Mask	<input type="text" value="255.255.255.0"/>
Gateway	<input type="text" value="192.168.50.254"/>
DNS Server	<input type="text" value="No DNS server"/> <input type="button" value="v"/> <input type="text"/>

Figure 2-2.1: IP Settings

2-2.2 Advanced IP Settings

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 8.

Web Interface

To configure an IP configuration in the web interface:

1. Click System, IP Advance and IP Configuration.
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

IP Configuration Home > System > IP Address > Configuration

DNS Server Configured 8.8.8.8

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		192.168.1.1	24		

IP Routes

Delete	Network	Mask Length	Gateway	Next Hop VLAN
<input type="checkbox"/>	0.0.0.0	0	192.168.1.254	0

Figure 2-2.2: The IP configuration

Parameter description:

IP Configuration

● **DNS Server :**

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

- 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.
- From any DHCP interfaces
The first DNS server offered from a DHCP lease to a DHCP-enabled interface will be used.

IP Interfaces

● **Delete :**

Select this option to delete an existing IP interface.

● **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 an new interface.

● **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.

● **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.

- **IPv4 DHCP Current Lease :**

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

- **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.

- **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.

- **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.

- **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

- **Delete :**

Select this option to delete an existing IP route.

- **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.

- **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).

- **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.

- **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

- **Add Interface :**
Click to add a new IP interface. A maximum of 8 interfaces is supported.
- **Add Route :**
Click to add a new IP route. A maximum of 8 routes is supported.
- **Apply :**
Click to save changes.
- **Reset :**
Click to undo any changes made locally and revert to previously saved values.

NOTE: If you configure switches and IP cameras to be using static IPs, make sure to configure the same gateway value and subnet settings for IP cameras under IP routers for all switches to work properly on the Topology view.

2-2.2 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 neighbour cache (ARP cache) status.

Web Interface

To display the log configuration in the web interface:

1. Click System, IP Advance and IP Status.
2. Display the IP Configuration information.

IP Status Home > System > IP Advance > IP Status

Auto-refresh off [Refresh](#)

IP Interfaces

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		UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
VLAN1	IPv4	192.168.1.1/24	
VLAN1	IPv6	fe80::2e0:4cff:fe00:0/64	

IP Routes

Network	Gateway	Status	Interface
127.0.0.0/24	0.0.0.0	UP	OS:lo
192.168.1.0/24	0.0.0.0	UP	VLAN1
::1/128	::	UP	OS:lo
fe80::/64	::	UP	VLAN1
fe80::2e0:4cff:fe00:0/128	::	UP	OS:lo
ff00::/8	::	UP	VLAN1

Neighbour Cache

IP Address	Link Address
192.168.1.33	VLAN1:00-e0-4c-36-14-16

Figure 2-2.2: The IP Status

Parameter description:

IP Interfaces

- **Interface :**
Show the name of the interface.
- **Type :**
Show the address type of the entry. This may be LINK or IPv4.
- **Address :**
Show the current address of the interface (of the given type).
- **Status :**
Show the status flags of the interface (and/or address).

IP Routes

- **Network :**
Show the destination IP network or host address of this route.
- **Gateway :**
Show the gateway address of this route.
- **Status :**
Show the status flags of the route.
- **Interface:**
Show the name of the interface.

Neighbour cache

- **IP Address :**
Show the IP address of the entry.
- **Link Address :**
Show the Link (MAC) address for which a binding to the IP address given exist.

Buttons

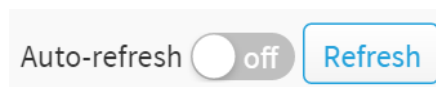


Figure 2-2.2: The IP Status buttons

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

2-3 System 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 System and System Time
2. Specify the Time parameter.
3. Click Apply.

Time Configuration
Home > System > System Time

Time Configuration

Clock Source	Local Settings ▾	Configure NTP Server
System Date	2000-01-01 18:24:01	(yyyy-mm-dd hh:mm:ss)

Time Zone Configuration

Time Zone	None ▾
Acronym	(0 - 16 characters)

Daylight Saving Time Configuration

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

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

Figure 2-3: The time configuration

Parameter description:

Time Configuration

- **Clock Source :**

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

- **System Date :**

Show the current time of the system. The year of system date limits between 2001 and 2037.

Time Zone Configuration

- **Time Zone :**

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

- **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

- **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

- **Start time settings :**

Week - Select the starting week number.

Day - Select the starting day.

Month - Select the starting month.

Hours - Select the starting hour.

- **End time settings :**

Week - Select the ending week number.

Day - Select the ending day.

Month - Select the ending month.

Hours - Select the ending hour.

- **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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

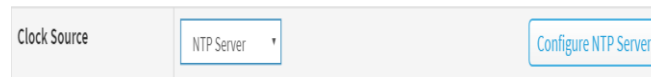


Figure 4-4: The Configure NTP Server button

- **Configure NTP Server :**

Click to configure NTP server, When Clock Source select from NTP Server.

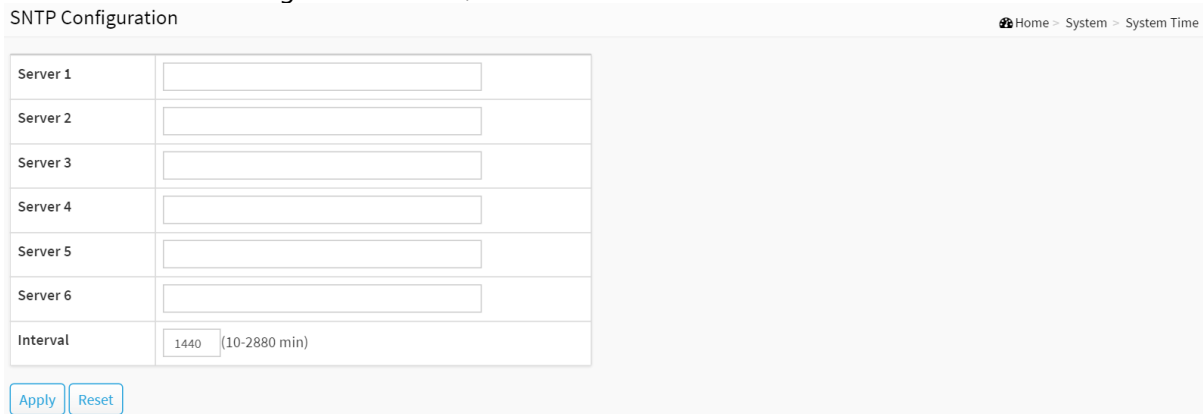


Figure 4-4: The SNTP configuration

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 a 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.

Parameter description :

- **Server 1 to 6:**

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'.

- **Interval**

You can specify the time interval in seconds after which a time check and, in case of deviation, a resynchronization of the internal device clock against the specified timeserver via Network Time Protocol(NTP) should be performed.

Buttons

These buttons are displayed on the SNTP page:

- **Apply :**

Click to save changes.

- **Reset :**

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

2-4 Log

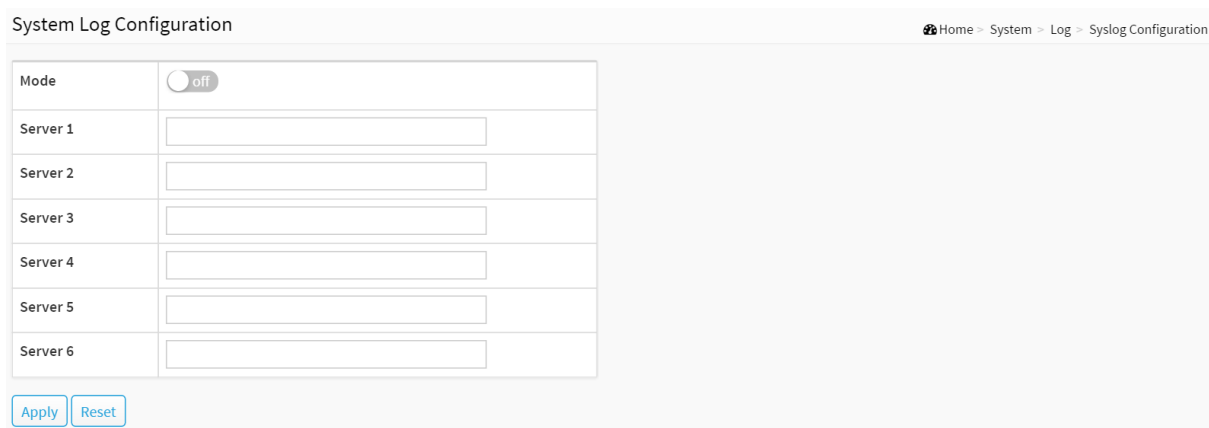
2-4.1 Syslog Configuration

The Syslog Configuration 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 Syslog Configuration in the web interface:

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



Mode	<input type="radio"/> 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"/>

Apply Reset

Figure 2-4.1: The System Log configuration

Parameter description:

- **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:

On: Enable server mode operation.

Off: Disable server mode operation.

- **Server 1 to 6 :**

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

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

2-4.2 View Log

This section describes that display the system log information of the switch

Web Interface

To display the log configuration in the web interface:

1. Click System, Log and View Log.
2. Display the log information.

System Log Information Home > System > Log > View Log

Refresh Clear Logs

Show 10 entries Search:

ID	Level	Time	Message
1	Warning	2001-01-02 01:59:59	Bad password attempt for user 'admin' and authenticated by Web
2	Warning	2001-01-02 02:00:03	Bad password attempt for user '' and authenticated by Web
3	Warning	2001-01-02 02:00:04	Bad password attempt for user '' and authenticated by Web
4	Info	2001-01-02 02:00:08	Login passed for user 'admin'

Showing 1 to 4 of 4 entries Previous 1 Next

Figure 2-4.2: The System Log Information

Parameter description:

- **ID :**
ID (≥ 1) of the system log entry.
- **Level :**
level of the system log entry. The following level types are supported:
Debug : debug level message.
Info : informational message.
Notice : normal, but significant, condition.
Warning : warning condition.
Error : error condition.
Crit : critical conditions.
Alert : action must be taken immediately.
Emerg : system is unusable.
- **Time :**
It will display the log record by device time. The time of the system log entry.
- **Message :**
It will display the log detail message. The message of the system log entry.
- **Search :**
You can search for the information that you want to see.
- **Show entries :**

You can choose how many items you want to show off.

Buttons

- **Refresh :**
Updates the system log entries, starting from the current entry ID.
- **Clear Logs :**
Clear all the system log entries.
- **Next :**
Updates the system log entries, turn to the next page.
- **Previous :**
Updates the system log entries, turn to the previous page.

2-5 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.

2-5.1 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 System, LLDP and 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	<input type="text" value="30"/>	seconds
Tx Hold	<input type="text" value="4"/>	times
Tx Delay	<input type="text" value="2"/>	seconds
Tx Reinit	<input type="text" value="2"/>	seconds

LLDP Port Configuration

Port	Mode	CDP aware	Optional TLVs				
			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"/>

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"/>

Apply Reset

Figure 2-5.1: The LLDP Configuration

Parameter description:

LLDP Parameters

- **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.

- **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.

- **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.

- **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.

- **Port :**

The switch port number of the logical LLDP port.

- **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.

- **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.

- **Port Descr :**

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

- **Sys Name :**

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

- **Sys Descr :**

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

- **Sys Capa :**

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

- **Mgmt Addr :**

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

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

2-5.2 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, and 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 System, LLDP and 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 style="width: 50px;" type="text" value="0"/> °	<input type="text" value="North"/>	<input type="text" value="Longitude"/>	<input style="width: 50px;" type="text" value="0"/> °	<input type="text" value="East"/>
Altitude	<input style="width: 50px;" type="text" value="0"/>	<input type="text" value="Meters"/>	Map Datum	<input type="text" value="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	<input type="text"/>
------------------------	----------------------

Policies

Delete	Policy ID	Application Type	Tag	VLAN ID	L2 Priority	DSCP
<input type="checkbox"/>	0	Voice	Tagged	1	0	0

[Add New Policy](#)

Policy Port Configuration

Port	Policy ID
	0
1	<input type="checkbox"/>
2	<input type="checkbox"/>
8	<input type="checkbox"/>
9	<input type="checkbox"/>
10	<input type="checkbox"/>

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

Figure 2-5.2: The LLDP-MED Configuration

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 neighbour has been detected in order share LLDP-MED information as fast as possible to new neighbours.

Because there is a risk of an LLDP frame being lost during transmission between neighbours, it is recommended to repeat the fast start transmission multiple times to increase the possibility of the neighbours 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

- **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.

- **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.

- **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.

- **Map Datum :**

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

WGS84: (Geographical 3D) - World Geodesic System 1984, CRS Code 4327, and 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).

- **Country code :**
The two-letter ISO 3166 country code in capital ASCII letters - Example: DK, DE or US.
- **State :**
National subdivisions (state, canton, region, province, prefecture).
- **County :**
County, parish, gun (Japan), district.
- **City :**
City, township, shi (Japan) - Example: Copenhagen.
- **City district :**
City division, borough, city district, ward, chou (Japan).
- **Block (Neighbourhood) :**
Neighbourhood, block.
- **Street :**
Street - Example: Poppelvej.
- **Leading street direction :**
Leading street direction - Example: N.
- **Trailing street suffix :**
Trailing street suffix - Example: SW.
- **Street suffix :**
Street suffix - Example: Ave, Platz.
- **House no. :**
House number - Example: 21.
- **House no. suffix :**
House number suffix - Example: A, 1/2.
- **Landmark :**
Landmark or vanity address - Example: Columbia University.
- **Additional location info :**
Additional location info - Example: South Wing.
- **Name :**
Name (residence and office occupant) - Example: Flemming Jahn.
- **Zip code :**
Postal/zip code - Example: 2791.
- **Building :**
Building (structure) - Example: Low Library.
- **Apartment :**
Unit (Apartment, suite) - Example: Apt 42.
- **Floor :**

Floor - Example: 4.

- **Room no. :**

Room number - Example: 450F.

- **Place type :**

Place type - Example: Office.

- **Postal community name :**

Postal community name - Example: Leonia.

- **P.O. Box :**

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

- **Additional code :**

Additional code - Example: 1320300003.

- **Emergency Call Service:**

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

- **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.

- **Delete :**

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

- **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.

- **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.

- **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.

- **VLAN ID :**

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

- **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.

- **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.

- **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.

- **Port :**

The port number to which the configuration applies.

- **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.

Buttons

- **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 "Apply".

- **Apply :**

Click to save changes.

- **Reset :**

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

2-5.3 LLDP Neighbour

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

Web Interface

To show LLDP neighbours:

1. Click System, LLDP and LLDP Neighbour.
2. Click Refresh for manual update web screen
3. Click Auto-refresh for auto-update web screen



Local Port	Chassis ID	Port ID	Port Description	System Name	System Capabilities	System Description	Management Address
Port 5	0.0.0.0	0017E0330C9C:P1	SW PORT	SEP0017E0330C9C	Bridge(+), Telephone(+)	Cisco IP Phone 7941G,V,	
Port 7	00-01-C1-00-00-00	4	Port #4	GS-2310P0330C9C	Bridge(+)	8-Port 10/100/1000Base-T + 2 TP/(100/1G) SFP Combo PoE+ L2 Plus Managed Switch	192.168.3.18 (IPv4)

Figure 2-5.3: The LLDP Neighbour information



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

Parameter description:

- **Local Port :**
The port on which the LLDP frame was received.
- **Chassis ID :**
The Chassis ID is the identification of the neighbour's LLDP frames.
- **Port ID :**
The Remote Port ID is the identification of the neighbour port.
- **Port Description :**
Port Description is the port description advertised by the neighbour unit.
- **System Name :**
System Name is the name advertised by the neighbour unit.
- **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 (-).

- **System Description**

Displays the system description.

- **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.

Buttons

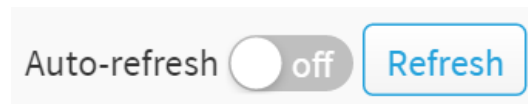


Figure 2-5.3: The LLDP Neighbor buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page immediately.

2-5.4 LLDP-MED Neighbour

This page provides a status overview of all LLDP-MED neighbours. The displayed table contains a row for each port on which an LLDP neighbour 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 System, LLDP and LLDP-MED Neighbour.
2. Click Refresh for manual update web screen
3. Click Auto-refresh for auto-update web screen

LLDP-MED Neighbor Information Home > System > LLDP > LLDP-MED Neighbor

Auto-refresh off

Port 5						
Device Type	Capabilities					
Endpoint Class III	LLDP-MED Capabilities, Network Policy, Extended Power via MDI - PD, Inventory					
Application Type	Policy	Tag	VLAN ID	Priority	DSCP	
Voice Signaling	Unknown	Untagged	-	-	-	
Auto-negotiation	Auto-negotiation status	Auto-negotiation Capabilities			MAU Type	
Supported	Enabled	1000BASE-T half duplex mode, 1000BASE-X, -LX, -SX, -CX full duplex mode, Asymmetric and Symmetric PAUSE for full-duplex inks, Symmetric PAUSE for full-duplex links			100BaseTXFD - 2 pair category 5 UTP, full duplex mode	

Figure 2-5.4: The LLDP-MED Neighbour information



NOTE: If your network without any device supports LLDP-MED then the table will show "No LLDP-MED neighbour information found".

Parameter description

- **Port :**

The port on which the LLDP frame was received.

- **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.

● **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

- **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.

- **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.

- **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.

- **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.

- **Priority :**
Priority is the Layer 2 priority to be used for the specified application type. One of the eight priority levels (0 through 7).
- **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).
- **Auto-negotiation**
Auto-negotiation identifies if MAC/PHY auto-negotiation is supported by the link partner.
- **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.
- **Auto-negotiation Capabilities**
Auto-negotiation Capabilities shows the link partners MAC/PHY capabilities.

Buttons

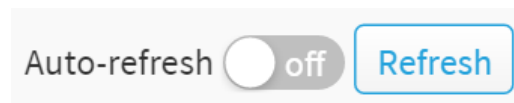


Figure 2-5.4: The LLDP Neighbor buttons

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

2-5.5 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 System ,LLDP and LLDP Statistics.
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 <input type="checkbox"/> off <input type="button" value="Refresh"/> <input type="button" value="Clear"/>								
LLDP Global Counters								
Neighbor entries were last changed			367 days, 5:26:04 (31728364 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
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

Figure 2-5.5: The LLDP Statistics information

Parameter description:

Global Counters

- **Neighbour 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.

- **Total Neighbours Entries Added :**

Shows the number of new entries added since switch reboot.

- **Total Neighbours Entries Deleted :**

Shows the number of new entries deleted since switch reboot.

- **Total Neighbours Entries Dropped :**

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

- **Total Neighbours 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:

- **Local Port :**
The port on which LLDP frames are received or transmitted.
- **Tx Frames :**
The number of LLDP frames transmitted on the port.
- **Rx Frames :**
The number of LLDP frames received on the port.
- **Rx Errors :**
The number of received LLDP frames containing some kind of error.
- **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.
- **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.
- **TLVs Unrecognized :**
The number of well-formed TLVs, but with an unknown type value.
- **Org. Discarded :**
The number of organizationally received TLVs.
- **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.

Buttons



Figure 2-5.5: The LLDP Statistics information 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 the selected port.

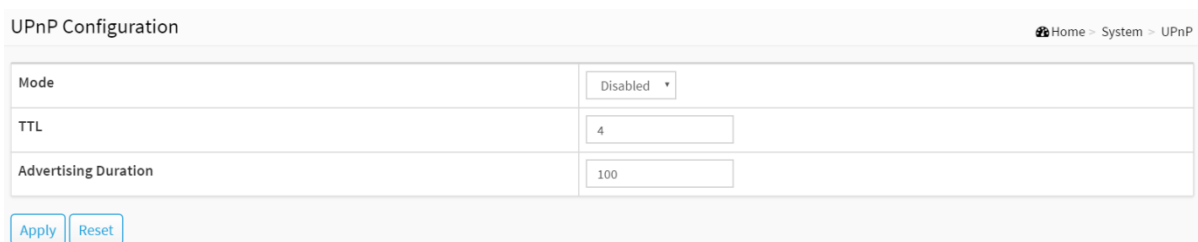
2-6 UPnP

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



UPnP Configuration	
Mode	Disabled
TTL	4
Advertising Duration	100

Apply Reset

Figure 2-6: The UPnP Configuration

Parameter description:

These parameters are displayed on the UPnP Configuration page:

- **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. .

- **TTL :**

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

- **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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

Chapter 3

Port Management

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.

3-1 Port Configuration

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 Port Management and Port Configuration.
2. Specify the Speed Configured, Flow Control.
3. Specify the detail Port alias or description an alphanumeric string describing the full name and version identification for the system's hardware type, software version, and networking application.
4. Click Apply.

Port Configuration Home > Port Management > Port Configuration

[Refresh](#)

Port	Link	Speed		Flow Control			Description
		Status	Mode	Rx Status	Tx Status	Mode	
1	●	100Mfdx	Auto	On	On	<input type="checkbox"/>	
2	●	down	Auto	Off	Off	<input type="checkbox"/>	
3	●	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"/>	

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

Figure 3-1: The Port Configuration

Parameter description:

- **Port :**

This is the logical port number for this row.

- **Link :**

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

- **Current Link Speed :**

Provides the current link speed of the port.

- **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.

- **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.

- **Description :**

Enter up to 47 characters to be descriptive name for identifies this port.

Buttons

- **Refresh :**

You can click them for refresh the Port link Status manually.

- **Apply :**

Click to save changes.

- **Reset :**

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

3-2 Port Statistics

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 Port Management and Port Statistics.
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".
4. If you want to see the detailed of port statistic then you need to click that port.

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	6858	2790	1794496	1148081	0	0	2756	0
2	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

Figure 3-2: The Port Statistics Overview

Parameter description:

- **Port :**
The logical port for the settings contained in the same row.
- **Packets :**
The number of received and transmitted packets per port.
- **Bytes :**
The number of received and transmitted bytes per port.
- **Errors :**
The number of frames received in error and the number of incomplete transmissions per port.
- **Drops :**
The number of frames discarded due to ingress or egress congestion.

Buttons



Figure 3-2: The Port Statistics Overview 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.

If you want to see the detailed of port statistic then you need to click that port. 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.

Detailed Port 1 Statistics Home > Port Management > Port Statistics

Auto-refresh off Port 1 ▾

Receive Total		Transmit Total	
Rx Packets	7882	Tx Packets	3417
Rx Octets	2113151	Tx Octets	1395217
Rx Unicast	4909	Tx Unicast	3403
Rx Multicast	2337	Tx Multicast	12
Rx Broadcast	636	Tx Broadcast	2
Rx Pause	0	Tx Pause	0

Receive Size Counters		Transmit Size Counters	
Rx 64 Bytes	2619	Tx 64 Bytes	875
Rx 65-127 Bytes	1831	Tx 65-127 Bytes	234
Rx 128-255 Bytes	697	Tx 128-255 Bytes	18
Rx 256-511 Bytes	3	Tx 256-511 Bytes	627
Rx 512-1023 Bytes	2548	Tx 512-1023 Bytes	1608
Rx 1024-1518 Bytes	184	Tx 1024-1518 Bytes	55
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	2856	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		

Figure 3-2: The Detailed Port Statistics

Parameter description:

- **Upper left scroll bar:**

To scroll which port to display the Port statistics with "Port-1", "Port-2", ...

Receive Total and Transmit Total

- **Rx and Tx Packets :**

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

- **Rx and Tx Octets :**

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

- **Rx and Tx Unicast :**

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

- **Rx and Tx Multicast :**

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

- **Rx and Tx Broadcast :**

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

- **Rx and Tx Pause :**

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 Error Counters

- **Rx Drops :**

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

- **Rx CRC/Alignment :**

The number of frames received with CRC or alignment errors.

- **Rx Undersize :**

The number of short 1 frames received with valid CRC.

- **Rx Oversize :**

The number of long 2 frames received with valid CRC.

- **Rx Fragments :**

The number of short 1 frames received with invalid CRC.

- **Rx Jabber :**

The number of long 2 frames received with invalid CRC.

- **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

- **Tx Drops :**

The number of frames dropped due to output buffer congestion.

- **Tx Late/Exc. Coll. :**

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

Buttons



Figure 3-2: The Detailed Port Statistics 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 the selected port.

