

**Web Interface**  
**for**  
***OmniConverter<sup>®</sup> and RuggedNet<sup>®</sup>***  
**SPE Switch Products**

**USER MANUAL**

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# Table of Contents

<b>1.0</b>	<b>Overview.....</b>	<b>4</b>
1.1	<b>New Features.....</b>	<b>4</b>
<b>2.0</b>	<b>Web Interface .....</b>	<b>5</b>
2.1	<b>Overview .....</b>	<b>5</b>
2.1.1	Module Real Time LED Indicators Section .....	6
2.1.2	Module Menu Option Section .....	6
2.1.3	Module Identification Section.....	7
2.1.4	Module Configuration Section.....	7
2.2	<b>Login .....</b>	<b>9</b>
2.3	<b>Module Menu Option Section .....</b>	<b>9</b>
2.3.1	Status.....	9
2.3.1.1	Module Overview .....	9
2.3.1.2	Module Information .....	12
2.3.1.3	Port Statistics Overview .....	13
2.3.1.4	Port Statistics Detailed.....	14
2.3.1.5	SFP Port Info .....	16
2.3.2	Hardware Configuration Screens.....	19
2.3.2.1	DIP Switch .....	19
2.3.2.2	Port / Interface Overview .....	21
2.3.2.3	Port / Interface Detailed .....	23
2.3.2.4	PoE Configuration.....	25
2.3.2.5	PoE Scheduler .....	27
2.3.2.6	I/O Pins .....	28
2.3.3	Service Management.....	30
2.3.3.1	Module .....	30
2.3.3.2	IPv4 / IPv6 Configurations .....	32
2.3.3.3	SNMP.....	35
2.3.3.4	Time and Date.....	39
2.3.3.5	NTP / SNTP .....	40
2.3.3.6	LLDP .....	41
2.3.3.7	IGMP .....	45
2.3.3.8	IPv6 MLD Snooping .....	48
2.3.3.9	Modbus TCP .....	51
2.3.4	Service Activation .....	52
2.3.4.1	VLAN Configuration .....	52
2.3.4.2	VLAN Interface.....	53
2.3.4.3	Rate Limiting & Shaping .....	54
2.3.4.4	CoS / QoS.....	56
2.3.5	Protection.....	58
2.3.5.1	Link Redundancy .....	58
2.3.5.2	Spanning Tree.....	59
2.3.5.3	MRP .....	62
2.3.5.4	LAG / LACP .....	66
2.3.6	Security.....	69
2.3.6.1	Authenticate, Authorize, Account (AAA).....	69
2.3.6.2	Access Control List (ACL).....	73
2.3.6.3	Secure Shell (SSH).....	74
2.3.6.4	User .....	75
2.3.7	Maintenance .....	80
2.3.7.1	Firmware Upgrade .....	80
2.3.7.2	Module Maintenance.....	82
2.3.7.3	Browser Settings.....	83
2.3.7.4	Syslog .....	84
2.3.7.5	SNMP Traps.....	86
2.3.7.6	SMTP .....	88
2.3.7.7	Splash Screen.....	90

<b>3.0</b>	<b>Appendix A: Firmware Update .....</b>	<b>91</b>
3.1	Overview .....	91
3.2	Save Current Settings .....	91
3.3	Copy the Files to Your Hard Drive.....	91
3.4	Updating the Firmware Using the Web Interface .....	91
<b>4.0</b>	<b>Copyright Statement .....</b>	<b>94</b>
<b>5.0</b>	<b>Customer Support Information .....</b>	<b>94</b>

## 1.0 OVERVIEW

The Web Management Interface provides configuration and monitoring for OmniConverter and RuggedNet SPE managed switch products.



The module functions can be configured using the IP-based web management interface. The IP-based web management can be accessed through any of the access or uplink ports and facilitates the configuration and real-time operation monitoring of each port.

The factory default IP address is 192.168.1.220.

The web management software provides intuitive and easy-to-navigate menu options.

**NOTE: The Web Interface is compatible with Microsoft Internet Explorer 11 and later, Microsoft Edge version 39 and later, Firefox version 53 and later, Google Chrome version 46 and later, and Safari version 10 and later.**

### 1.1 NEW FEATURES

Firmware 3.1 initial release

## 2.0 WEB INTERFACE

### 2.1 OVERVIEW

The web management interface is divided into four sections; Module Real Time LED Indicators, Module Menu Options, Module Identification and Module Configuration.

The screenshot displays the web management interface for an Omniconverter device. The browser address bar shows the URL `192.168.1.220/login.php`. The interface is divided into several sections:

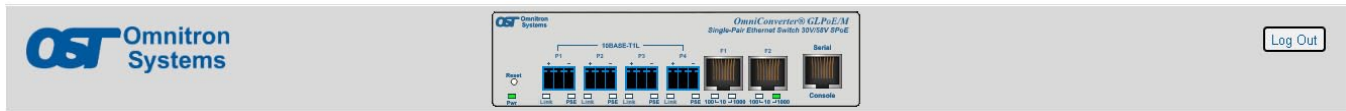
- Module Real Time LED Indicators:** Located at the top right, it shows a status bar with the Omniconverter logo and a "Log Out" button.
- Module Menu Options:** A vertical sidebar on the left contains a list of menu items: Status, Hardware Configuration, DIP Switch, Port / Interface Overview, Port / Interface Detailed, PoE Configuration, PoE Scheduler, Service Management, Service Activation, Protection, Security, and Maintenance.
- Module Identification:** Below the