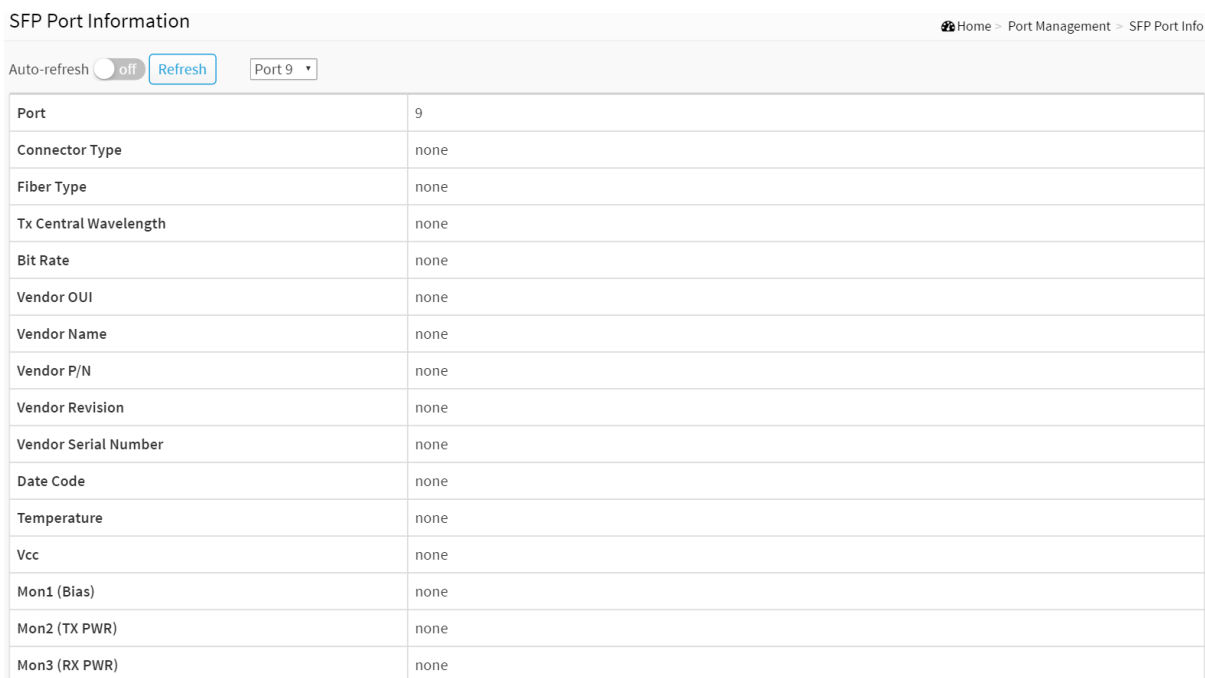
3-3 SFP Port Info

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, bit rate and Vendor OUI etc.

Web Interface

To Display the SFP information in the web interface:

1. Click Port Management and SFP Port Info.
2. To display the SFP Information.



SFP Port Information	
Auto-refresh	<input type="checkbox"/> off <input type="button" value="Refresh"/>
Port	9
Connector Type	none
Fiber Type	none
Tx Central Wavelength	none
Bit Rate	none
Vendor OUI	none
Vendor Name	none
Vendor P/N	none
Vendor Revision	none
Vendor Serial Number	none
Date Code	none
Temperature	none
Vcc	none
Mon1 (Bias)	none
Mon2 (TX PWR)	none
Mon3 (RX PWR)	none

Figure 3-3: The SFP Port Information

Parameter description:

- **Upper left scroll bar:**
To scroll which port to display the Port statistics with "Port-9", "Port-10".
- **Connector Type:**
Display the connector type, for instance, UTP, SC, ST, LC and so on.
- **Fiber Type:**
Display the fiber mode, for instance, Multi-Mode, Single-Mode.
- **Tx Central Wavelength:**
Display the fiber optical transmitting central wavelength, for instance, 850nm, 1310nm, 1550nm and so on.
- **Bit Rate:**
Displays the nominal bit rate of the transceiver.
- **Vendor OUI:**

Display the OUI code which is assigned by IEEE.

- **Vendor Name:**
Display the company name of the module manufacturer.
- **Vendor P/N:**
Display the product name of the naming by module manufacturer.
- **Vendor Rev (Revision):**
Display the module revision.
- **Vendor SN (Serial Number):**
Show the serial number assigned by the manufacturer.
- **Date Code:**
Show the date this SFP module was made.
- **Temperature:**
Show the current temperature of SFP module.
- **Vcc:**
Show the working DC voltage of SFP module.
- **Mon1(Bias) mA:**
Show the Bias current of SFP module.
- **Mon2(TX PWR):**
Show the transmit power of SFP module.
- **Mon3(RX PWR):**
Show the receiver power of SFP module.

Buttons



Figure 3-3: The SFP Port Information buttons

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

3-4 Energy Efficient Ethernet

EEE is an abbreviation for Energy Efficient Ethernet defined in IEEE 802.3az.

This page allows the user to inspect and configure the current EEE port settings.

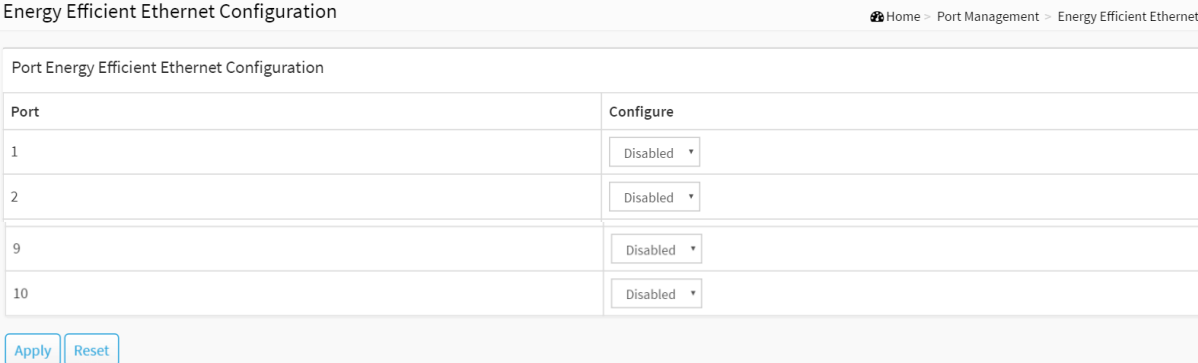
EEE is a power saving option that reduces the power usage when there is very low traffic utilization (or no traffic).

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 information about the devices wakeup time using the LLDP protocol.

Web Interface

To configure an Energy Efficient Ethernet in the web interface:

1. Click Port Management and Energy Efficient Ethernet..
2. The port to select enable or disable Energy Efficient Ethernet
3. Click the apply 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.



Port	Configure
1	Disabled ▾
2	Disabled ▾
9	Disabled ▾
10	Disabled ▾

Apply Reset

Figure 3-4: The Energy Efficient Ethernet Configuration

Parameter description:

- **Port :**
The switch port number of the logical EEE port.
- **Configure :**
Controls whether EEE is enabled for this switch port.

Buttons

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

3-5 Link Aggregation

3-5.1 Port

This section describes that Port setting/status is used to configure the trunk property of each and every port in the switch system.

Web Interface

To configure the trunk property of each and every port in the web interface:

1. Click Port Management, Link Aggregation and port.
2. Specify the Method, Group, LACP Role and LACP Timeout.
3. Click the apply 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.

Trunk Port Setting/Status Home > Port Management > Link Aggregation > Port

Trunk Port Setting					Trunk Port Status	
Port	Method	Group	LACP Role	LACP Timeout	Aggtr	Status
1	None	0	Active	Fast	1	Ready
2	LACP	1	Active	Fast	2	---
8	None	0	Active	Fast	8	---
9	None	0	Active	Fast	9	---
10	None	0	Active	Fast	10	---

Apply Reset

Figure 3-5.1: The trunk port setting/status

Parameter description :

- **Port :**

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

- **Method :**

This determines the method a port uses to aggregate with other ports.

- ◆ **None :**

A port does not want to aggregate with any other port should choose this default setting.

- ◆ **LACP :**

A port use LACP as its trunk method to get aggregated with other ports also using LACP.

- ◆ **Static :**

A port use Static Trunk as its trunk method to get aggregated with other ports also using Static Trunk.

- **Group :**

Ports choosing the same trunking method other than "None" must be assigned a unique Group number (i.e. Group ID, valid value is from 1 to 5) in order to declare that they wish to aggregate with each other.

- **LACP Role:**

This field is only referenced when a port's trunking method is LACP.

- ◆ Active :

An Active LACP port begins to send LACPDU to its link partner right after the LACP protocol entity started to take control of this port.

- ◆ Passive :

A Passive LACP port will not actively send LACPDU out before it receives an LACPDU from its link partner.

- **LACP Timeout :**

The Timeout controls the period between BPDU transmissions.

- ◆ Fast :

It will transmit LACP packets each second,

- ◆ Slow :

It will wait for 30 seconds before sending a LACP packet.

- **Aggtr :**

Aggtr is an abbreviation of "aggregator". Every port is also an aggregator, and its own aggregator ID is the same as its own Port No. We can regard an aggregator as a representative of a trunking group. Ports with same Group ID and using same trunking method will have the opportunity to aggregate to a particular aggregator port. This aggregator port is usually the port with the smallest Port No. within the trunking group.

- **Status :**

This field represents the trunking status of a port which uses a trunking method other than "None". It also represents the management link status of a port which uses the "None" trunking method. "---" means "not ready"

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

3-5.2 Aggregator View

To display the current port trunking information from the aggregator point of view.

Web Interface

To see the LACP detail in the web interface:

1. Click Port Management, Link Aggregation and Aggregator View.
2. Click the LACP Detail.

Aggregator View Home > Port Management > Link Aggregation > Aggregator View

Aggregator	Method	Member Ports	Ready Ports	Lacp Detail
1	None	1	1	<input type="radio"/>
2	LACP	2		<input type="radio"/>
8	None	8		<input type="radio"/>
9	None	9		<input type="radio"/>
10	None	10		<input type="radio"/>

[Lacp Detail](#)

Figure 3-5.2: The Aggregator View

Parameter description:

- **Aggregator :**
It shows the aggregator ID of every port. In fact, every port is also an aggregator, and its own aggregator ID is the same as its own Port No..
- **Method :**
Show the method a port uses to aggregate with other ports.
- **Member Ports :**
Show all member ports of an aggregator (port).
- **Ready Ports :**
Show only the ready member ports within an aggregator (port).
- **Lacp Detail :**
You can select the port that you want to see the LACP Detail.

Buttons

- **Lacp Detail :**
Click this button then you will see the aggregator information, Details will be described in the below.

Aggregator 2 Information

Aggregator Information				
Actor			Partner	
System Priority	Mac Address		System Priority	Mac Address
32768	00-E0-4C-00-00-00		32768	00-00-00-00-00-00
Actor Port	Actor Key	Trunk Status	Partner Port	Partner Key
2	257	---	2	0

[Back](#)

Figure 3-5.2: The LACP Detail

Parameter description:

Actor

- **System Priority :**

Show the System Priority part of the aggregation Actor. (1-65535)

- **Mac Address :**

The system ID of the aggregation Actor.

- **Actor Port :**

The actor's port number connected to this port.

- **Actor Key :**

The Key that the actor has assigned to this aggregation ID.

Partner

- **System Priority :**

Show the System Priority part of the aggregation partner. (1-65535).

- **Mac Address :**

The system ID of the aggregation partner.

- **Partner Port :**

The partner's port number connected to this port.

- **Partner Key :**

The Key that the partner has assigned to this aggregation ID.

- **Trunk Status :**

This field represents the trunking status of a port which uses a trunking method other than "None". It also represents the management link status of a port which uses the "None" trunking method. "---" means "not ready".

Button

- **Back :**

Click to undo any changes made locally and return to the Users.

3-5.3 Aggregation Hash Mode

Web Interface

To configure the Aggregation hash mode in the web interface:

1. Click Port Management, Link Aggregation and Aggregator Hash Mode.
2. Click Hash Code Contributors to select the mode.
3. Click the apply 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.

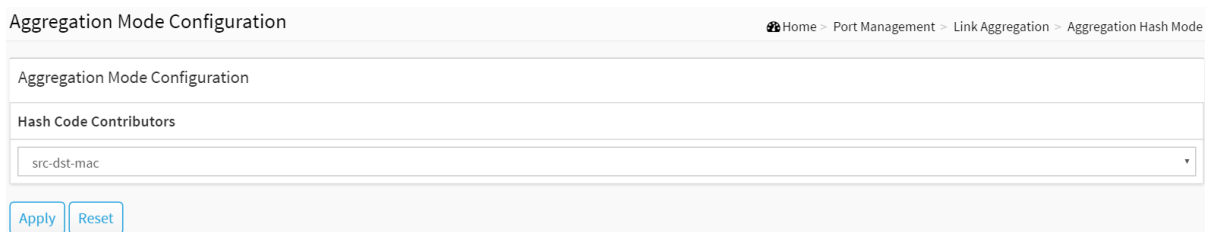


Figure 3-5.3: Aggregation Hash Mode

Parameter description:

Hash Code Contributors

- **src-mac :**
Source MAC Address
The Source MAC address can be used to calculate the destination port for the frame. Check to enable the use of the Source MAC address, or uncheck to disable. By default, Source MAC Address is enabled.
- **dst-mac :**
Destination MAC Address
The Destination MAC Address can be used to calculate the destination port for the frame. Check to enable the use of the Destination MAC Address, or uncheck to disable. By default, Destination MAC Address is disabled.
- **ip :**
IP Address
The IP address can be used to calculate the destination port for the frame. Check to enable the use of the IP Address, or uncheck to disable. By default, IP Address is enabled.
- **src-dst-mac :**
Source MAC Address + Destination MAC Address.
- **src-ip :**
Source MAC Address + IP Address.
- **dst-ip :**
Destination MAC Address + IP Address.
- **src-dst-ip :**
Source MAC Address + Destination MAC Address + IP Address.

Buttons

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

3-5.4 LACP System Priority

It is used to set the priority part of the LACP system ID. LACP will only aggregate together the ports whose peer link partners are all on a single system. Each system supports LACP will be assigned a globally unique System Identifier for this purpose. A system ID is a 64-bit field comprising a 48-bit MAC Address and 16-bit priority value. The System Priority can be set by the user. Its range is from 1 to 65535. Default: 32768.

Web Interface

To configure the LACP System Priority in the web interface:

1. Click Port Management, Link Aggregation and LACP System Priority.
2. Specify the LACP System Priority.
3. Click the apply 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.

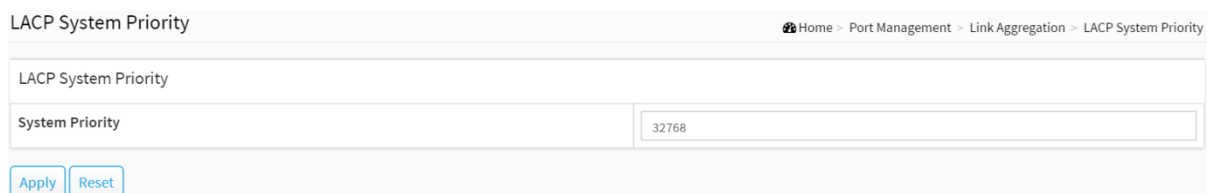


Figure 3-5.4: The LACP System Priority

Parameter description:

- **System Priority:**

1-65535.

Show the System Priority part of a system ID.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

3-6 Loop Protection

3-6.1 Configuration

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.

Web Interface

To configure the Loop Protection parameters in the web interface:

1. Click Port Management, Loop Protection and Configuration.
2. Evoke to select enable or disable the port loop Protection.
3. Click the apply 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.

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
8	<input checked="" type="checkbox"/>	Shutdown Port	Enable
9	<input checked="" type="checkbox"/>	Shutdown Port	Enable
10	<input checked="" type="checkbox"/>	Shutdown Port	Enable

Figure 3-6.1: The Loop Protection Configuration

Parameter description :

Global Configuration

- **Enable Loop Protection :**

Controls whether loop protections is enabled (as a whole).

- **Transmission Time :**

The interval between each loop protection PDU sent on each port. Valid values are 1 to 10 seconds.

- **Shutdown Time :**

The period (in seconds) for which a port will be kept disabled in the event of a loop is detected (and the port action shuts down the port). Valid values are 0 to 604800 seconds (7 days). A value of zero will keep a port disabled (until next device restart).

Port Configuration

- **Port :**
The switch port number of the port.
- **Enable :**
Controls whether loop protection is enabled on this switch port
- **Action:**
Configures the action performed when a loop is detected on a port. Valid values are Shutdown Port, Shutdown Port and Log or Log Only.
- **Tx Mode :**
Controls whether the port is actively generating loop protection PDU's, or whether it is just passively looking for looped PDU's.

Buttons

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

3-6.2 Status

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 Port Management, Loop Protection and Status.
2. If you want to auto-refresh the information then you need to evoke the "Auto refresh".
3. Click "Refresh" to refresh the Loop Protection Status.

Loop Protection Status Home > Port Management > Loop Protection > Status

Auto-refresh off [Refresh](#)

Port	Action	Transmit	Loops	Status	Loop	Time of Last Loop
1	Shutdown	Enabled	0	Down	-	-
2	Shutdown	Enabled	0	Down	-	-
3	Shutdown	Enabled	0	Down	-	-
8	Shutdown	Enabled	0	Down	-	-
9	Shutdown	Enabled	0	Up	-	-
10	Shutdown	Enabled	0	Down	-	-

Figure 3-6.2: Loop Protection Status

Parameter description:

- **Port**
The switch port number of the logical port.
- **Action**
The currently configured port action.
- **Transmit**
The currently configured port transmit mode.
- **Loops**
The number of loops detected on this port.
- **Status**
The current loop protection status of the port.
- **Loop**
Whether a loop is currently detected on the port.
- **Time of Last Loop**
The time of the last loop event detected.

Buttons



Figure 3-6.2: Loop Protection Status buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page immediately.

Chapter 4

PoE Management

PoE is an acronym for Power over Ethernet. Power over Ethernet is used to transmit electrical power, to remote devices over standard Ethernet cable. It could for example be used for powering IP telephones, wireless LAN access points and other equipment, where it would be difficult or expensive to connect the equipment to main power supply.

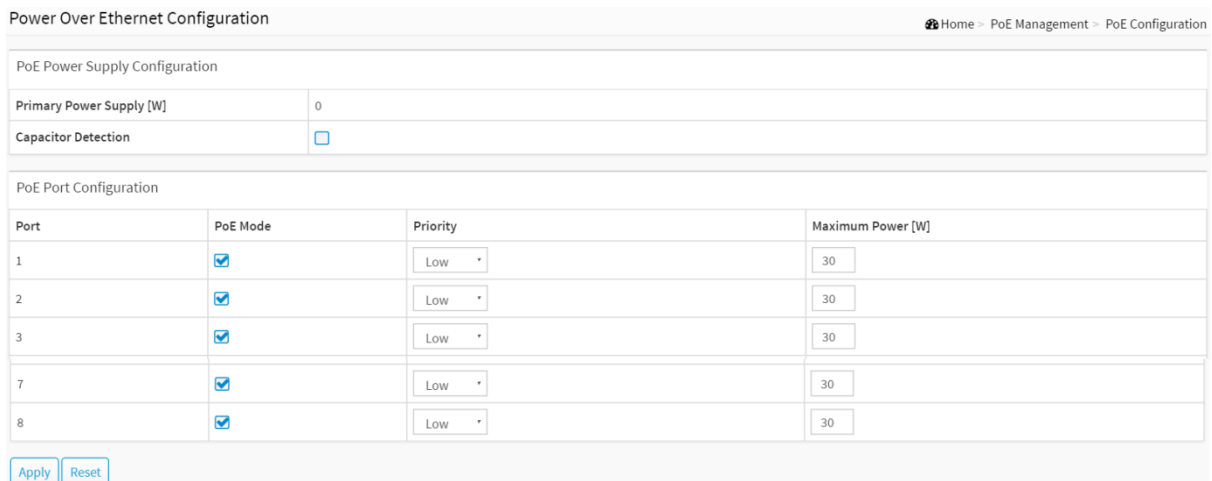
4-1 PoE Configuration

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

Web Interface

To configure Power over Ethernet in the web interface:

1. Click PoE Management and PoE Configuration.
2. Specify the PoE or PoE+ Mode, Priority and Maximum Power(W).
3. Click Apply to save the configuration.
4. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.



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

Figure 4-1: PoE Configuration

Parameter description:

PoE Power Supply Configuration

- **Primary Power Supply [W] :**
To display watts for the primary power supply.
- **Capacitor Detection :**
Click to enable or disable the capacitor configuration.

PoE Port Configuration

- **Port :**

This is the logical port number for this row.

- **PoE Mode :**

The PoE Mode represents the PoE operating mode for the port. Enable or Disable PoE.

- **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.

- **Maximum Power [W] :**

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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

4-2 PoE Status

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

Web Interface

To Display PoE Status in the web interface:

1. Click PoE Management and PoE Status
2. Scroll "Auto-refresh" to on/off.
3. Click "Refresh" to refresh the port detailed statistics.

Power Over Ethernet Status Home > PoE Management > PoE Status

Auto-refresh off

Local Port	PD class	Power Requested	Power Allocated	Power Used	Current Used	Priority	Port Status
1	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected
2	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected
3	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected
6	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected
7	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected
8	0	154[W]	0[W]	0[W]	0[mA]	Low	No PD detected

Figure 4-2: The PoE Status

Parameter description:

- **Local Port :**

This is the logical port number for this row.

- **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

- **Power Requested :**

The Power Requested shows the requested amount of power the PD wants to be reserved.

- **Power Allocated :**

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

- **Power Used :**

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

- **Current Used :**

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

- **Priority :**

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

- **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.

Buttons



Figure 4-2: The PoE Status buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page immediately.

Chapter 5

VLAN Management

5-1 VLAN Configuration

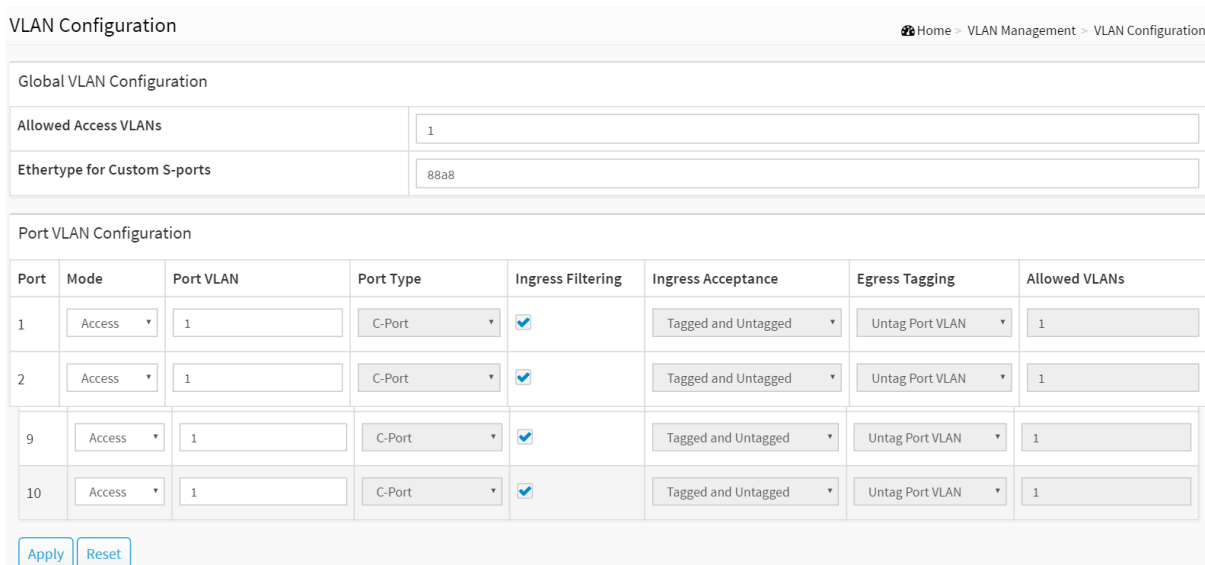
To assign a specific VLAN for management purpose. The management VLAN is used to establish an IP connection to the switch from a workstation connected to a port in the VLAN. This connection supports a VSM and SNMP session. By default, the active management VLAN is VLAN 1, but you can designate any VLAN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

Web Interface

To configure VLAN membership configuration in the web interface:

1. Click VLAN Management and VLAN Configuration.
2. Specify Existing VLANs, Ether type for Custom S-ports.
3. Click Apply.



Port	Mode	Port VLAN	Port Type	Ingress Filtering	Ingress Acceptance	Egress Tagging	Allowed VLANs
1	Access	1	C-Port	<input checked="" type="checkbox"/>	Tagged and Untagged	Untag Port VLAN	1
2	Access	1	C-Port	<input checked="" type="checkbox"/>	Tagged and Untagged	Untag Port VLAN	1
9	Access	1	C-Port	<input checked="" type="checkbox"/>	Tagged and Untagged	Untag Port VLAN	1
10	Access	1	C-Port	<input checked="" type="checkbox"/>	Tagged and Untagged	Untag Port VLAN	1

Figure 5-1: The VLAN Configuration

Parameter description:

Global VLAN Configuration

- **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.

- **Ethertype for Custom S-ports :**

This field specifies the ethertype/TPID (specified in hexadecimal) used for Custom S-ports. The setting is in force for all ports whose Port Type is set to S-Custom-Port.

Port VLAN Configuration

- **Port :**

This is the logical port number of this row.

- **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.

- **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.

- **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.

● **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.

● **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.

● **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.

● **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.

- **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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

5-2 VLAN Membership

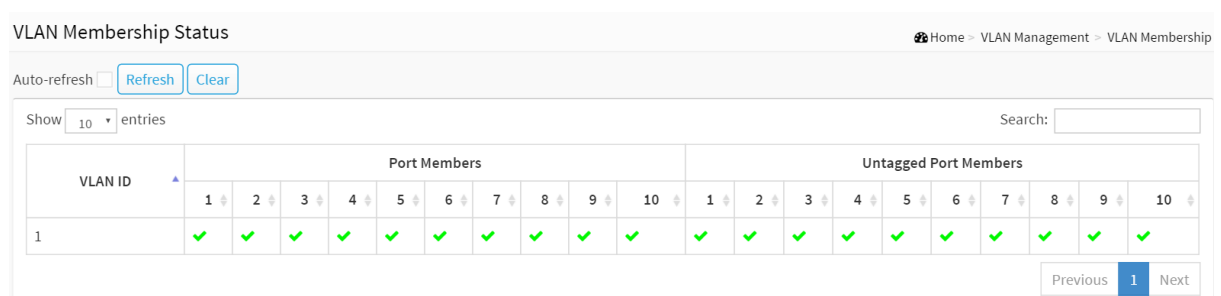
This page provides an overview of membership status of VLAN users.

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



VLAN ID	Port Members										Untagged Port Members									
	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Figure 7-2: The VLAN Membership

Parameter description:

- **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.


- **VLAN ID :**


VLAN ID for which the Port members are displayed.

- **Port Members (VLAN Configuration 功能不同要做修改)**

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 .

- **Untagged port Members :**

The interface is an untagged member of the VLAN. Frames of the VLAN are sent untagged to the interface VLAN.

- **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.

- **Show entries :**

You can choose how many items you want to show off.

- **Search :**

You can search for the information that you want to see.

Buttons



Figure 5-2: The VLAN Membership buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page.

- **Clear :**

Click to clear the page.

- **Next :**

Updates the system log entries, turn to the next page.

- **Previous :**

Updates the system log entries, turn to the previous page.

5-3 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 VLAN Management and 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

Port	Port Type	Ingress Filter	Frame Type	Port VLAN ID	Tx Tag
1	C-Port	true	All	1	None
2	C-Port	false	Tagged	1	All
3	C-Port	false	Untagged	1	All except-native
8	C-Port	true	All	1	None
9	C-Port	true	All	1	None
10	C-Port	true	All	1	None

Figure 5-3: The VLAN Port Status

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.

- **Port** :
The logical port for the settings contained in the same row.
- **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.

- **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.
- **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.
- **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.
- **Tx Tag :**
Shows egress filtering frame status whether tagged or untagged.

Buttons



Figure 5-3: The VLAN Port Status buttons

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

6-1 Global Settings

Use the Global Settings page to set the trust behavior for QoS basic mode. This configuration is active when the switch is in QoS basic mode. Packets entering a QoS domain are classified at the edge of the QoS domain.

Web Interface

To configure the Global Settings in the web interface:

1. Click Quality of Service and Global Settings.
2. Select the trust mode when the switch is in QoS basic mode. If a packet CoS level and DSCP tag are mapped to separate queues, the trust mode determines the queue to which the packet is assigned.
3. Click Apply to save the configuration.
4. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.

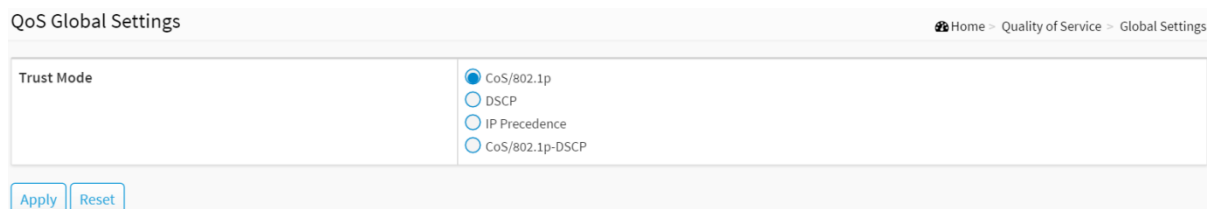


Figure 6-1: The QoS Global Settings

Parameter description:

Trust Mode

- **CoS/802.1p :**

Traffic is mapped to queues based on the VPT field in the VLAN tag, or based on the per-port default CoS/802.1p value (if there is no VLAN tag on the incoming packet), the actual mapping of the VPT to queue can be configured on the CoS/802.1p to Queue page.

- **DSCP :**

All IP traffic is mapped to queues based on the DSCP field in the IP header. The actual mapping of the DSCP to queue can be configured on the DSCP to Queue page. If traffic is not IP traffic, it is mapped to the best effort queue.

- **IP Precedence :**

Traffic is mapped to queues based on the IP precedence. The actual mapping of the IP precedence to queue can be configured on the IP Precedence to Queue page.

- **CoS/802.1p-DSCP :**

Uses the trust CoS mode for non-IP traffic and trust DSCP mode for IP traffic.

Buttons

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

6-2 Port Settings

Web Interface

To configure the QoS Port Setting in the web interface:

1. Click Quality of Service and Port Settings.
2. Select Mode, Default CoS, Source CoS, Remark CoS to each port.
3. Click which port need to enable the Remark Cos, Remark DSCP, Remark IP Precedence
4. Click Apply to save the configuration.
5. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.

QoS Port Settings Home > Quality of Service > Port Settings

Port	Mode	Default CoS	Source CoS	Remark CoS	Remark DSCP	Remark IP Precedence
1	untrust	0	C-TAG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	untrust	0	C-TAG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	untrust	0	C-TAG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	untrust	0	C-TAG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Apply Reset

Figure 6-2: The QoS Port Settings

Parameter description:

- **Port :**
The logical port for the settings contained in the same row.
- **Mode :**
 - **Untrust :**
All ingress traffic on the port is mapped to the best effort queue and no classification/prioritization takes place.
 - **Trust :**
Port prioritize ingress traffic is based on the system wide configured trusted mode, which is either CoS/802.1p trusted mode, IP Precedence trusted mode or DSCP trusted mode.
- **Default CoS :**
Select the default CoS value to be assigned for incoming untagged packets. The range is 0 to 7.
- **Source CoS :**
The CoS value is determined based on C-Tag or S-Tag for incoming tagged packets.
- **Remark CoS :**
Click the checkbox to remark the CoS/802.1p priority for egress traffic on this port.
- **Remark DSCP :**
Click the checkbox to remark the DSCP value for egress traffic on this port.
- **Remark IP Precedence**

Click the checkbox to remark the IP precedence for egress traffic on this port.

Note: The CoS/802.1p priority and IP Precedence, or the CoS/802.1p priority and DSCP value can be remarked simultaneously for egress traffic on a port, but the DSCP value and IP Precedence cannot be remarked simultaneously.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

6-3 Port Policing

This section provides an overview of 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 configure the QoS Port Policers in the web interface:

1. Click Quality of Service and Port Policing.
2. Click which port need to enable the QoS Ingress Port Policers, and configure the Rate limit condition.
3. Click Apply to save the configuration.
4. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.

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"/>
9	<input type="checkbox"/>	<input type="text" value="1000000"/>
10	<input type="checkbox"/>	<input type="text" value="1000000"/>

Figure 6-3: The QoS Ingress Port Policers Configuration

Parameter description:

- **Port :**
The logical port for the settings contained in the same row. Click on the port number in order to configure the schedulers.
- **Enabled :**
To evoke which Port you need to enable the QoS Ingress Port Policers function.
- **Rate :**
To set the Rate limit value for this port, the default is 1000000.

Buttons

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

6-4 Port Shaper

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 configure the QoS Port Shapers in the web interface:

1. Click Quality of Service and Port Shaper.
2. Select which port need to configure QoS Egress Port Shaper.
3. Click which port need to enable, and configure the Rate limit condition.
4. Click Apply to save the configuration.
5. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.

QoS Egress Port Shaper for Port 1 Home > Quality of Service > Port Shaper

Port: Port 1 ▾

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"/>
6	<input type="checkbox"/>	<input type="text" value="1000000"/>
7	<input type="checkbox"/>	<input type="text" value="1000000"/>

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

Figure 6-4: The QoS Egress Port Shaper

Parameter description:

- **Port :**

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

Queue Shaper

- **Queue :**

The queue number of the queue shaper on this switch port.

- **Enable :**

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

- **Rate(kbps) :**

Controls the rate for the queue shaper. The default value is 1000000.

Port Shaper

- **Enable :**

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

- **Rate(kbps) :**

Controls the rate for the port shaper. The default value is 1000000.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

6-5 Storm Control

The section allows user to configure the Storm control for the switch. There is a destination lookup failure 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 Quality of Service and Storm Control.
2. Click which port need to enable, and configure the Rate limit condition.
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.

Storm Configuration Home > Quality of Service > Storm Control

Port	Broadcast		Multicast		DLF	
	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
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

Figure 6-5: The Storm Control Configuration

Parameter description:

- **Port :**
The logical port for the settings contained in the same row. Click on the port number in order to configure the storm control.
- **Frame Type :**
The settings in a particular row apply to the frame type listed here: Broadcast, Multicast or DLF(destination lookup failure).
- **Enable :**
Enable or disable the storm control status for the given frame type.
- **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.

Buttons

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

6-6 Port Scheduler

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

Web Interface

To configure the QoS Port Schedulers in the web interface:

1. Click Quality of Service and Port Scheduler.
2. Select Scheduler Mode for each port.
3. If you select WRR or WFQ, you can configure weight.
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.

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 ▾	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
2	Strict Priority ▾	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
9	Strict Priority ▾	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
10	Strict Priority ▾	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>

Figure 6-6: The QoS Egress Port Schedules

Parameter description:

- **Port :**
The logical port for the settings contained in the same row.
- **Scheduler Mode :**
Controls whether the scheduler mode is "Strict Priority", "WRR" or "WFQ" on this switch port.
- **Weight :**
Controls the weight for this queue. The default value is "0". This value is restricted to 1-100. This parameter is only shown if "Scheduler Mode" is set to "Weighted".

Buttons

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

6-7 CoS/802.1p Mapping

Use the CoS/802.1p to Queue page to map 802.1p priorities to egress queues. The CoS/802.1p to Queue table determines the egress queues of the incoming packets based on the 802.1p priority in their VLAN tags. For incoming untagged packets, the 802.1p priority will be the default CoS/802.1p priority assigned to the ingress ports.

Web Interface

To configure the Cos/802.1p Mapping in the web interface:

1. Click Quality of Service and Cos/802.1p Mapping.
2. Select Queue ID.
3. Click the Apply 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 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 ▼
6	6 ▼
7	7 ▼

Apply Reset

Figure 6-7: The QoS Ingress CoS/802.1p to Queue Mapping

Parameter description:

- **CoS/802.1p :**

Displays the 802.1p priority tag values to be assigned to an egress queue, where 0 is the lowest and 7 is the highest priority.

- **Queue ID :**

Select the egress queue to which the 802.1p priority is mapped. Eight egress queues are supported, where Queue 8 is the highest priority egress queue and Queue 1 is the lowest priority egress queue.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

6-8 CoS/802.1p Remarking

Use the Queues to CoS/802.1p page to remark the CoS/802.1p priority for egress traffic from each queue.

Web Interface

To configure the Cos/802.1p Remarking in the web interface:

1. Click Quality of Service and Cos/802.1p Remarking.
2. Select CoS/802.1p.
3. Click the Apply 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 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 ▼
6	6 ▼
7	7 ▼

Apply Reset

Figure 6-8: The QoS Egress Queue to CoS/802.1p Remarking

Parameter description:

- **Queue ID :**
Displays the Queue ID, where Queue 8 is the highest priority egress queue and Queue 1 is the lowest priority egress queue.
- **CoS/802.1p :**
For each output queue, select the CoS/802.1p priority to which egress traffic from the queue is remarked.

Buttons

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

6-9 IP Precedence Mapping

To map IP precedence to egress queue.

Web Interface

To configure the IP Precedence Mapping in the web interface:

1. Click Quality of Service and IP Precedence Mapping.
2. Select Queue ID.
3. Click the Apply 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 Ingress IP Precedence to Queue Mapping Home > Quality of Service > IP Precedence Mapping

IP Precedence	Queue ID
0	0 ▼
1	1 ▼
2	2 ▼
6	6 ▼
7	7 ▼

Figure 6-9: The QoS Ingress IP Precedence to Queue Mapping

Parameter description:

- **IP Precedence :**
Displays the IP Precedence priority tag values to be assigned to an egress queue, where 0 is the lowest and 7 is the highest priority.
- **Queue ID :**
Select the egress queue to which the IP precedence priority is mapped. Eight egress queues are supported, where Queue 8 is the highest priority egress queue and Queue 1 is the lowest priority egress queue.

Buttons

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

6-10 IP Precedence Remarking

To map egress queue to IP precedence.

Web Interface

To configure the IP Precedence Remarking in the web interface:

1. Click Quality of Service and IP Precedence Remarking.
2. Select IP Precedence.
3. Click the Apply 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 Egress Queue to IP Precedence Remarking Home > Quality of Service > IP Precedence Remarking

Queue ID	IP Precedence
0	0 ▼
1	1 ▼
2	2 ▼
6	6 ▼
7	7 ▼

Apply Reset

Figure 6-10: The QoS Egress Queue to IP Precedence Remarking

Parameter description:

- **Queue ID :**

Displays the Queue ID, where Queue 8 is the highest priority egress queue and Queue 1 is the lowest priority egress queue.

- **IP Precedence :**

For each output queue, select the IP Precedence priority to which egress traffic from the queue is remarked.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

6-11 DSCP Mapping

Use the DSCP to Queue page to map IP DSCP to egress queues. The DSCP to Queue table determines the egress queues of the incoming IP packets based on their DSCP values. The original VLAN Priority Tag (VPT) of the packet is unchanged.

It is possible to achieve the desired QoS in a network by simply changing the DSCP to Queue mapping, the queue schedule method, and bandwidth allocation.

Web Interface

To configure the DSCP Mapping in the web interface:

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

Apply Reset

Figure 6-11: The QoS Ingress DSCP to Queue Mapping

Parameter description:

- **DSCP :**
Displays the DSCP value in the incoming packet and its associated class.
- **Queue ID :**
Select the traffic forwarding queue from the Output Queue drop-down menu to which the DSCP value is mapped.

Buttons

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

6-12 DSCP Remarking

Use the Queues to DSCP page to remark DSCP value for egress traffic from each queue.

Web Interface

To configure the DSCP Remarking in the web interface:

1. Click Quality of Service and DSCP Remarking.
2. Select DSCP.
3. Click the apply 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 Egress Queue to DSCP Remarking Home > Quality of Service > DSCP Remarking

Queue ID	DSCP
0	0 (BE) *
1	8 (CS1) *
2	16 (CS2) *
6	48 (CS6) *
7	56 (CS7) *

Apply Reset

Figure 6-12: The QoS Egress Queue to DSCP Remarking

Parameter description:

- **Queue ID :**
Displays the Queue ID, where Queue 8 is the highest priority egress queue and Queue 1 is the lowest priority egress queue.
 - **DSCP :**
For each output queue, select the DSCP priority to which egress traffic from the queue is remarked.
- Buttons**
- **Apply :**
Click to save changes.
 - **Reset :**
Click to undo any changes made locally and revert to previously saved values.

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.

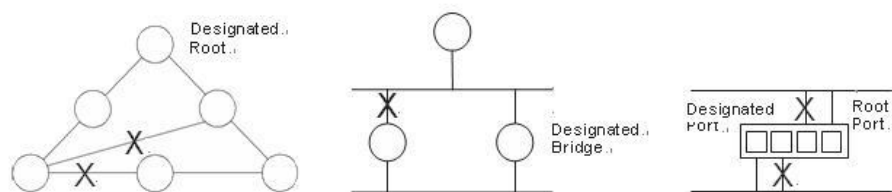


Figure 9: The Spanning Tree Protocol

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.

7-1 State

The section describes that you can select enable spanning tree protocol or not, and you can select what protocol version you want.

Web Interface

To configure the Spanning Tree Protocol version in the web interface:

1. Click Spanning Tree and state.
2. Evoke to enable or disable the Spanning Tree Protocol.
3. Select the Spanning Tree Protocol version.
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 ▾

Apply Reset

Figure 7-1: The Spanning Tree state

Parameter description:

- **Multiple Spanning Tree Protocol :**

You can select enable spanning tree protocol or not.

- **Force Version :**

The STP protocol version setting. Valid values are STP, RSTP and MSTP.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

7-2 Region Config

The section describes to configure the basic identification of a MSTP bridge. Bridges participating in a common MST region must have the same Region Name and Revision Level.

Web Interface

To configure the Region Config in the web interface:

5. Click Spanning Tree and Region Config.
6. Specify the Region Name and Revision Level.
7. Click the Apply to save the setting.
8. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.

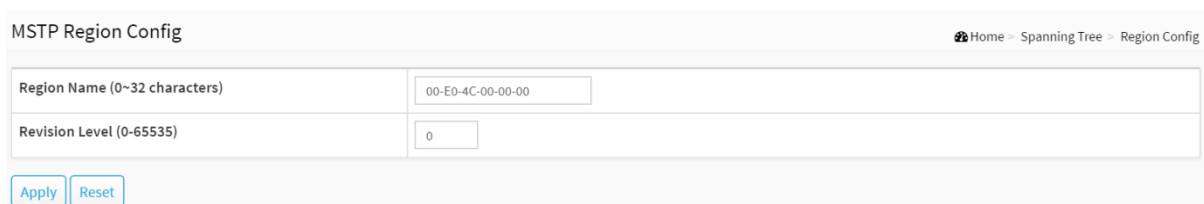


Figure 7-2: The Region Configuration

Parameter description:

- **Configuration 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.

- **Configuration Revision :**

The revision of the MSTI configuration named above. This must be an integer between 0 and 65535.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

7-3 Instance View

The section providing an MST instance table which include information(vlan membership of a MSTI) of all spanning instances provisioned in the particular MST region which the bridge belongs to. Through this table, additional MSTP configuration data can be applied and MSTP status can be retrieved.

Web Interface

To configure the MSTP Instance in the web interface:

1. Click Spanning Tree and Instance.
2. Click to add vlan.
3. Specify the Instance and Port.
4. Click Instance Status and Port Status to see the detail.
5. If you want to cancel the setting then you need to click Delete.

MSTP Instance Config Home > Spanning Tree > Instance View

	Instance ID	Corresponding Vlans
<input type="checkbox"/>	0	1-2,6-19,21-32,34-4094
<input type="checkbox"/>	2	20
<input type="checkbox"/>	3	33
<input type="checkbox"/>	4	3-5

Figure 7-3: MSTP Instance Config

Parameter description:

- **Instance ID :**

Every spanning tree instance needs to have a unique instance ID within 0~4095. Instance 0 (CIST) always exists and cannot be deleted. Additional spanning instances (MSTIs) can be added or deleted. At least one vlan must be provisioned for an MSTI to declare the need for the MSTI to be existent.

- **Corresponding Vlans :**

0-4095.

Multiple vlans can belong to an MSTI. All vlans that are not provisioned through this will be automatically assigned to Instance 0(CIST).

Buttons

- **Add Vlan :**

To add an MSTI and provide its vlan members or modify vlan members for a specific MSTI, you can add up to 63 so that a total of 64.

- **Delete :**

To delete an MSTI.

- **Instance Config :**

To provision spanning tree performance parameters per instance.

- **Port Config :**

To provision spanning tree performance parameters per instance per port.

- **Instance Status :**

To show the status report of a particular spanning tree instance.

- **Port Status :**

To show the status report of all ports regarding a specific spanning tree instance.

Please refer to the following introduction:

- **Add Vlan :**

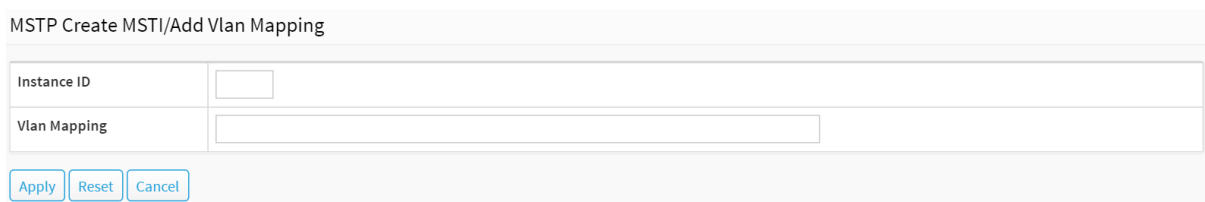


Figure 7-3: Add Vlan

Parameter description:

- **Instance ID :**

The Range is 1-4094

- **Vlan Mapping :**

The list of VLANs mapped to the MSTI. The VLANs can be given as a single (xx, xx being between 1 and 4094) VLAN, or a range (xx-yy), each of which must be separated with comma and/or space. A VLAN can only be mapped to one MSTI. An unused MSTI should just be left empty. (I.e. not having any VLANs mapped to it.) Example: 2,5,20-40.

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.

- **Instance Config to Instance 0 :**

Instance Configuration (ID=0) Home > Spanning Tree > Instance View

Priority	32768 ▾
Max. Age	20 seconds
Forward Delay	15 seconds
Max. Hops	20 seconds

Figure 7-3: Instance Config to Instance 0

Parameter description:

- **Priority :**

The priority parameter used in the CIST(Common and Internal Spanning Tree) connection.

0 / 4096 / 8192 / 12288 / 16384 / 20480 / 24576 / 28672 / 32768 / 36864 / 40960 / 45056 / 49152 / 53248 / 57344 / 61440

- **MAX. Age :**

6-40sec. The same definition as in the RSTP protocol.

- **Forward Delay :**

4-30sec. The same definition as in the RSTP protocol.

- **MAX. Hops :**

6-40sec. It's a new parameter for the multiple spanning tree protocol. It is used in the internal spanning tree instances. "CIST Remaining Hops" or "MSTI Remaining Hops" in the Spanning tree protocol message would decreased by one when the message is propagated to the neighboring bridge. If the Remaining Hops in a message is zero, the message (BPDU) would be regarded as invalid. Max Hops is used to specify the initial value of the Remaining Hops for Regional Root Bridge (Either CIST Regional Root or MSTI Regional Root).

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

- **Back :**

Click to undo any changes made locally and return to the Users.

- **Port Config to Instance 0 :**

Port Config								Migration Check
Port	Path Cost	Priority	Admin Edge	Admin P2P	Restricted Role	Restricted TCN	Mcheck	
1	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	
2	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	
3	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	
8	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	
9	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	
10	Auto ▾	128 ▾	Yes ▾	Auto ▾	No ▾	No ▾	... ▾	

Apply Back

Figure 7-3: Port Config to Instance 0

Parameter description:

- **Port :**

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

- **Path Cost :**

1 – 200,000,000

The same definition as in the RSTP specification. But in MSTP, this parameter can be respectively applied to ports of CIST and ports of any MSTI.

- **Priority :**

0 / 16 / 32 / 48 / 64 / 80 / 96 / 112 / 128 / 144 / 160 / 176 / 192 / 208 / 224 / 240

The same definition as in the RSTP specification. But in MSTP, this parameter can be respectively applied to ports of CIST and ports of any MSTI.

- **Admin Edge :**

Yes / No

The same definition as in the RSTP specification for the CIST ports.

- **Admin P2P :**

Auto / True / False

The same definition as in the RSTP specification for the CIST ports.

- **Restricted Role :**

Yes / No

If “Yes” causes the Port not to be selected as Root Port for the CIST or any MSTI, even it has the best spanning tree priority vector. Such a Port will be selected as an Alternate Port after the Root Port has been selected. This parameter is “No” by default. If set, it can cause lack of spanning tree connectivity. It is set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator.

- **Restricted TCN :**

Yes / No

If “Yes” causes the Port not to propagate received topology change notifications and topology changes to other Ports. This parameter is “No” by default. If set it can cause

temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because those bridges are not under the full control of the administrator. Or the status of MAC operation for the attached LANs transitions frequently.

- **Mcheck :**

The same definition as in the RSTP specification for the CIST ports.

Buttons

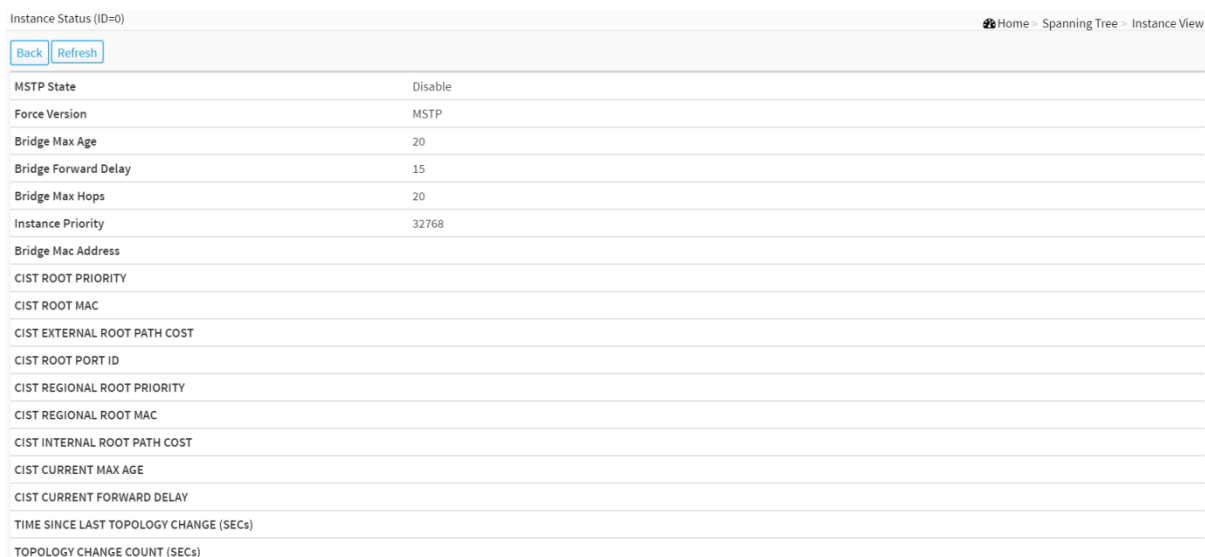
- **Apply :**

Click to save changes.

- **Back :**

Click to undo any changes made locally and return to the Users.

■ **Instance Status to Instance 0 :**



Instance Status (ID=0)	
MSTP State	Disable
Force Version	MSTP
Bridge Max Age	20
Bridge Forward Delay	15
Bridge Max Hops	20
Instance Priority	32768
Bridge Mac Address	
CIST ROOT PRIORITY	
CIST ROOT MAC	
CIST EXTERNAL ROOT PATH COST	
CIST ROOT PORT ID	
CIST REGIONAL ROOT PRIORITY	
CIST REGIONAL ROOT MAC	
CIST INTERNAL ROOT PATH COST	
CIST CURRENT MAX AGE	
CIST CURRENT FORWARD DELAY	
TIME SINCE LAST TOPOLOGY CHANGE (SECS)	
TOPOLOGY CHANGE COUNT (SECS)	

Figure 7-3: Instance Status to Instance 0

Parameter description:

- **MSTP State :**

MSTP protocol is Enable or Disable.

- **Force Version :**

It shows the current spanning tree protocol version configured.

- **Bridge Max Age :**

It shows the Max Age setting of the bridge itself.

- **Bridge Forward Delay :**

It shows the Forward Delay setting of the bridge itself.

- **Bridge Max Hops :**

It shows the Max Hops setting of the bridge itself.

- **Instance Priority :**

Spanning tree priority value for a specific tree instance(CIST or MSTI).

- **Bridge Mac Address :**
The Mac Address of the bridge itself.
- **CIST ROOT PRIORITY :**
Spanning tree priority value of the CIST root bridge.
- **CIST ROOT MAC :**
Mac Address of the CIST root bridge.
- **CIST EXTERNAL ROOT PATH COST :**
Root path cost value from the point of view of the bridge's MST region.
- **CIST ROOT PORT ID :**
The port ID of the bridge's root port. In MSTP, peer port of a root port may reside in different MST region or in the same MST region. The first case indicates that the root port's owner is the CIST regional root bridge.
- **CIST REGIONAL ROOT PRIORITY :**
Spanning tree priority value of the CIST regional root bridge. Note that CIST Regional Root bridge is different from CIST Root bridge. One exception is that when a bridge belonging to an MST region happens to be the root bridge of the CST(Common Spanning Tree). An MST Region in the CST can be regarded as a common RSTP bridge. The IST(Internal Spanning Tree) and MSTIs are transparent to bridges outside this region.
- **CIST REGIONAL ROOT MAC :**
Mac Address of the CIST regional root bridge.
- **CIST INTERNAL ROOT PATH COST :**
Root path cost value from the point of view of the bridges inside the IST.
- **CIST CURRENT MAX AGE :**
Max Age of the CIST Root bridge.
- **CIST CURRENT FORWARD DELAY :**
Forward Delay of the CIST Root bridge.
- **TIME SINCE LAST TOPOLOGY CHANGE(SECS) :**
Time Since Last Topology Change is the elapsed time in unit of seconds for a bunch of "Topology Change and(or) Topology Change Notification receiving" to occur. When new series of Topology Changes occur again, this counter will be reset to 0.
- **TOPOLOGY CHANGE COUNT(SECS) :**
The per spanning tree instance Topology Change Count expresses the time spent in unit of seconds since the beginning of the Spanning Tree Topology Change to the end of the STP convergence. Once there is no topology change occurring and no more topology change notification received, the Topology Change count will be reset to 0.

Buttons

- **Back :**
Click to undo any changes made locally and return to the Users.
- **Refresh :**
Click to refresh the page.

■ Port Status to Instance 0 :

Port Status of Instance 0 Home - Spanning Tree - Instance View

Back Refresh

Port No	Status	Role	Path Cost	Priority	Hello	Oper. Edge	Oper. P2P	Restricted Role	Restricted Tcn
1	FORWARDING	DSGN	200000	128	2	V	V		
2	DISCARDING	disable	20000000	128	2	V			
3	DISCARDING	disable	20000000	128	2	V			
8	DISCARDING	disable	20000000	128	2	V			
9	DISCARDING	disable	20000000	128	2	V			
10	DISCARDING	disable	20000000	128	2	V			

Figure 7-3: Port Status to Instance 0

Parameter description:

- **Port No:**
The port number to which the configuration applies.
 - **Status:**
The forwarding status. Same definition as of the RSTP specification Possible values are "FORWARDING" , "LEARNING" , "DISCARDING"
 - **Role:**
The role that a port plays in the spanning tree topology. Possible values are "disable"(disable port) , "alternate"(alternate port) , "backup"(backup port) , "ROOT"(root port) , "DSGN"(designated port) , "MSTR"(master port). The last 3 are possible port roles for a port to transit to FORWARDING state.
 - **Path Cost:**
Display currently resolved port path cost value for each port in a particular spanning tree instance.
 - **Priority:**
Display port priority value for each port in a particular spanning tree instance.
 - **Hello:**
Per port Hello Time display. It takes the following form:
Current Hello Time/Hello Time Setting .
 - **Oper. Edge:**
Whether or not a port is an Edge Port in reality.
 - **Oper. P2P:**
Whether or not a port is a Point-to-Point Port in reality.
 - **Restricted Role:**
Same as mentioned in "Port Config".
 - **Restricted Tcn:**
Same as mentioned in "Port Config".
- Buttons**
- **Back :**
Click to undo any changes made locally and return to the Users.
 - **Refresh :**
Click to refresh the page.

Chapter 8

MAC Address Tables

8-1 Configuration

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

Web Interface

To configure MAC Address Table in the web interface:

1. Click MAC Address Tables and Configuration.
2. Specify the Disable Automatic Aging and Aging Time.
3. Specify the Port Members (Auto, Disable, Secure).
4. Add new Static entry, Specify the VLAN IP and Mac address, Port Members, Block.
5. Click Apply.

MAC Table Configuration Home > MAC Address Table > Configuration

Aging Configuration

Disable Automatic Aging	<input type="checkbox"/>
Aging Time	300 seconds

MAC Table Learning

	Port Member									
	1	2	3	4	5	6	7	8	9	10
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"/>
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"/>
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"/>

Static MAC Table Configuration

Delete	VLAN ID	MAC Address	Block	Port Member
<input type="checkbox"/>	1	00-00-00-00-00-00	<input type="checkbox"/>	Port 1
<input type="checkbox"/>	2	00-00-00-00-00-00	<input type="checkbox"/>	Port 2
<input type="checkbox"/>	3	00-00-00-00-00-00	<input type="checkbox"/>	Port 3

Figure 8-1: The MAC Address Table Configuration

Parameter description:

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:

- **Auto :**
Learning is done automatically as soon as a frame with unknown SMAC is received.
- **Disable :**
No learning is done.
- **Secure :**
Only static MAC entries are learned, all other frames are dropped.



NOTE: Make sure 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.

- **Delete :**
Check to delete the entry. It will be deleted during the next save.
- **VLAN ID :**

The VLAN ID of the entry.

- **MAC Address :**

The MAC address of the entry.

- **Block :**

Click it, if you want block this mac address.

- **Port Members :**

Checkmarks indicate which ports are members of the entry. Check or uncheck as needed to modify the entry.

Buttons

- **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".

- **Apply :**

Click to save changes.

- **Reset :**

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

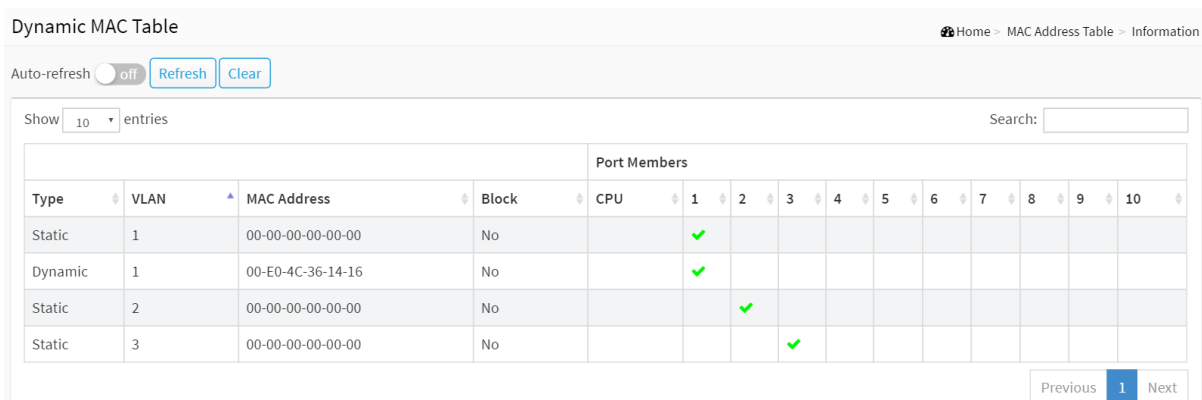
8-2 Information

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 MAC Address Table and Information.
2. Display MAC Address Table.



Type	VLAN	MAC Address	Block	Port Members													
				CPU	1	2	3	4	5	6	7	8	9	10			
Static	1	00-00-00-00-00-00	No		✓												
Dynamic	1	00-E0-4C-36-14-16	No		✓												
Static	2	00-00-00-00-00-00	No			✓											
Static	3	00-00-00-00-00-00	No				✓										

Figure 8-2: The MAC Address Table Information

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.

- **Switch (stack only)**

The stack unit where the entry is learned.

- **Type :**

Indicates whether the entry is a static or a dynamic entry, 802.1x, DMS.

- **VLAN :**

The VLAN ID of the entry.

- **MAC address :**

The MAC address of the entry.

- **Block :**
Whether the mac address is blocked or not.
- **Port Members :**
The ports that are members of the entry.

Buttons



Figure 8-2: The MAC Address Table Information buttons

- **Auto-refresh :**
Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.
- **Refresh :**
Click to refresh the page.
- **Clear :**
Click to clear the page.
- **Next :**
Updates the system log entries, turn to the next page.
- **Previous :**
Updates the system log entries, turn to the previous page.



NOTE:

00-40-C7-73-01-29 : your switch MAC address (for IPv4)
 33-33-00-00-00-01 : Destination MAC (for IPv6 Router Advertisement)
 (reference IPv6 RA.JPG)
 33-33-00-00-00-02 : Destination MAC (for IPv6 Router Solicitation)
 (reference IPv6 RS.JPG)
 33-33-FF-73-01-29 : Destination MAC (for IPv6 Neighbor Solicitation)
 (reference IPv6 DAD.JPG)
 33-33-FF-A8-01-01: your switch MAC address (for IPv6 global IP)
 FF-FF-FF-FF-FF-FF: for Broadcast.

9-1 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.

9-1.1 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 Multicast, IGMP Snooping and 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 and Profile.
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.

Global Configuration				
Snooping Enabled	<input type="radio"/> 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	-
8	<input type="checkbox"/>	<input type="checkbox"/>	unlimited	-
9	<input type="checkbox"/>	<input type="checkbox"/>	unlimited	-
10	<input type="checkbox"/>	<input type="checkbox"/>	unlimited	-

Figure 9-1.1: The IGMP Snooping Configuration

Parameter description:

Global Configuration

- **Snooping Enabled :**

Enable the Global IGMP Snooping.

- **Unregistered IPMCv4 Flooding enabled :**

Enable unregistered IPMCv4 traffic flooding.

- **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)

- **Proxy Enabled :**

Enable IGMP Proxy. This feature can be used to avoid forwarding unnecessary join and leave messages to the router side.

Port Related Configuration

- **Port :**

It shows the physical Port index of switch.

- **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.

- **Fast Leave :**

Enable the fast leave on the port.

- **Throttling :**

Enable to limit the number of multicast groups to which a switch port can belong.

- **Profile:**

You can select profile when you edit in Multicast Filtering Profile.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

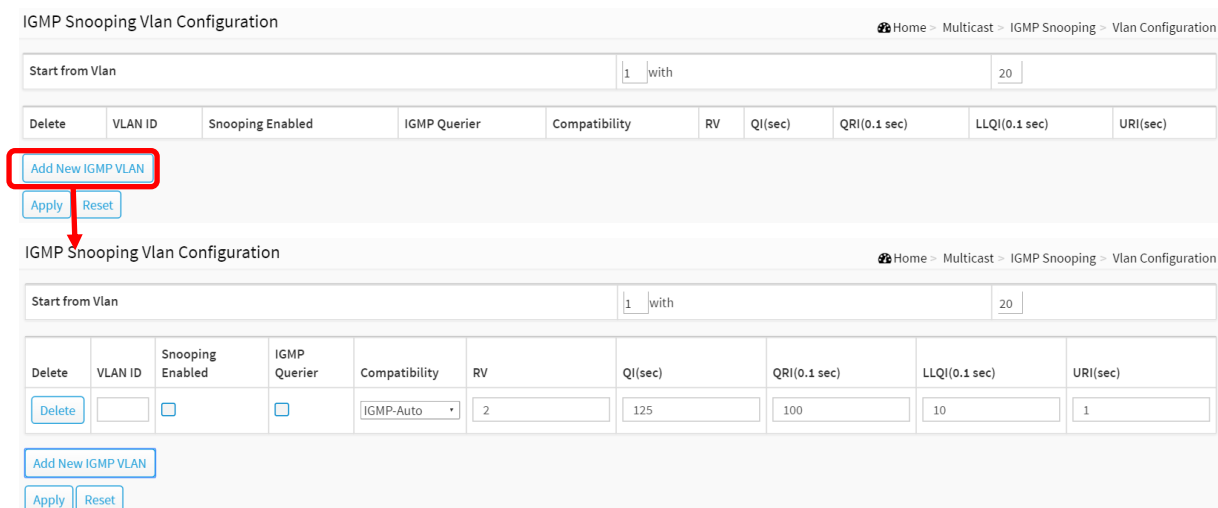
9-1.2 VLAN Configuration

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 Multicast, IGMP Snooping and VLAN Configuration.
2. Click to add new IGMP VLAN.
3. Click the Apply 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.



IGMP Snooping Vlan Configuration Home - Multicast - IGMP Snooping - Vlan Configuration

Start from Vlan: 1 with 20

Delete	VLAN ID	Snooping Enabled	IGMP Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<input type="button" value="Delete"/>	<input type="text" value=""/>	<input type="checkbox"/>	<input type="checkbox"/>	IGMP-Auto	2	125	100	10	1

IGMP Snooping Vlan Configuration Home - Multicast - IGMP Snooping - Vlan Configuration

Start from Vlan: 1 with 20

Delete	VLAN ID	Snooping Enabled	IGMP Querier	Compatibility	RV	QI(sec)	QRI(0.1 sec)	LLQI(0.1 sec)	URI(sec)
<input type="button" value="Delete"/>	<input type="text" value=""/>	<input type="checkbox"/>	<input type="checkbox"/>	IGMP-Auto	2	125	100	10	1

Figure 9-1.2: The IGMP Snooping VLAN Configuration

Parameter description:

- **Start from Vlan :**
You can click them Refreshes the displayed table starting from the "VLAN" input fields.
- **Delete :**
Check to delete the entry. The designated entry will be deleted during the next save.
- **VLAN ID :**
It displays the VLAN ID of the entry.
- **Snooping Enabled :**
Enable the per-VLAN IGMP Snooping. Only up to 32 VLANs can be selected. .
- **IGMP Querier :**

Enable to join IGMP Querier election in the VLAN. Disable to act as an IGMP Non-Querier.

- **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.

- **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.

- **QI(sec) :**

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.

- **QRI(0.1 sec) :**

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).

- **LLQI (0.1 sec) :**

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).

- **URI(sec) :**

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. .

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

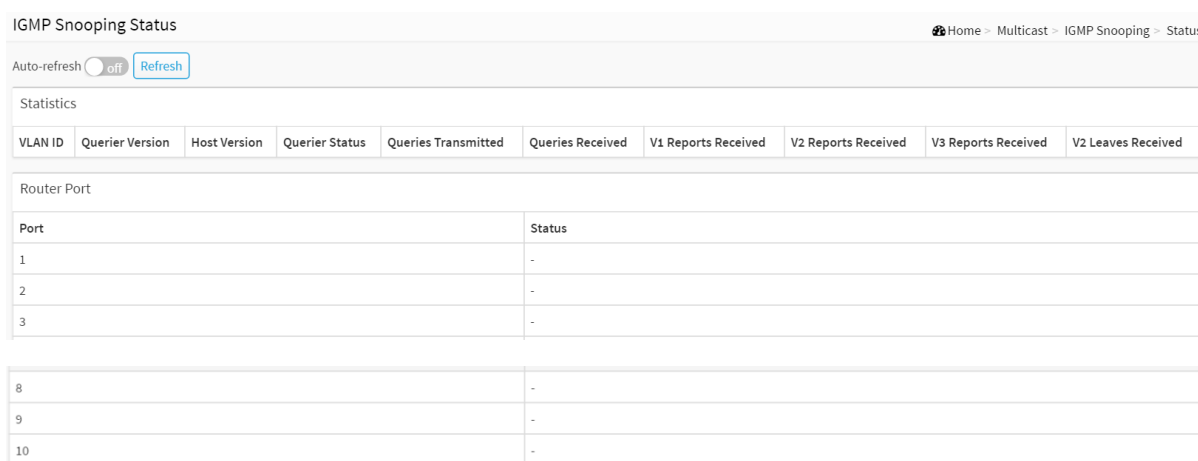
9-1.3 Status

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 Multicast, IGMP Snooping and 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.



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

Port	Status
1	-
2	-
3	-
8	-
9	-
10	-

Figure 9-1.3: The IGMP Snooping Status

Parameter description:

Statistic

- **VLAN ID :**
The VLAN ID of the entry.
- **Querier Version :**
Working Querier Version currently.
- **Host Version :**
Working Host Version currently.
- **Querier Status :**
Shows the Querier status is "ACTIVE" or "IDLE".
"DISABLE" denotes the specific interface is administratively disabled.
- **Queries Transmitted :**
The number of Transmitted Queries.
- **Queries Received :**
The number of Received Queries.

- **V1 Reports Received :**
The number of Received V1 Reports.
- **V2 Reports Received :**
The number of Received V2 Reports.
- **V3 Reports Received :**
The number of Received V3 Reports.
- **V2 Leaves Received :**
The number of Received V2 Leaves.

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.

- **Port**
Switch port number.
- **Status**
Indicate whether specific port is a router port or not.

Buttons



Figure 9-1.3: The IGMP Snooping Status buttons

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

9-1.4 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 Multicast, IGMP Snooping and Group Information.
2. Specify how many entries to show in one page.
3. If you want to auto-refresh the information then you need to evoke the "Auto-refresh".
4. Click "Refresh" to refresh an entry of the IGMP Snooping Groups Information.
5. Click Previous/next to change page.

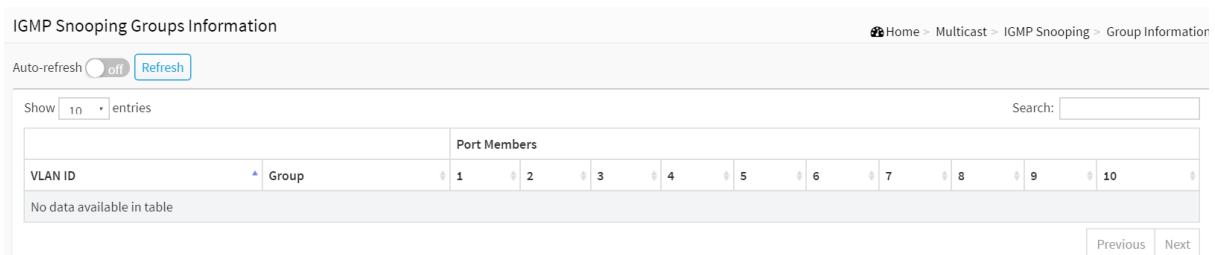


Figure 9-1.4: The IGMP Snooping Groups Information

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.

- **Search :**
You can search for the information that you want to see.
- **Show entries :**
You can choose how many items you want to show off.
- **VLAN ID :**
VLAN ID of the group.
- **Groups :**

Group address of the group displayed.

- **Port Members :**

Ports under this group.

Buttons



Figure 9-1.4: The IGMP Snooping Groups Information buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page immediately.

- **Next :**

Updates the system log entries, turn to the next page.

- **Previous :**

Updates the system log entries, turn to the previous page.

9-1.5 IGMP SFM Information

Entries in the IGMP SFM Information Table are shown on this page. The IGMP SFM (Source-Filtered Multicast) Information Table also contains the SSM (Source-Specific Multicast) information. This table is sorted first by VLAN ID, then by group, and then by Port. Different source addresses belong to the same group are treated as single entry.

Web Interface

To display the IGMP SFM Information in the web interface:

1. Click Multicast, IGMP Snooping and 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 an entry of the IGMP Snooping Groups Information.
4. Click Previous/next to change page.

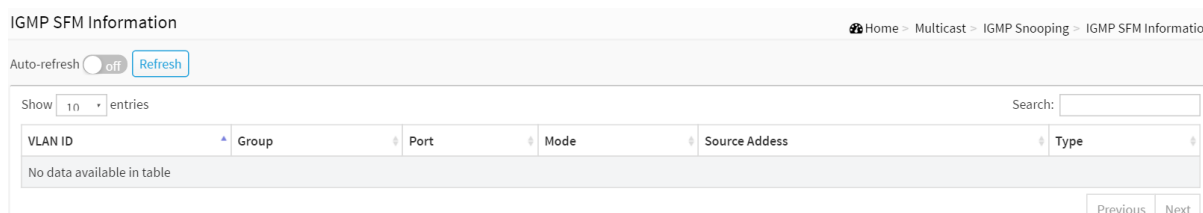


Figure 9-1.5: The IGMP SFM Information

Parameter description:

Navigating the IGMP SFM Information Table

Each page shows up to 99 entries from the IGMP SFM Information 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 SFM Information Table.

The "Start from VLAN", and "group" input fields allow the user to select the starting point in the IGMP SFM Information Table. Clicking the button will update the displayed table starting from that or the closest next IGMP SFM Information 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.

- **Search :**
You can search for the information that you want to see.
- **Show entries :**
You can choose how many items you want to show off.
- **VLAN ID :**
VLAN ID of the group.
- **Group :**
Group address of the group displayed.

- **Port :**
Switch port number.
- **Mode :**
Indicates the filtering mode maintained per (VLAN ID, port number, Group Address) basis. It can be either Include or Exclude.
- **Source Address :**
IP Address of the source. Currently, system limits the total number of IP source addresses for filtering to be 128.
- **Type :**
Indicates the Type. It can be either Allow or Deny.

Buttons



Figure 9-1.5: The IGMP Snooping Groups Information buttons

- **Auto-refresh :**
Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.
- **Refresh :**
Click to refresh the page immediately.
- **Next :**
Updates the system log entries, turn to the next page.
- **Previous :**
Updates the system log entries, turn to the previous page.

This section shows you 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.

10-1 Management

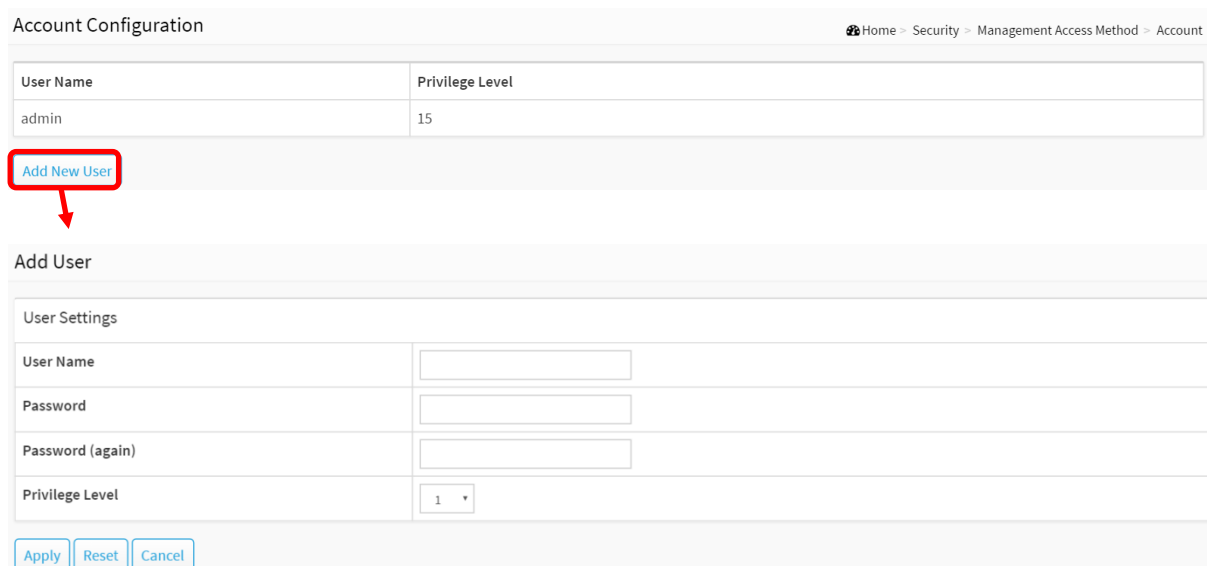
10-1.1 Account

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 Security, Management and Account.
2. Click Add new user.
3. Specify the User Name parameter.
4. Click Apply.



Account Configuration Home - Security - Management Access Method - 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 ▾

Figure 10-1.1: The Account configuration

Parameter description:

- **User Name :**

The name identifying the user. This is also a link to Add/Edit User.

- **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.

- **Password (again) :**

To type the password again. You must type the same password again in the field.

- **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.

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).

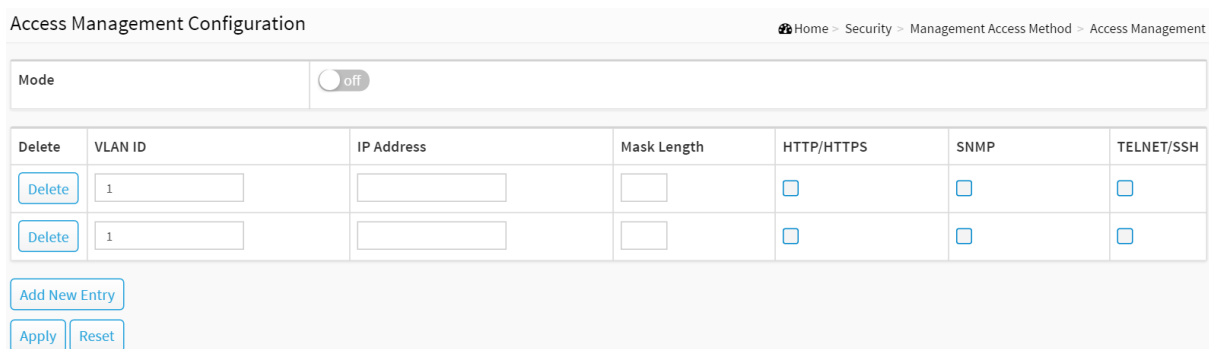
10-1.2 Access Management

This section shows you to configure access management table of the Switch including HTTP/HTTPS, SNMP. You can manage the Switch over an Ethernet LAN, or over the Internet.

Web Interface

To configure an Access Management Configuration in the web interface:

1. Click Security, Management and Access Management.
2. Select "on" in the Mode of Access Management Configuration.
3. Click "Add new entry".
4. Specify the IP Address, Mask Length.
5. Checked Access Management method (HTTP/HTTPS, SNMP) in the entry.
6. Click Apply.



Delete	VLAN ID	IP Address	Mask Length	HTTP/HTTPS	SNMP	TELNET/SSH
<input type="button" value="Delete"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="button" value="Delete"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Figure 10-1.2: The Access Management Configuration

Parameter description:

- **Mode :**

Indicates the access management mode operation. Possible modes are:

On : Enable access management mode operation.

Off : Disable access management mode operation.

- **VLAN ID :**

Indicates the VLAN ID for the access management entry.

- **Delete :**

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

- **IP address :**

Enter the source IP address.

- **Mask Length :**

Enter the Mask Length.

- **HTTP/HTTPS :**

Indicates that the host can access the switch from HTTP/HTTPS interface if the host IP address matches the IP address range provided in the entry.

- **SNMP :**

Indicates that the host can access the switch from SNMP interface if the host IP address matches the IP address range provided in the entry.

Buttons

- **Add New Entry :**

Click to add a new access management entry.

- **Apply :**

Click to save changes.

- **Reset :**

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

10-2 IEEE 802.1X

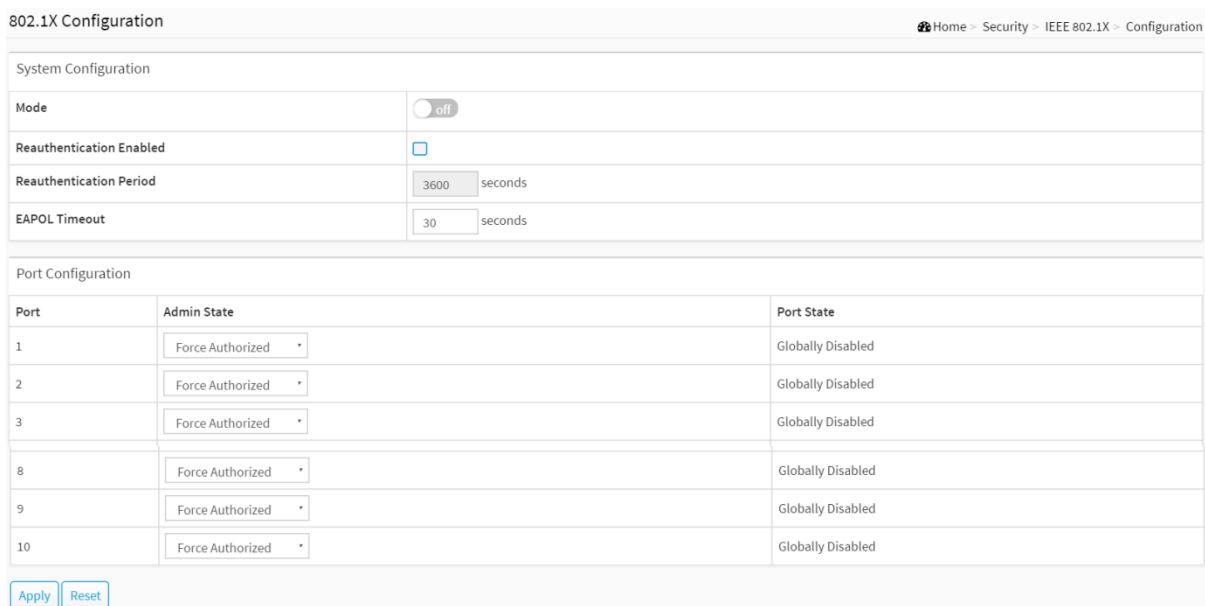
10-2.1 Configuration

The section describes to configure the 802.1X parameters of the switch. The 802.1X 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 the IEEE 802.1X in the web interface:

1. Click Security, IEEE 802.1X and Configuration.
2. Select "on" in the Mode of IEEE 802.1X Configuration.
3. Checked Reauthentication Enabled.
4. Set Reauthentication Period (Default is 3600 seconds).
5. Select Admin State and displays Port State.
6. Click the Apply to save the setting.
7. If you want to cancel the setting then you need to click the Reset button. It will revert to previously saved values.



802.1X Configuration Home > Security > IEEE 802.1X > Configuration

System Configuration

Mode	<input type="radio"/> off
Reauthentication Enabled	<input type="checkbox"/>
Reauthentication Period	3600 seconds
EAPOL Timeout	30 seconds

Port Configuration

Port	Admin State	Port State
1	Force Authorized	Globally Disabled
2	Force Authorized	Globally Disabled
3	Force Authorized	Globally Disabled
8	Force Authorized	Globally Disabled
9	Force Authorized	Globally Disabled
10	Force Authorized	Globally Disabled

Apply Reset

Figure 10-2.1: The IEEE 802.1X Configuration

Parameter description:

System Configuration

- **Mode :**

on or off.

Indicates if IEEE 802.1X is globally enabled or disabled on the switch. If globally disabled, all ports are allowed forwarding of frames.

- **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).

- **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.

- **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.

Port Configuration

- **Port :**

The port number for which the configuration below applies.

- **Admin State :**

If 802.1X is globally enabled, this selection controls the port's authentication mode. The following modes are available:

- **Force Authorized:**

In this mode, the switch will send one EAPOL Success frame when the port link comes up, and any client on the port will be allowed network access without authentication.

- **Force Unauthorized:**

In this mode, the switch will send one EAPOL Failure frame when the port link comes up, and any client on the port will be disallowed network access.

- **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.



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, 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.

- **Port State :**

The current state of the port. It can undertake one of the following values:

Globally Disabled: IEEE 802.1X is globally disabled.

Link Down: IEEE 802.1X 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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

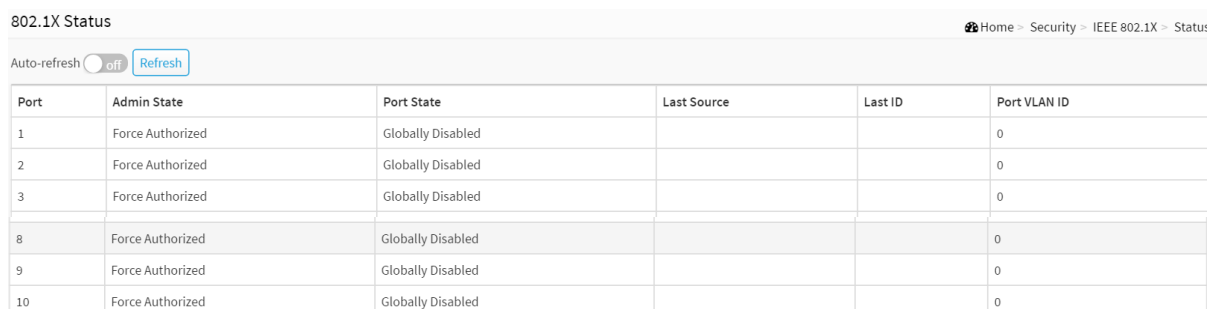
10-2.2 Status

The section describes to show the each port 802.1X status information of the switch. The status includes Admin State, Port State, Last Source, Last ID and Port VLAN ID.

Web Interface

To displays 802.1X Status in the web interface:

1. Click Security, IEEE 802.1X and Status.
2. Checked "Auto-refresh".
3. Click "Refresh" to refresh the port detailed statistics.
4. You can select which port that you want display 802.1X Statistics.



802.1X Status Home - Security - IEEE 802.1X - Status

Auto-refresh off

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
8	Force Authorized	Globally Disabled			0
9	Force Authorized	Globally Disabled			0
10	Force Authorized	Globally Disabled			0

Figure 10-2.2: The IEEE 802.1X Status

Parameter description:

802.1X Status

- **Port :**
The switch port number. Click to navigate to detailed 802.1X statistics for this port.
- **Admin State :**
The port's current administrative state. Refer to 802.1X Admin State for a description of possible values.
- **Port State :**
The current state of the port. Refer to 802.1X Port State for a description of the individual states.
- **Last Source :**
The source MAC address carried in the most recently received EAPOL frame for EAPOL-based authentication, and the most recently received frame from a new client for MAC-based authentication.
- **Last ID :**
The user name (supplicant identity) carried in the most recently received Response Identity EAPOL frame for EAPOL-based authentication, and the source MAC address from the most recently received frame from a new client for MAC-based authentication.
- **Port VLAN ID :**
The VLAN ID that 802.1X has put the port in. The field is blank, if the Port VLAN ID is not

overridden by 802.1X.

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.

Buttons



Figure 10-2.2: The IEEE 802.1X Status buttons

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

- **If you select port1 to display 802.1X Statistics.**



Figure 10-2.2: The 802.1X Statistics Port 1

Parameter description:

- **Port :**
You can select which port that you want display 802.1X Statistics.
- **Admin State :**
The port's current administrative state. Refer to 802.1X Admin State for a description of possible values.
- **Port State :**
The current state of the port. Refer to 802.1X Port State for a description of the individual states.

Buttons



Figure 10-2.2: The IEEE 802.1X Statistics Port 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 the selected port.

10-3 Port Security

10-3.1 Configuration

This section shows you 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 Port Security Configuration in the web interface:

1. Click Security, Port Security and Configuration.
2. Select "Enabled" in the Mode of System Configuration.
3. Set Mode(Enabled, Disabled), Limit, Action (Trap, Shutdown, Trap & Shutdown) for each port.
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.

Port Security Configuration Home > Security > Port Security > Configuration

System Configuration

Mode

Port Configuration

Port	Mode	Limit	Action	State	Re-open
1	<input type="text" value="Disabled"/>	<input type="text" value="4"/>	<input type="text" value="None"/>		<input type="button" value="Reopen"/>
2	<input type="text" value="Disabled"/>	<input type="text" value="4"/>	<input type="text" value="None"/>		<input type="button" value="Reopen"/>
8	<input type="text" value="Disabled"/>	<input type="text" value="4"/>	<input type="text" value="None"/>		<input type="button" value="Reopen"/>
9	<input type="text" value="Disabled"/>	<input type="text" value="4"/>	<input type="text" value="None"/>		<input type="button" value="Reopen"/>
10	<input type="text" value="Disabled"/>	<input type="text" value="4"/>	<input type="text" value="None"/>		<input type="button" value="Reopen"/>

Figure 10-3.1: The Port Security Configuration

Parameter description:

System Configuration

- **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:

- **Port :**

The port number to which the configuration below applies.

- **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.

- **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.

- **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.

- **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 shut down or Trap & Shutdown.

- **Re-open Button :**

If a port is shut down 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 shut down in the Action section.



NOTE: That clicking the reopen button causes the page to be refreshed, so non-committed changes will be lost

Buttons

- **Apply**

Click to save changes.

- **Reset**

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

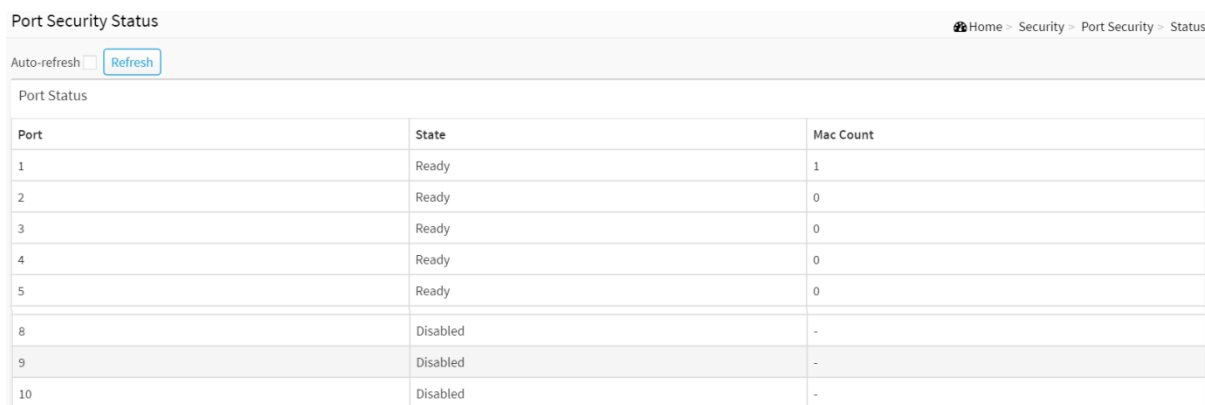
10-3.2 Status

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 displays a Port Security Status in the web interface:

1. Click Security, Port Security and status.
2. Checked "Auto-refresh".
3. Click "Refresh" to refresh the port detailed statistics.
4. Click the port number to see the status for this particular port.



Port	State	Mac Count
1	Ready	1
2	Ready	0
3	Ready	0
4	Ready	0
5	Ready	0
8	Disabled	-
9	Disabled	-
10	Disabled	-

Figure 10-3.2: The Port Security Status

Parameter description:

- **Port :**

The port number for which the status applies.

- **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.

- **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 (-).

Buttons



Figure 10-3.2: The Port Security Status buttons

- **Auto-refresh :**

Check this box to refresh the page automatically. Automatic refresh occurs every 3 seconds.

- **Refresh :**

Click to refresh the page immediately.

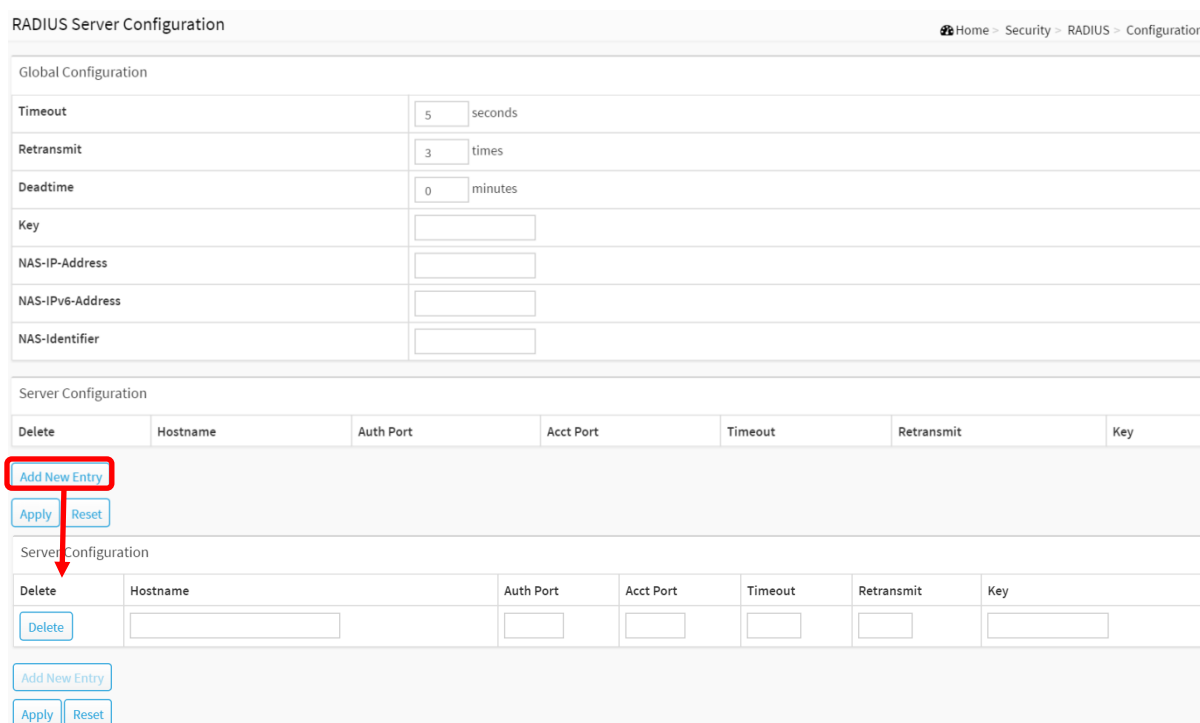
10-4 RADIUS

10-4.1 Configuration

Web Interface

To configure a RADIUS in the web interface:

1. Click Security, RADIUS and Configuration.
2. Set Timeout, Retransmit, Deadtime, Key, NAS-IP-Address, NAS IPv6-Address, NAS-Identifier.
3. Click "Add New Entry".
4. Set Hostname, Auth Port, Acct Port, Timeout, Retransmit, Key.
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.



RADIUS Server Configuration Home > Security > RADIUS > Configuration

Global Configuration

Timeout	<input type="text" value="5"/> seconds
Retransmit	<input type="text" value="3"/> times
Deadtime	<input type="text" value="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
<input type="button" value="Delete"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Server Configuration

Delete	Hostname	Auth Port	Acct Port	Timeout	Retransmit	Key
<input type="button" value="Delete"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Figure 10-4.1: The RADIUS Configuration

Parameter description:

Global Configuration

These settings are common for all of the RADIUS servers.

- **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.

- **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.

- **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.

- **Key :**
The secret key - up to 63 characters long - shared between the RADIUS server and the switch.
- **NAS-IP-Address :**
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.
- **NAS-IPv6-Address :**
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.
- **NAS-Identifier :**
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:

- **Delete :**
To delete a RADIUS server entry, check this box. The entry will be deleted during the next Save.
- **Hostname :**
The IP address or hostname of the RADIUS server.
- **Auth Port :**
The UDP port to use on the RADIUS server for authentication.
- **Acct Port :**
The UDP port to use on the RADIUS server for accounting.
- **Timeout :**
This optional setting overrides the global timeout value. Leaving it blank will use the global timeout value.
- **Retransmit :**
This optional setting overrides the global retransmit value. Leaving it blank will use the global retransmit value.
- **Key :**
This optional setting overrides the global key. Leaving it blank will use the global key.

Buttons

- **Adding New Server Entry :**
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.

- **Apply :**

Click to save changes.

- **Reset :**

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

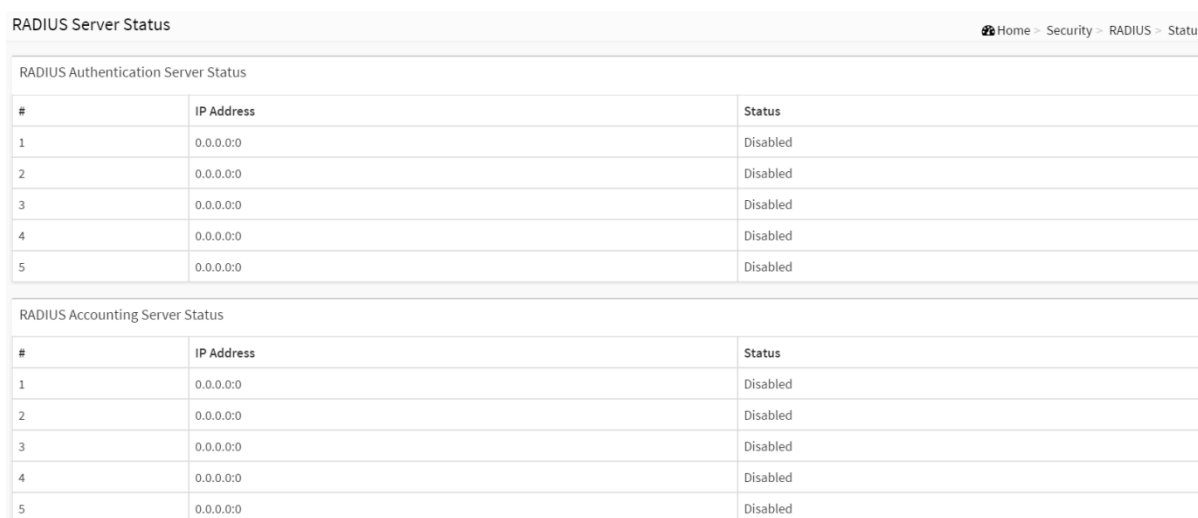
10-4.2 Status

This section shows you an overview/detail of the RADIUS Authentication and Accounting servers' status to ensure the function is workable.

Web Interface

To display a RADIUS Status in the web interface:

1. Click Security, RADIUS and Status.
2. Select server to display the detail statistics for a particular RADIUS.



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

Figure 10-4.2: The RADIUS Server Status Overview

Parameter description:

RADIUS Authentication Server Status

- **# :**
The RADIUS server number. Click to navigate to detailed statistics for this server.
- **IP Address :**
The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of this server.
- **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 Server Status

- **# :**
The RADIUS server number. Click to navigate to detailed statistics for this server.
- **IP Address :**
The IP address and UDP port number (in <IP Address>:<UDP Port> notation) of this server.
- **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.

- **If you select Server#1 to display RADIUS Statistics**

RADIUS Statistics Home > Security > RADIUS > Status

Auto-refresh off Refresh 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		

Figure 10-4.2: The RADIUS Statistics Server

Parameter description:

- **server :**

You can select which server that you want display RADIUS.

RADIUS Authentication Statistics for Server #1

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.

- **Access Accepts :**

The number of RADIUS Access-Accept packets (valid or invalid) received from the server.

- **Access Rejects :**

The number of RADIUS Access-Reject packets (valid or invalid) received from the server.

- **Access Challenges :**

The number of RADIUS Access-Challenge packets (valid or invalid) received from the server.

- **Malformed Access Responses :**

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.

- **Bad Authenticators :**

The number of RADIUS Access-Response packets containing invalid authenticators or Message Authenticator attributes received from the server.

- **Unknown Types :**

The number of RADIUS packets that were received with unknown types from the server on the authentication port and dropped.

- **Packets Dropped :**

The number of RADIUS packets that were received from the server on the authentication port and dropped for some other reason.

- **Access Requests :**

The number of RADIUS Access-Request packets sent to the server. This does not include retransmissions.

- **Access Retransmissions :**

The number of RADIUS Access-Request packets retransmitted to the RADIUS authentication server.

- **Pending Requests :**

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.

- **Timeouts :**

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.

- **IP Address :**

IP address and UDP port for the authentication 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 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.

- **Round-Trip Time :**

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.

RADIUS Accounting Statistics for Server #1

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.

- **Responses :**

The number of RADIUS packets (valid or invalid) received from the server.

- **Malformed Responses :**

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.

- **Bad Authenticators :**

The number of RADIUS packets containing invalid authenticators received from the server.

- **Unknown Types :**

The number of RADIUS packets of unknown types that were received from the server on the accounting port.

- **Packets Dropped :**

The number of RADIUS packets that were received from the server on the accounting port and dropped for some other reason.

- **Requests :**

The number of RADIUS packets sent to the server. This does not include retransmissions

- **Retransmissions :**

The number of RADIUS packets retransmitted to the RADIUS accounting server.

- **Pending Requests :**

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.

- **Timeouts :**

The number of accounting timeouts to the server. After a timeout, the client may retry to the same server, send to a different server, or give up. A retry to the same server is counted as a retransmit as well as a timeout. A send to a different server is counted as a Request as well as a timeout.

- **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.

- **Round-Trip Time :**

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.

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 Ping, Traceroute, and VeriPHY Cable Diagnostics.

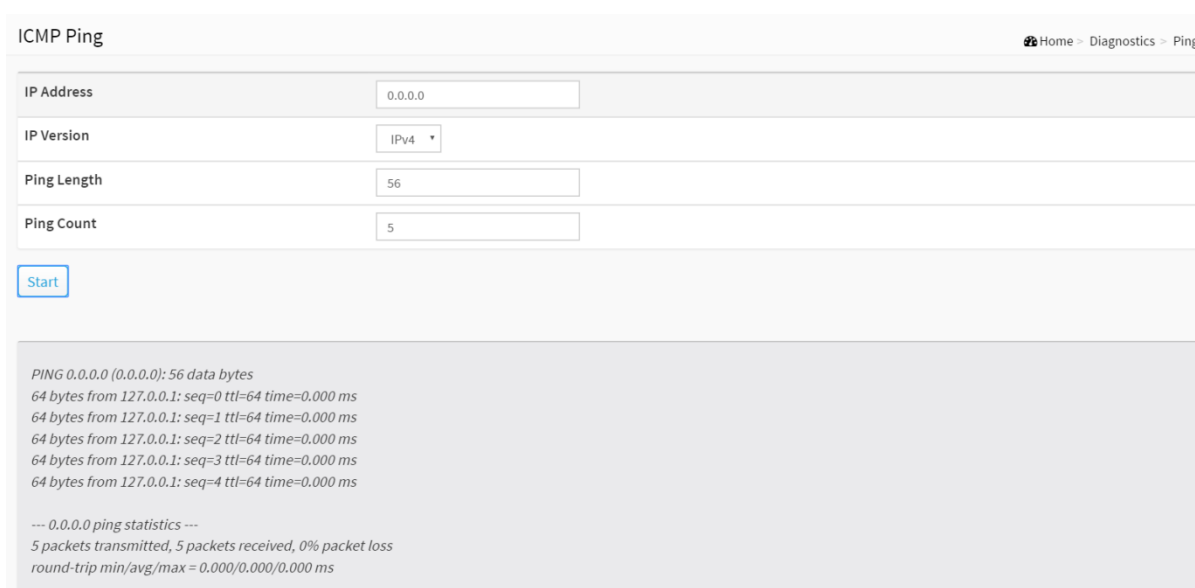
11-1 Ping

This section allows you to issue ICMP PING packets to troubleshoot IPv6 connectivity issues.

Web Interface

To configure an PING in the web interface:

1. Click Diagnostics and Ping.
2. Specify IP Address, IP Version, PING Size.
3. Click Start.



The screenshot shows the 'ICMP Ping' web interface. At the top right, there is a breadcrumb trail: 'Home > Diagnostics > Ping'. The main configuration area contains four input fields: 'IP Address' with the value '0.0.0.0', 'IP Version' with a dropdown menu set to 'IPv4', 'Ping Length' with the value '56', and 'Ping Count' with the value '5'. Below these fields is a blue 'Start' button. The results area below the button displays the following text:

```

PING 0.0.0.0 (0.0.0.0): 56 data bytes
64 bytes from 127.0.0.1: seq=0 ttl=64 time=0.000 ms
64 bytes from 127.0.0.1: seq=1 ttl=64 time=0.000 ms
64 bytes from 127.0.0.1: seq=2 ttl=64 time=0.000 ms
64 bytes from 127.0.0.1: seq=3 ttl=64 time=0.000 ms
64 bytes from 127.0.0.1: seq=4 ttl=64 time=0.000 ms

--- 0.0.0.0 ping statistics ---
5 packets transmitted, 5 packets received, 0% packet loss
round-trip min/avg/max = 0.000/0.000/0.000 ms
    
```

Figure 11-1: The ICMP Ping

Parameter description:

- **IP Address :**
To set the IP Address of device what you want to ping it.
- **IP Version :**
To set the IP Version what you want.
- **Ping Length :**

The payload size of the ICMP packet. Values range from 2 bytes to 1452 bytes.

- **Ping Count :**

The count of the ICMP packet. Values range from 1 time to 60 times.

- **Start:**

Click the "Start" button then the switch will start to ping the device using ICMP packet size what set on the switch.

After you press , 5 ICMP packets are transmitted, and the sequence number and roundtrip time are displayed upon reception of a reply. The page refreshes automatically until responses to all packets are received, or until a timeout occurs.

```
PING6 server ::10.10.132.20
```

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

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

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

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

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

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

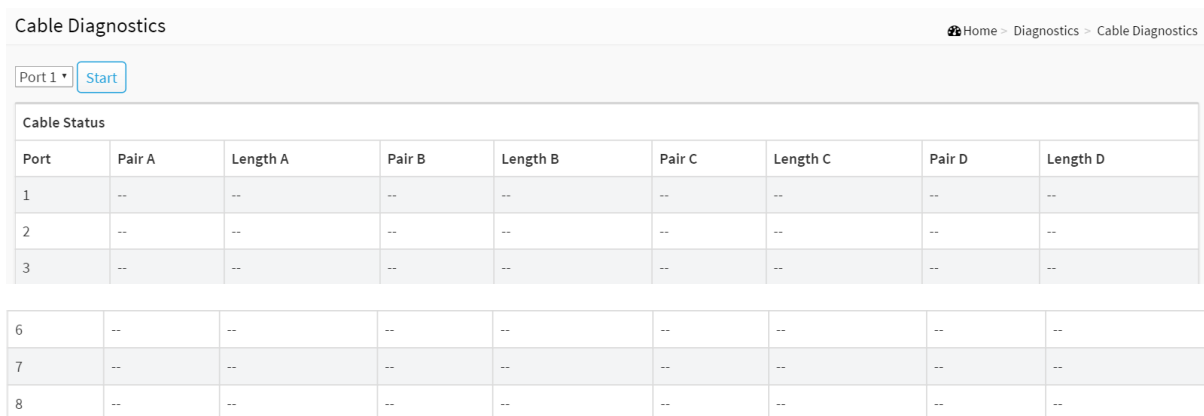

11-2 Cable Diagnostics

This section is used for running the VeriPHY 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 VeriPHY is only accurate for cables of length 7 -140 meters. 10 and 100 Mbps ports will be linked down while running VeriPHY. Therefore, running VeriPHY on a 10 or 100 Mbps management port will cause the switch to stop responding until VeriPHY is complete.

Web Interface

To configure a Cable Diagnostics Configuration in the web interface:

1. Click Diagnostics and Cable Diagnostics.
2. Specify Port which you want to check.
3. Click Start.



Port	Pair A	Length A	Pair B	Length B	Pair C	Length C	Pair D	Length D
1	--	--	--	--	--	--	--	--
2	--	--	--	--	--	--	--	--
3	--	--	--	--	--	--	--	--
6	--	--	--	--	--	--	--	--
7	--	--	--	--	--	--	--	--
8	--	--	--	--	--	--	--	--

Figure 11-2: The Cable Diagnostics

Parameter description:

- **Port :**
The port where you are requesting Cable Diagnostics.
- **Cable Status**
- **Port :**
Port number.
- **Pair :**
The status of the cable pair.
- **Length :**
The length (in meters) of the cable pair.
- **Button**
- **Start :**
Start to cable diagnostics the port that you selected.

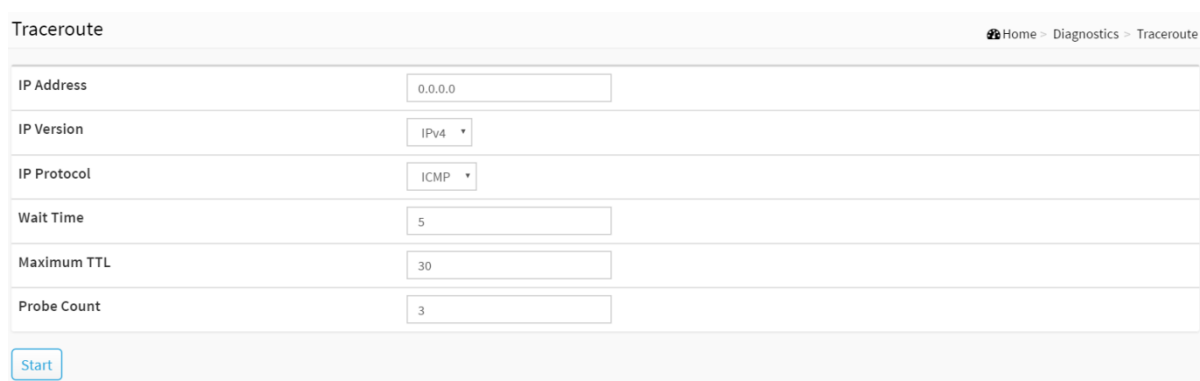
11-3 Traceroute

This page allows you to issue ICMP, TCP, or UDP packets to diagnose network connectivity issues.

Web Interface

To configure a Traceroute in the web interface:

1. Click Diagnostics and Traceroute.
2. Specify IP Address, IP Version, IP Protocol, traceroute Size.
3. Click Start.



The screenshot shows a web interface titled "Traceroute" with a breadcrumb trail "Home > Diagnostics > Traceroute". The interface contains several input fields and dropdown menus:

- IP Address:** A text input field containing "0.0.0.0".
- IP Version:** A dropdown menu currently set to "IPv4".
- IP Protocol:** A dropdown menu currently set to "ICMP".
- Wait Time:** A text input field containing "5".
- Maximum TTL:** A text input field containing "30".
- Probe Count:** A text input field containing "3".

At the bottom left of the form area, there is a blue "Start" button.

Figure 11-3: The Traceroute

Parameter description:

- **IP Address :**
The destination IP Address.
- **IP Version :**
To set the IP Version what you want.
- **Protocol :**
The protocol(ICMP, UDP, TCP) packets to send.
- **Wait Time :**
Set the time (in seconds) to wait for a response to a probe (default 5.0 sec). Values range from 1 to 60. The payload size of the ICMP packet. Values range from 2 bytes to 1452 bytes.
- **Maximum TTL :**
Specifies the maximum number of hops (max time-to-live value) traceroute will probe. Values range from 1 to 255. The default is 30.
- **Probe Count :**
Sets the number of probe packets per hop. Values range from 1 to 10. The default is 3.

11-4 Mirror

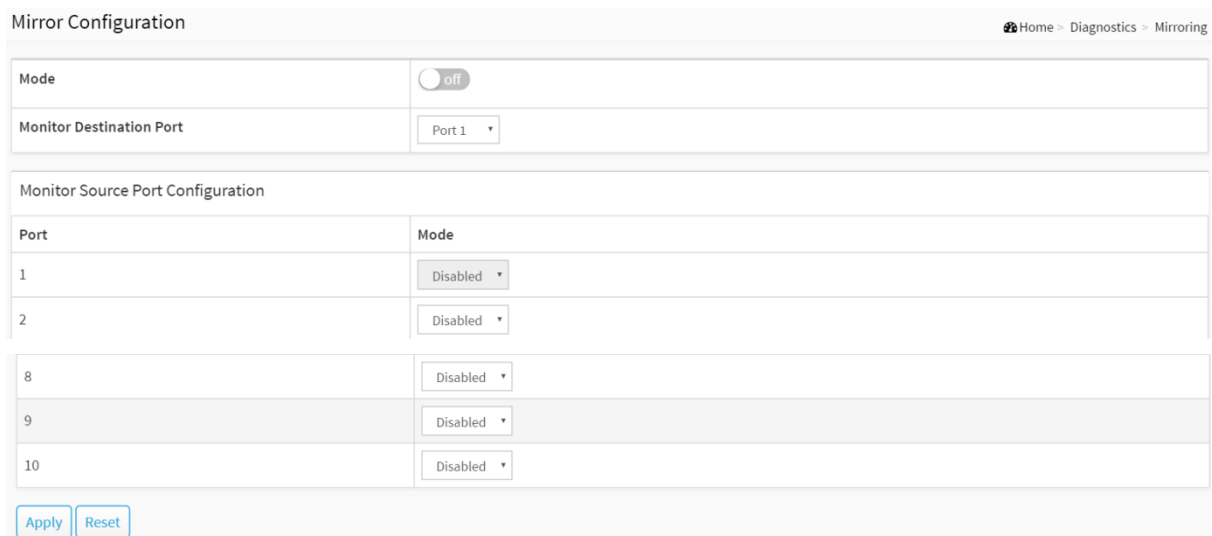
You can mirror traffic from any source port to a target port for real-time analysis. You can then attach a logic analyzer or RMON probe to the target port and study the traffic crossing the source port in a completely unobtrusive manner.

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 Diagnostics and Mirroring.
2. Scroll to select Monitor Destination Port on which port.
3. Scroll to disabled, enable, TX Only and RX only to set the Port mirror mode.
4. Click the Apply to save the setting.
5. If you want to cancel the setting then you need to click the Reset button.
6. It will revert to previously saved values.



Mirror Configuration	
Mode	<input type="radio"/> on <input checked="" type="radio"/> off
Monitor Destination Port	Port 1 ▾
Monitor Source Port Configuration	
Port	Mode
1	Disabled ▾
2	Disabled ▾
8	Disabled ▾
9	Disabled ▾
10	Disabled ▾
<input type="button" value="Apply"/> <input type="button" value="Reset"/>	

Figure 11-4: The Mirror Configuration

Parameter description:

- **Mode :**

Indicates the Mirror mode operation. Possible modes are:

on: Enable Mirror mode operation.

off: Disable Mirror mode operation.

- **Monitor Destination Port :**

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 Source Port Configuration

The following table is used for Rx and Tx enabling.

- **Port :**

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

- **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.

Buttons

- **Apply :**

Click to save changes.

- **Reset :**

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

Chapter 12

Maintenance

This chapter describes the entire switch Maintenance configuration tasks to enhance the performance of local network including Save/Backup/Restore/Activate/Delete Restart Device, Factory Defaults, Firmware upgrade.

12-1 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.

12-1.1 Save startup-config

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 Maintenance, Configuration and Save startup-config.
2. Click Save Configuration.

Please note:

The generation of the configuration file may be time consuming, depending on the amount of non-default configuration.

Save Configuration

Figure 12-1.1: The Save Startup Configuration

Parameter description:

Button

- **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.

12-1.2 Backup config

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, and 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.

Web Interface

To download configuration in the web interface:

1. Click Maintenance, Configuration and Backup config..
2. Click Backup.

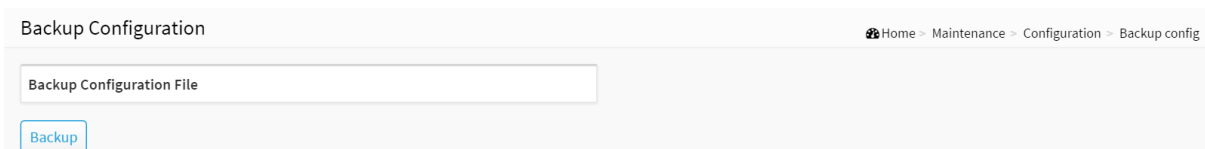


Figure 12-1.2: Backup Config

Parameter description:

Button

- **Backup :**

Click the "Backup" button then the switch will start to download the configuration from flash memory to PC or Server.

12-1.3 Restore config

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 restore configuration in the web interface:

1. Click Maintenance, Configuration and Restore config.
2. Click Upload.

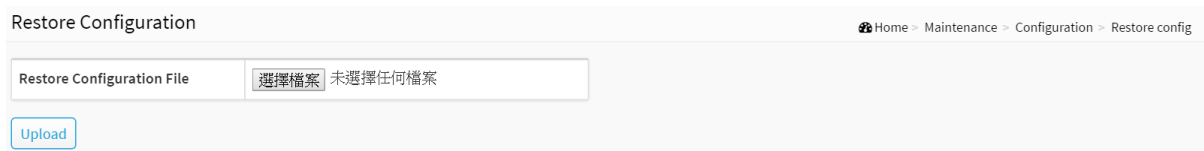


Figure 12-1.3: Restore Config

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. 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:

Button

- **選擇檔案 :**
Click the “選擇檔案.” button to search the configuration text file and filename
- **Upload :**
Click the “Upload” button then the running web management PC will start to upload the configuration from the location PC configuration into the managed switch.

12-1.4 Activate config

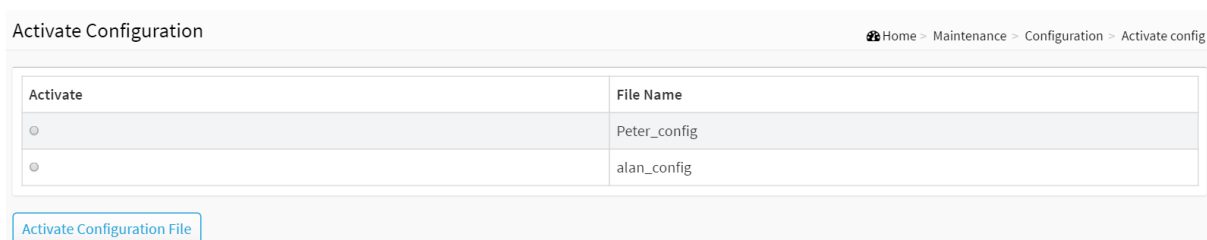
It is possible to activate any of the configuration files present on the switch, except for running-config which represents the currently active configuration.

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 Maintenance, Configuration and Activate config..
2. Click Activate Select.



Activate	File Name
<input checked="" type="radio"/>	Peter_config
<input type="radio"/>	alan_config

Activate Configuration File

Figure 12-1.4: Configuration Activation

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.

Parameter description:

- **Activate**

You can select the file that you want to activate.

Buttons

- **Activate Configuration File:**

Click the "Activate Configuration File" button then the selected file will be activated and to be this switch's running configuration.

12-1.5 Delete config

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 Maintenance, Configuration and Delete config.
2. Click Delete Select.

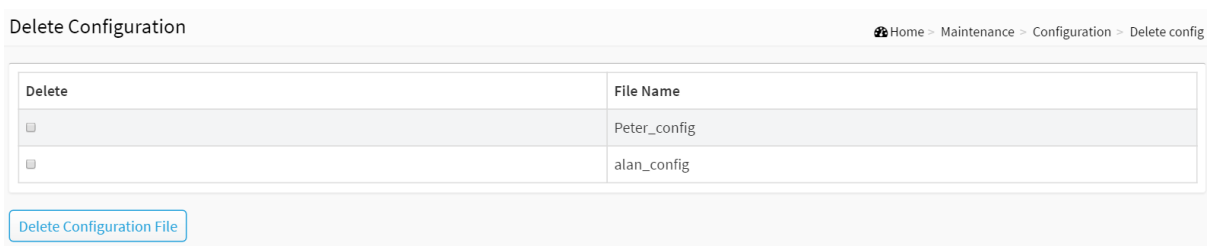


Figure 12-1.5: Delete Configuration

Parameter description:

- **Delete**

You can select the file that you want to delete.

Buttons

- **Delete Configuration File:**

Click the "Delete Configuration File" button then the selected file will be deleted.

12-2 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 Maintenance and Restart Device.
2. Click Yes.

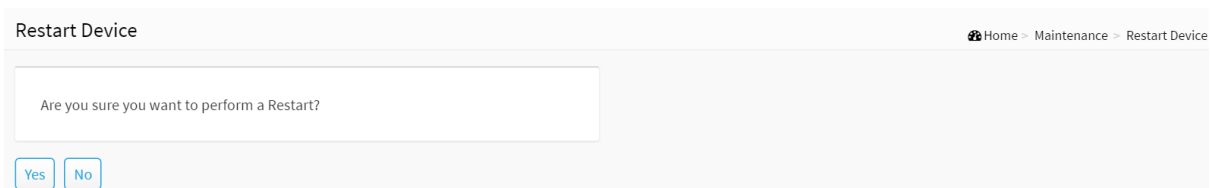


Figure 12-2: Restart Device

Parameter description:

Restart Device :

You can restart the switch on this page. After restart, the switch will boot normally.

Buttons

- **Yes :**
Click to "Yes" then the device will restart.
- **No :**
Click to undo any restart action.

12-3 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 Maintenance and Factory Defaults.
2. You can choose if you want to keep ip configuration or not.
3. Click Yes.

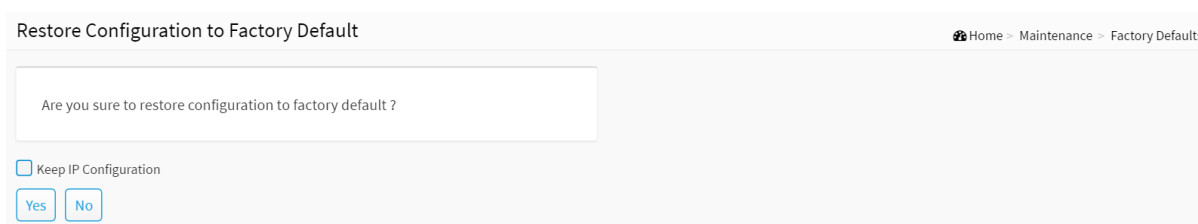


Figure 12-3: The Factory Defaults

Parameter description:

Buttons

- **Keep IP Configuration :**
Choose if you want to keep ip configuration or not.
- **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.

12-4 Firmware

This section describes how to upgrade Firmware. The Switch can be enhanced with more value-added functions by installing firmware upgrades.

12-4.1 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 Maintenance, Firmware and Firmware Upgrade.
2. Click Upload.

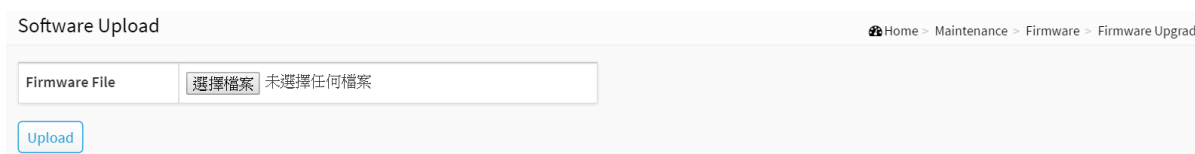


Figure 12-4.1 The firmware upgrade

Parameter description:

- **Select File :**

Click the "Select File" 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.

IMPORTANT:

1. It is recommended to use **IE10** or **IE11** to open a web console with the PoE switch.
2. This PoE switch is specifically designed for surveillance applications. It comes with an integrated Surveillance interface for ease of configuration. The Surveillance interface is accessed through a tabbed menu, and the configuration changes made in its window have a higher priority than those in the Switch configuration menus.

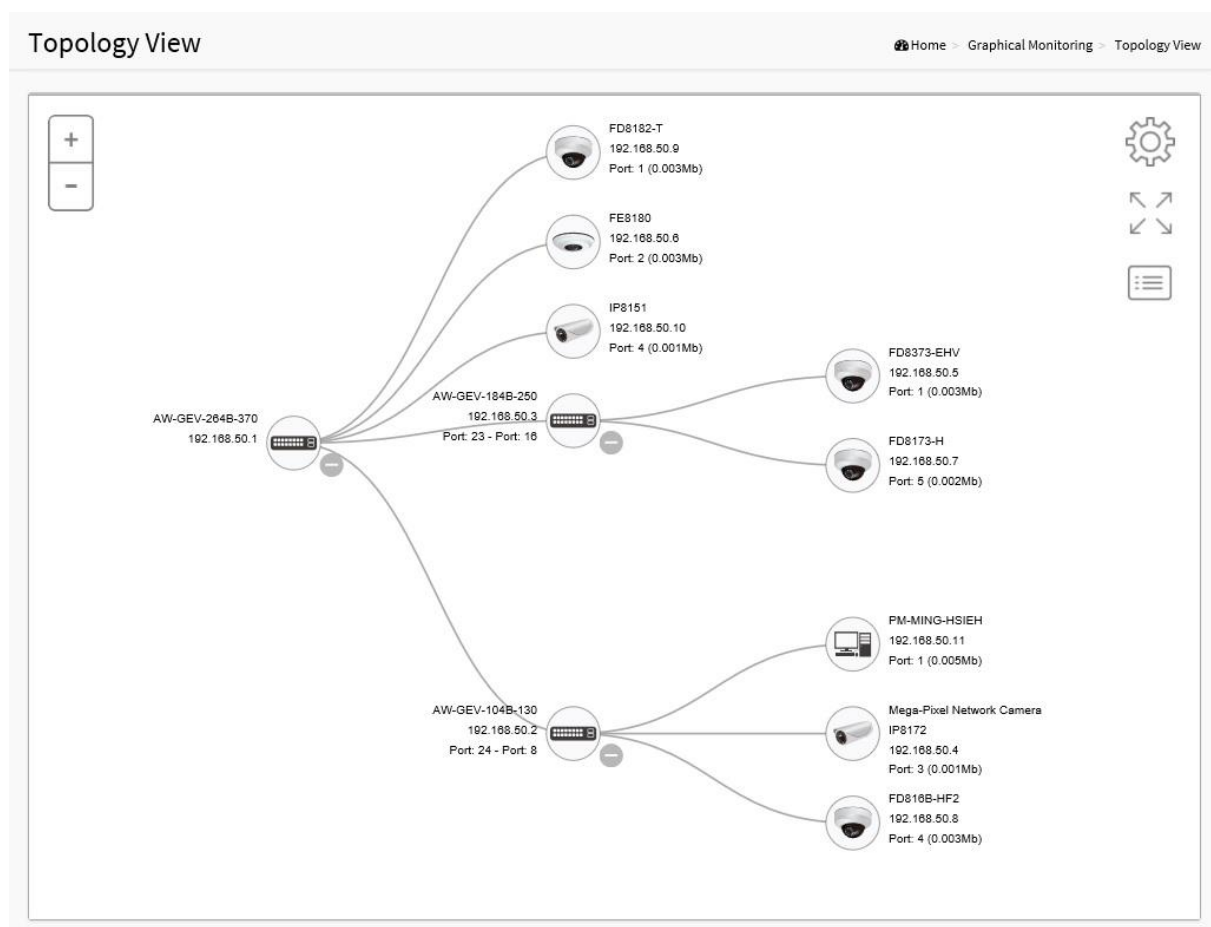


Figure 13-1: The Topology View - Device List

13-1. INTRODUCTION (for the Surveillance functions):

1. All devices connected to the switches can be discovered and displayed automatically using standard networking protocols such as LLDP, UPnP, ONVIF, Bonjour, etc.
2. Users can operate the features below via an intuitive web GUI.
 - Power down, remotely, the IP cameras, NVRs, or any PoE devices.

- Identify where exactly the broken cable is, remotely.
- Detect abnormal traffic issues on IP cameras/NVR.
- Monitor devices status intuitively, e.g., link up, PoE power, traffic, etc.
- Configure VLAN/QoS intuitively for better solution quality/reliability.

3. The interface supports up to 256 devices.

The interface is designed to be extremely easy-to-use/manage/install IP Phone, IP Cam, or Wifi-AP for enterprise applications.

User can deploy IP Device through the Topology/ Floor/ Map View to installation location, and through Diagnostics and Traffic Monitor, they may also check link status and monitor throughput as well.

13-2. Surveillance Mode

Information Home > Management > Information

Mode	Enabled ▾
Total Device	2
On-line Devices	2
Off-line Devices	0
Controller IP	192.168.1.1

13-2. The Surveillance mode

- Surveillance Mode: Enable/ Disable the Surveillance function, or configure the mode with High Priority for Master switch.
- Total Device: Displays how many IP devices are detected and displayed in the topology view.
- On-Line Devices: Displays how many IP devices on-line in the topology view.
- Off-Line Device: Displays how many IP devices are currently off-line in the topology view.
- Controller IP: Displays the Master switch IP (the IP of the PoE switch that you configure surveillance mode as high priority)).

13-3. Graphical Monitoring - Topology View

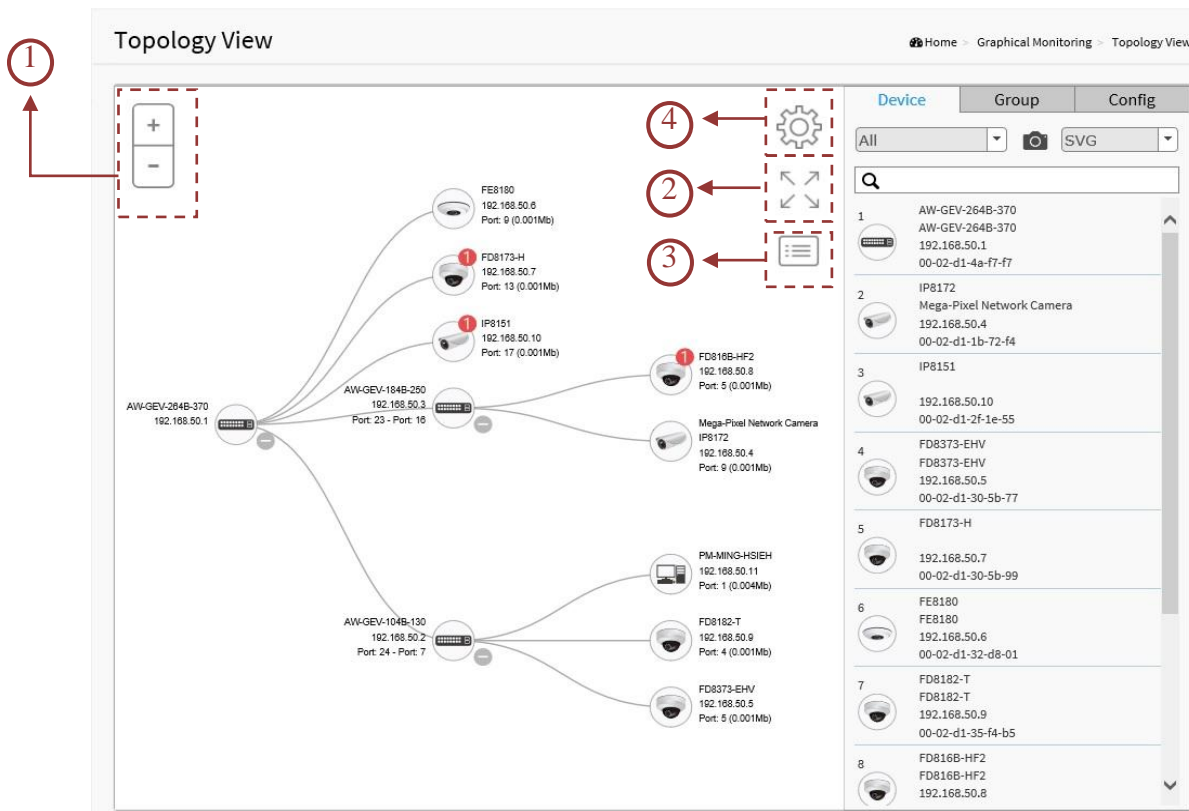


Figure 13-3: The Topology View

Functional description:




1.  Icon with plus and minus buttons: Zoom in and zoom out on the topology view, users can scroll the mouse wheel to achieve the same purpose.
2.  Icon with screen view type: Click to change to Full Screen view or click again to return to the Normal View.
3.  Icon with information list: Users can select what kind of information to be displayed on the topology view of each device. Up to 3 options can be selected at one time.



Figure 13-3: The Information List

4. Device Icons





-  Icon in black: Device link up. Users can select functions and check its issues.
-  Icon in red: Device link down. Users can diagnose the link status.
-  Icon with numbers: It means some events have occurred (e.g. Device Off-line, IP Duplicate,... etc.) on the IP device, users can click on the device icon to check related events in the Notification window.
-  Icon with a question mark: It means the IP device is detected, but the device type cannot be recognized (classified as an unknown device type).
- Left-click on any device icon to display the device console for further actions:



Figure 13-3: The Device Console

- Dashboard Console: it displays device information and related actions for the device.
 - ◆ Different device type supports different function:
 - If an IP device is recognized as the PoE switch, it will support the "Upgrade" and "Find Switch" function.
 - If an IP device is recognized as PoE device, it will support the "Reboot" function in addition to "Upgrade" and "Find Switch".
 - If an IP device is recognized as IP cam via ONVIF protocol, it will support "Streaming" function.
 - ◆ Device Type: The Device Type displays automatically. If an unknown type is detected, users can still select type from a pre-defined list.
 - ◆ Device Name: Create your own Device Name or alias for easy management such as, 1F_Lobby_Cam1.
 - ◆ Model Name, MAC Address, IP Address, Subnet Mask, Gateway, PoE Supply and

PoE Used are displayed automatically.

- ◆ Http Port: You can re-assign http port number to the device for better security.



- ◆ Login Login: Click the Login Action Icon to log in to the device via an http console for further configuration or status monitoring.



- ◆ Diagnostics Diagnostics: Click Diagnostic Action Icon to perform the cable diagnostics, to exam where the broken cable is, and, check if the device connection is alive or not by pinging.

- Cable Status:
 - Green icon: Cable is connected correctly.
 - Red icon: Cable is not connected correctly. Users can check the distance info (XX meters) to identify the location of a broken link.
- Connection:
 - Green icon: Device is pinged correctly.
 - Red icon: Device is not transmitted /receiving data correctly, which means the ping is not successful.



Figure 13-3: The Diagnostics



- ◆ Live Stream Live Stream: When connecting VIVOTEK cameras, it can support to view live streaming via IE 11 browser with Quicktime player installed.



- ◆ Management Management: When connecting VIVOTEK cameras, it can support to configure camera's network setting and password.


When enabling DHCP client, the camera will get the IP address from the DHCP server that in the network automatically.

When disabling DHCP client, you can configure static IP for the camera.

FD8182-T (192.168.50.9)	
Device Name	FD8182-T
DHCP Client	Enable
IP Address	192.168.50.9
Subnet Mask	255.255.255.0
Default Gateway	192.168.50.254
Primary DNS Server	8.8.8.8
Secondary DNS Server	
Root password	
Confirm Root password	
<input type="button" value="✓ Apply"/>	

Figure 13-3: Management

- ◆  **Default** Default: Reset VIVOTEK cameras back to factory default settings.

- ◆  **PoE Reboot** PoE Reboot: Click Reboot Action Icon to reboot the device remotely so as to recover the device back to its normal operation.







AW-GEV-264B-370	
Device Type	SWITCH
Device Name	AW-GEV-264B-370
Model Name	AW-GEV-264B-370
Mac Address	00-02-d1-4a-f7-f7
IP Address	192.168.50.1
Http port	80
PoE Supply	8.5 W
 Login  Find Switch  PoE Config  Diagnostics	
 Dashboard  Notification	

Figure 13-3: Switch Dashboard

- ◆  **Login** Login: Click the Login Action Icon to log in to the device via an http console for further configuration or status monitoring.

- ◆  **Find Switch** Find Switch: All of the Green LEDs on the switch will flash for 15 seconds. This enables an administrator to locate the switch in an equipment room with many devices.



- ◆ **PoE Config** PoE Config: Enabling the Auto Checking function can detect the connection between PoE port and powered device. If you disable this function, the detection will turn off.



- ◆ **Parent Node** Icon with blank node: When the PoE switch detects more than two IP devices from the same port, the switch cannot resolve this IP devices' layout, instead, it will display a blank node to present this situation. Users can use "Parent Node" function to adjust layout on the Dashboard.
- **Notification Console:** It displays alarms and event logs. The notifications may include: 1. User rebooted device (e.g., PoE); 2. Device off-line caused by network disconnection; 3. IP duplicate; 4. Authentication failed when logging in to an IP camera.



Figure 13-3: The Notification Console

- **Monitor Console:** It displays the traffics for device health check purposes.
 - ◆ For each IP device except the PoE switches, users can configure a threshold of throughput, and acquire notifications when current throughput is lower or higher than the configured settings.
 - ◆ If both values are "0", it means the function is disabled.
 - ◆ The default polling interval is 1 second, when the Surveillance page is closed, the Polling interval will change to around 5 seconds.

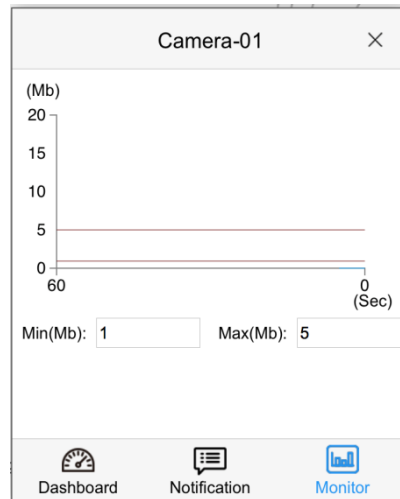

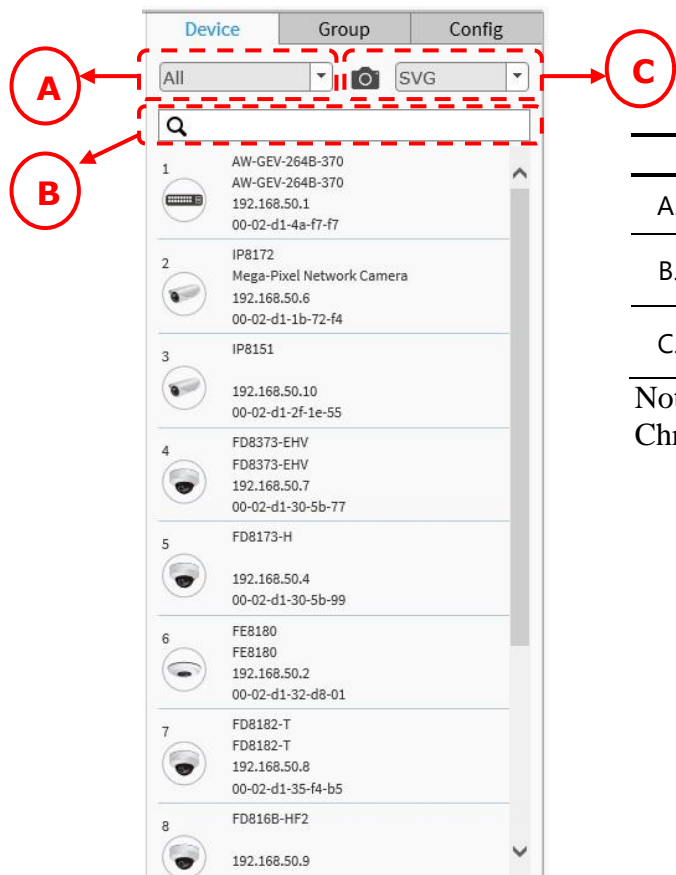


Figure 13-3: The Monitor Console

5.  On the upper right corner, there is a "Setting icon". The Setting page provides access to the Device, Group, Config, export topology view and advanced search functions for the topology.

13-4. Device Search Console

All devices and related information will display on the list.



Function
A. Filter devices by the Device Type
B. Search devices by key words or using the full text search
C. Save the whole configuration View to SVG, PNG or PDF

Note: IE browser can only support SVG, Chrome can support SVG/PNG/PDF


Figure 13-4: The Device Search Console

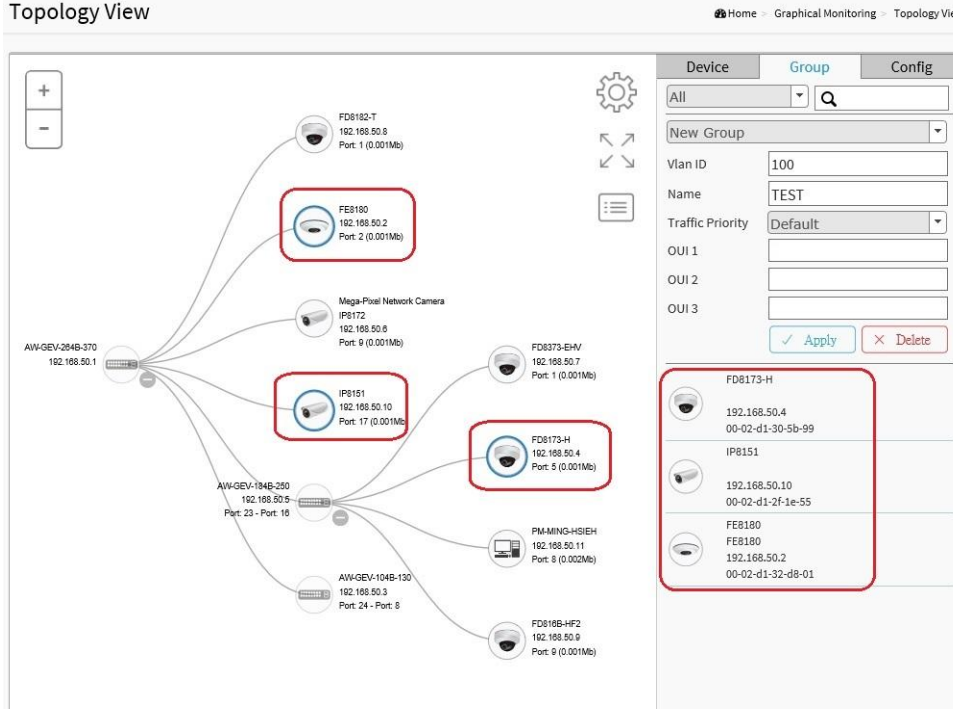
● Group Console

You can also configure VLAN grouping in the Topology View. To configure grouping, proceed with the following:

1. Enable the Grouping mode by selecting the "Group" menu from the Device List menu. Select New Group from the pull-down menu. Single-click IP cameras or servers to include them into group. When configuring an existing group, select an existing group.
2. Select the members you prefer from the topology.
3. Enter a Group name, Description, and a unique VLAN ID. See the previous chapter for details. 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.

Organizationally Unique Identifiers (OUI) are the first three bytes of a MAC Address, while the last three bytes contain a unique station ID. You can add a specific manufacturer with the OUI. Enter the first 3 octets as the hexadecimal xx-xx-xx to specify the device range.

When done, click the Apply button for the configuration to take effect. Click the Save button  to save your configuration.



The screenshot displays the 'Topology View' interface. On the left, a network topology diagram shows several devices connected to a central switch (AW-GEV-294B-370). The devices include cameras (FE8180, Mega-Pixel Network Camera IP8172, IP8151, FD8173-H, FD8173-EHV, PM-MING-HSIEH, FD818B-HF2) and servers (AW-GEV-194B-250, AW-GEV-104B-130). On the right, a configuration panel is open for creating a 'New Group'. The panel includes fields for 'Vlan ID' (set to 100), 'Name' (set to TEST), and 'Traffic Priority' (set to Default). There are also fields for OUI 1, OUI 2, and OUI 3. Below these fields are 'Apply' and 'Delete' buttons. A list of selected devices is shown at the bottom of the panel, including FD8173-H, IP8151, and FE8180.

Figure 13-4: Configuring Grouping in the Topology View

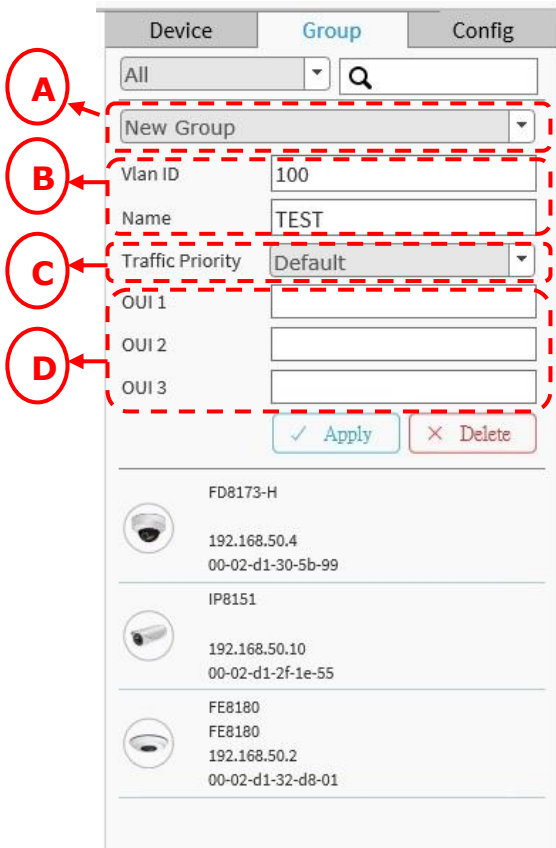
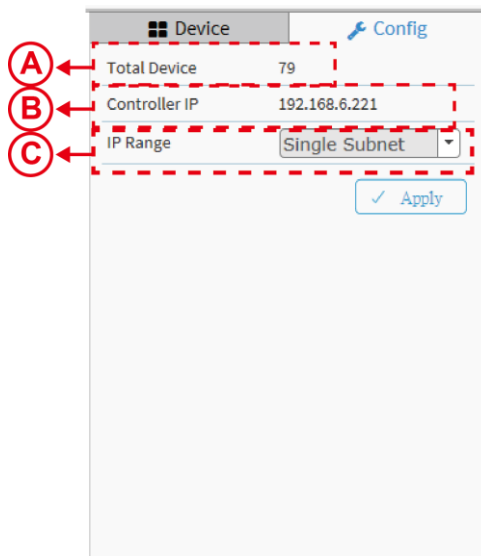


Figure 13-4: Group Console

- System Setting Console



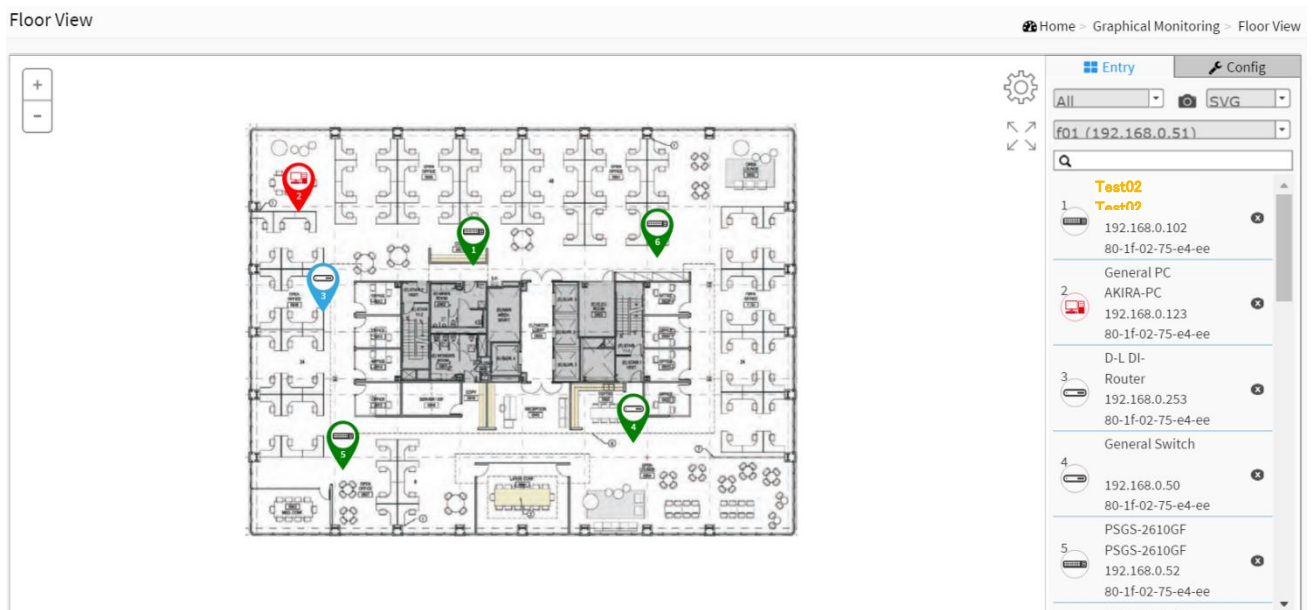
The System Setting Console


Function	
A.	Group devices by filtering, searching, clicking device icons, or specifying OUI.
B.	Assign VLAN ID or Name to Group.
C.	Configure traffic priority for the VLAN.
D.	Organizationally Unique Identifiers (OUI), enter the first 3 octets as the hexadecimal xx-xx-xx to specify the device range.

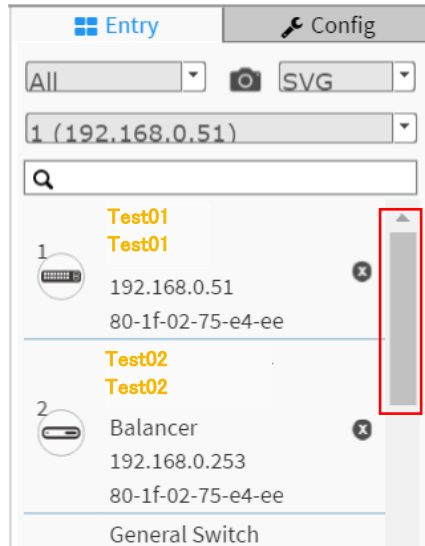
Function	
A.	Displays the number of IP devices detected in the topology view.
B.	Displays the controller IP. - Single Subnet: the interface will scan the local network for devices where the PoE switch resides. The subnet mask is "255.255.255.0".
C.	- Multiple Subnet: Up to 4 subnet ranges (Class C subnets, e.g., 192.168.1.1 ~ 192.168.4.254) can be manually assigned. (In the case, we suggest users to adjust switch's subnet mask to "255.255.0.0" in order to reach for IP devices in different subnets.)

Floor View

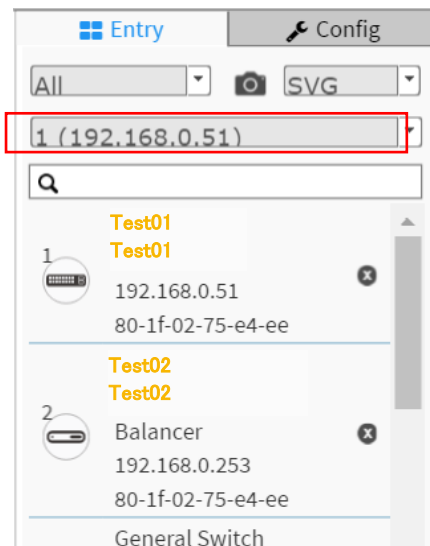
Users can easily plan and represent IP devices at the installation sites using the customizable floor images.



- Select devices from the Entry pane on the right. When the devices appear on the floor image, drag it to a preferred location.
- Find Device Location Instantly
- 10 Maps can be Stored on each switch
- IP Surveillance/VoIP/Wi-Fi Applications
- Other Features are identical to those in the Topology View
- To place and remove a device icon:
 - To select a device, click its icon from the Entry pane.
 - The device icon will display on the floor image's default location.
 - Click and hold the left mouse button and drag the icon to the preferred location on the floor view.
 - Click the cross sign  on the Entry pane to remove a device from the floor view image.



- If there are more than two floor images, select a floor image from the pull-down list.



Map View

On this page, you can view a realistic representation of devices through the Google map. This Map View applies in wide area, outdoor deployments. The preconditions for using this function are:

- The client computer having a web session with the PoE switch must have an **Internet** connection.

To configure Surveillance Map View in the web interface:

Click Surveillance > Graphic View > Google Map.

1. On the Google map, move 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. You can also key in the address you have in mind in the Search box, e.g., Sunset Boulevard, Los Angeles, etc. The GPS location of your current position is also supported.
2. Click to select a device. The device will appear on the map.
3. Click and drag the device to a preferred location.
4. Repeat the above process to complete the map setup, and click Apply to finish the configuration.

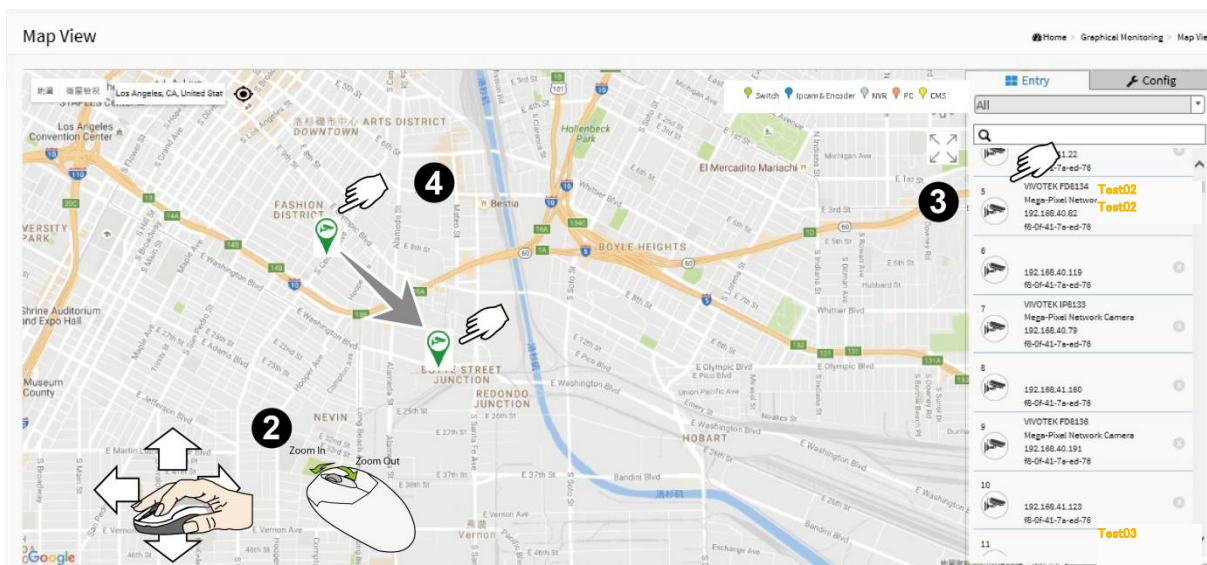


Figure 13-14: The Map View

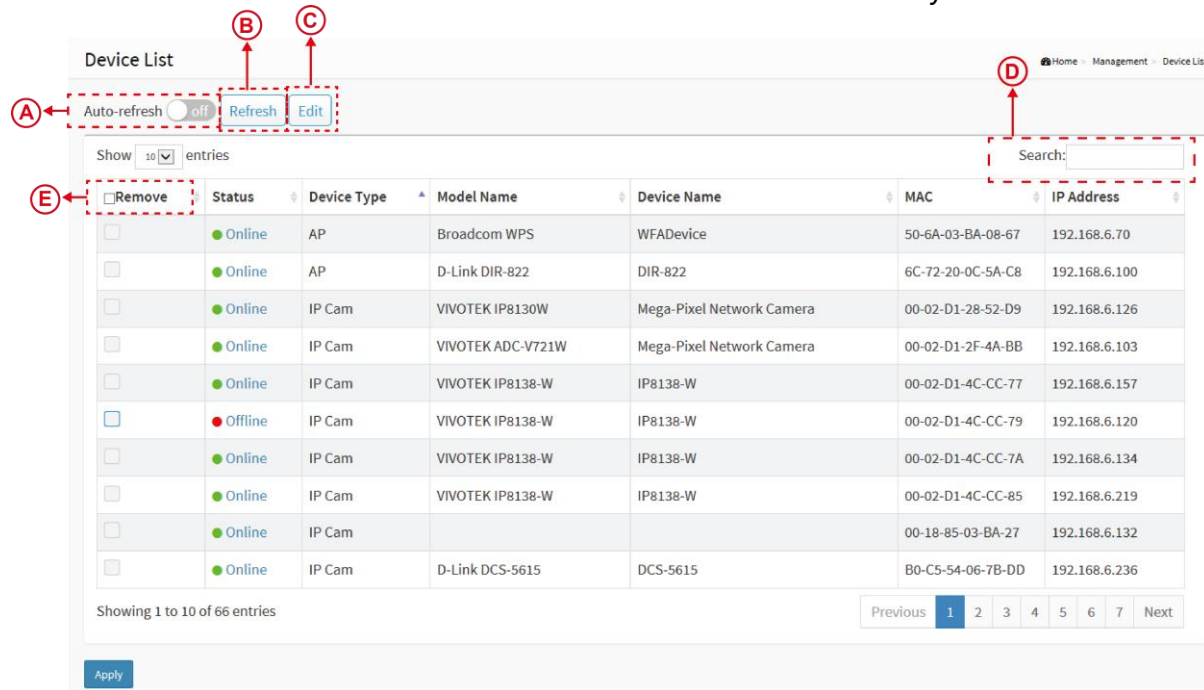
To return to a location you previously visited, simply click on a camera or device (on the Device List) you implanted on the map. The current map view will move back to the location you previously configured.

- Anchor Devices onto Google Map.
- Find Devices Instantly from Map.
- On-Line Search Company/Address.
- Outdoor IP Cam/Wi-Fi Applications.
- Other Features are identical to those on the Topology View.


Management

Device List

It will show all devices and their information which are detected by Surveillance.



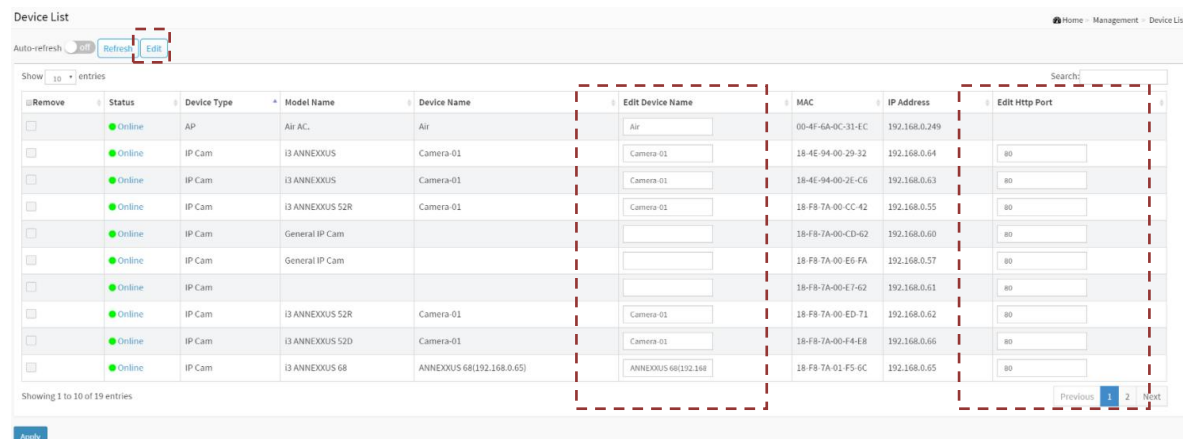
The screenshot shows the 'Device List' page. At the top, there is an 'Auto-refresh' toggle set to 'off', a 'Refresh' button, and an 'Edit' button. A search bar is located on the right. Below the search bar is a table with columns: Status, Device Type, Model Name, Device Name, MAC, and IP Address. The table lists various devices, including APs and IP Cam models. At the bottom, there is a pagination control showing 'Showing 1 to 10 of 66 entries' and a page number '1' selected.

A.  If you want the PoE switch to automatically refresh the information then you need to evoke the "Auto refresh" function.

B.  Click this button to Refresh the status of all devices.

C.  Click this button to Edit Device Name and http Port.

- User can press the "Edit" button to edit device name and HTTP port for each IP device. This function can also be configured in the Dashboard of Topology view.
- There is no HTTP connection function for Unknown Device and PC type devices, therefore, the UI doesn't provide "Edit HTTP port" function for them.



This screenshot shows the 'Device List' page with the 'Edit Device Name' and 'Edit Http Port' columns highlighted. The 'Edit Device Name' column contains input fields for each device's name, and the 'Edit Http Port' column contains input fields for each device's HTTP port. The table lists various devices, including IP Cam models.

- D. Search: Search devices by keying words with full text search.
- E. Remove The Remove function only applies to the Offline devices.

Note:

The device name will not be saved until you click the Apply button. Please do not click on the refresh, auto-refresh or edit buttons before you apply new device name.

VVTK Camera & Encoder

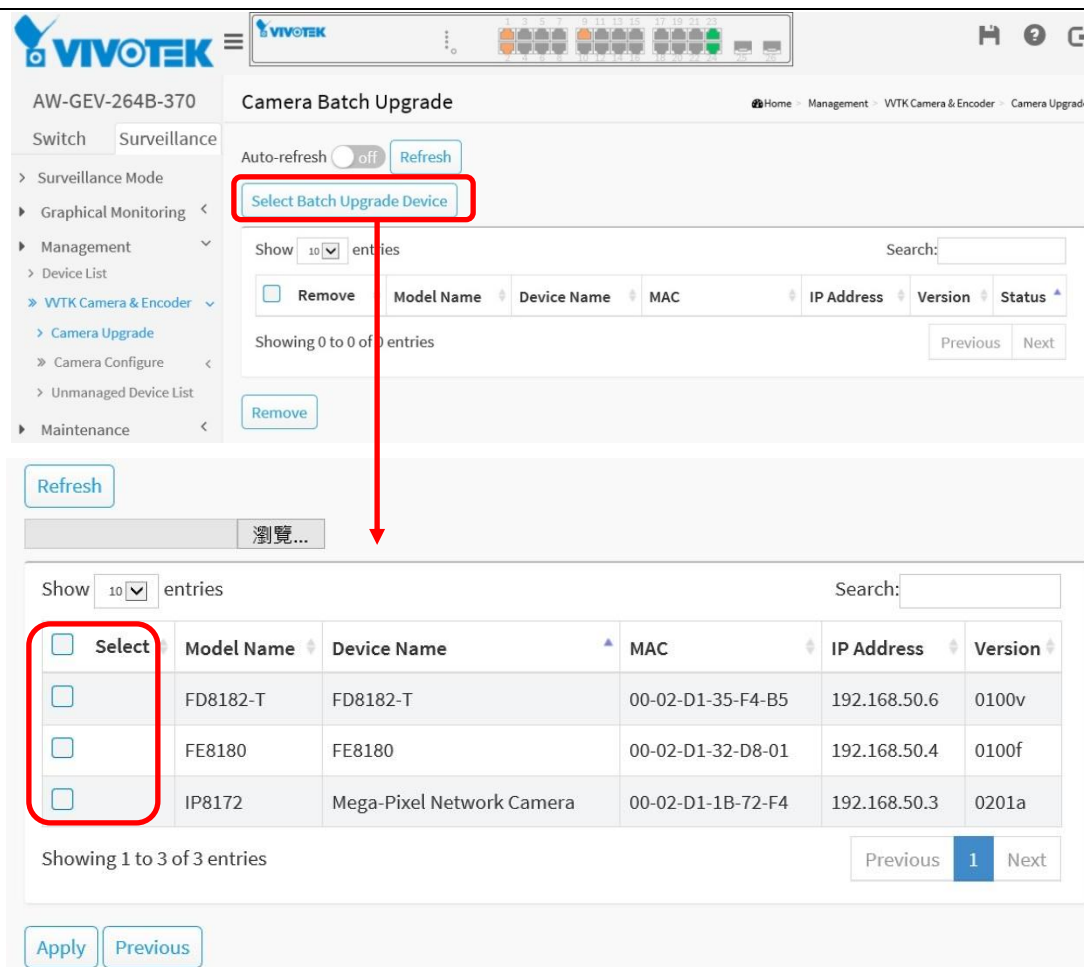
Camera Upgrade

This section describes how to upgrade Camera firmware. Revisions of camera firmware can be available through time to enhance functionality. If you have multiple cameras of the same model, you can upgrade their firmware in one process.

Web interface

To configure Surveillance Camera Upgrade in the web interface:

1. Click Surveillance > Management > Camera & Encoder > Camera Upgrade.
2. Click “Select Batch Upgrade Device” to enter the selected page.
3. Click “Choose File” to select firmware from the client computer.
4. Single or multiple clicks on their checkboxes to select cameras.
5. Click Apply to upload the firmware to the switch buffer.



The screenshot shows the VIVOTEK web interface for 'Camera Batch Upgrade'. The breadcrumb trail is: Home > Management > VTK Camera & Encoder > Camera Upgrade. The main content area includes an 'Auto-refresh' toggle (set to 'off') and a 'Refresh' button. A red box highlights the 'Select Batch Upgrade Device' button. Below this is a search bar and a table with columns: Model Name, Device Name, MAC, IP Address, Version, and Status. The table shows 3 entries. A red box highlights the 'Select' checkbox in the first row of the table. Below the table is a 'Remove' button. At the bottom, there is a 'Refresh' button, a file browser button labeled '瀏覽...', and another table with columns: Model Name, Device Name, MAC, IP Address, and Version. This second table shows 3 entries. A red box highlights the 'Select' checkbox in the first row of this table. At the bottom, there are 'Apply' and 'Previous' buttons.

Camera Configure

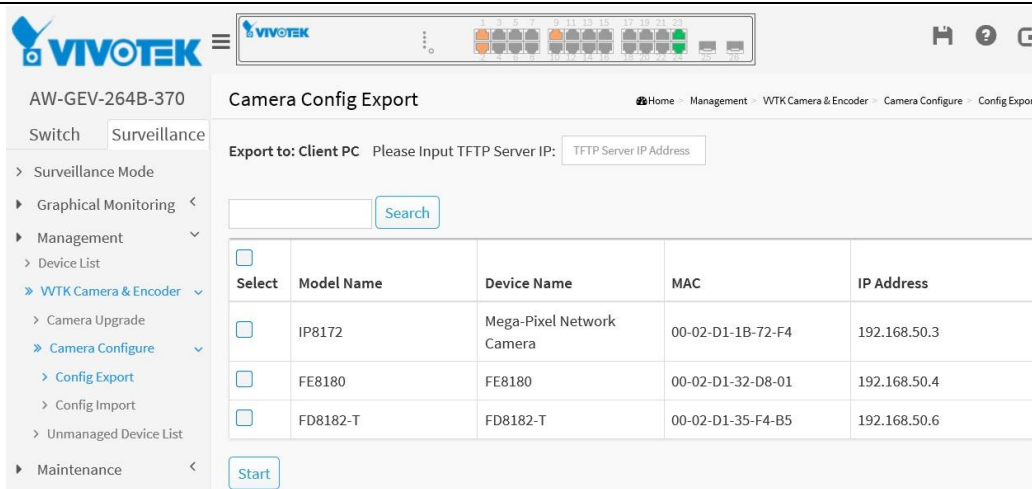
Config Export

Web interface

To configure Surveillance Information in the web interface:

1. Click Surveillance > Management > Camera & Encoder > Config Export
2. Select the Camera to export the configuration file from. You can export the configuration to a client computer, a TFTP server is required in your network. The configuration profile is transported via a TFTP server.

The Search box supports filtering find of devices using Model Name, MAC address, or IP addresses.



AW-GEV-264B-370 Camera Config Export

Export to: Client PC Please Input TFTP Server IP:

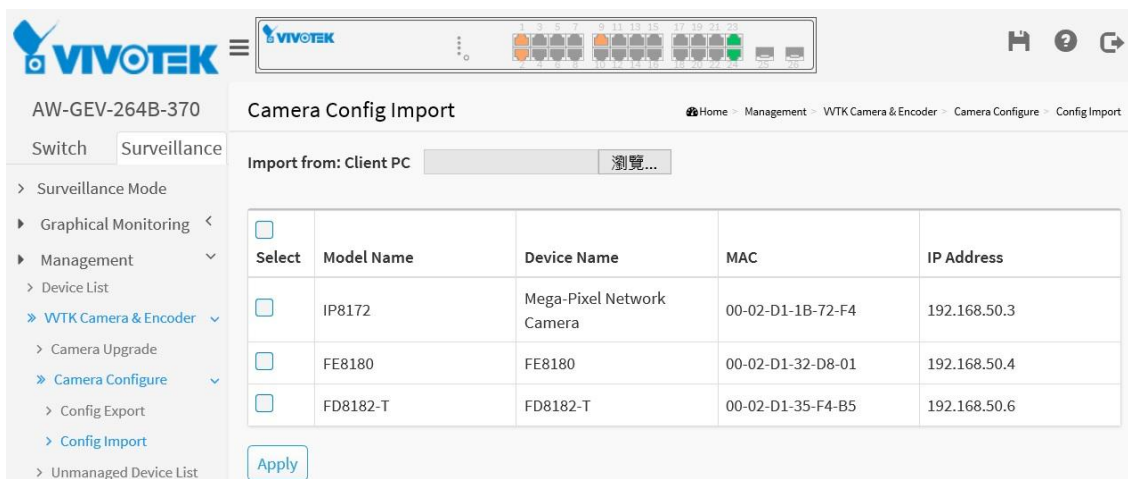
Select	Model Name	Device Name	MAC	IP Address
<input type="checkbox"/>	IP8172	Mega-Pixel Network Camera	00-02-D1-1B-72-F4	192.168.50.3
<input type="checkbox"/>	FE8180	FE8180	00-02-D1-32-D8-01	192.168.50.4
<input type="checkbox"/>	FD8182-T	FD8182-T	00-02-D1-35-F4-B5	192.168.50.6

Config Import

Web interface

To configure Camera config. in the web interface:

1. Click Surveillance > Management > VVTK Camera & Encoder > Camera Configure > Config Import.
2. Select the Device to import the configuration file from client PC.
3. Select the IP camera to load the configuration file to, using a single-click on its checkbox.
4. Click the Apply button.



AW-GEV-264B-370 Camera Config Import

Import from: Client PC

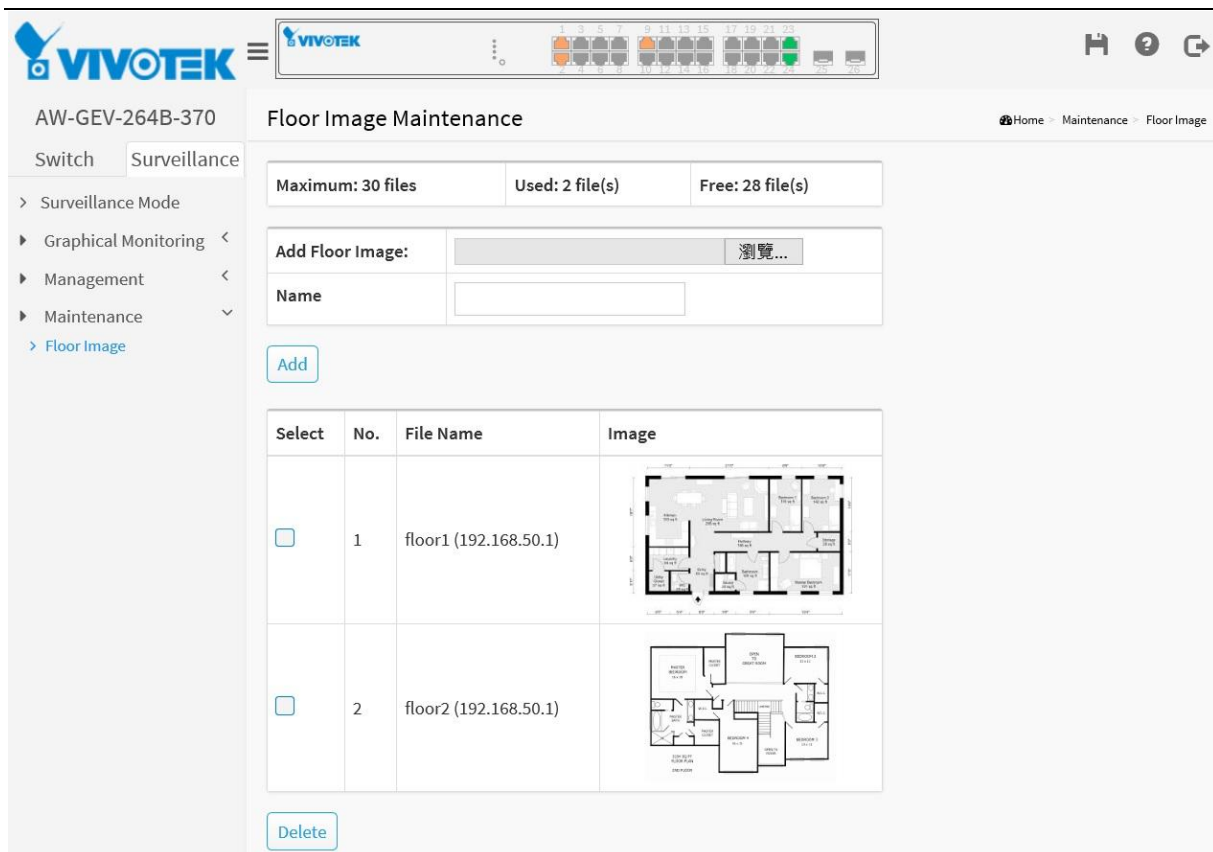
Select	Model Name	Device Name	MAC	IP Address
<input type="checkbox"/>	IP8172	Mega-Pixel Network Camera	00-02-D1-1B-72-F4	192.168.50.3
<input type="checkbox"/>	FE8180	FE8180	00-02-D1-32-D8-01	192.168.50.4
<input type="checkbox"/>	FD8182-T	FD8182-T	00-02-D1-35-F4-B5	192.168.50.6

Maintenance

Floor Image

In this page, users can add or delete floor images.

- Up to 30 image files can be uploaded to the PoE switch.
- Only supports JPG and PNG formats.
- The max. file size is limited to 512KB.
- All floor images in the same network can be shared by multiple PoE switches.
 - For example:
If Switch1 has 10 floor images, Switch2 has 5 images, the total 15 floor images can be shared and selected on different PoE switches in the same network.
- The image file name will display with its IP address to let users know which PoE switch contains the floor image.



AW-GEV-264B-370

Switch Surveillance

> Surveillance Mode

▶ Graphical Monitoring <

▶ Management <

▶ Maintenance >

> Floor Image

Floor Image Maintenance



Home Maintenance Floor Image

Maximum: 30 files Used: 2 file(s) Free: 28 file(s)

Add Floor Image: 瀏覽...

Name

Add

Select	No.	File Name	Image
<input type="checkbox"/>	1	floor1 (192.168.50.1)	
<input type="checkbox"/>	2	floor2 (192.168.50.1)	

Delete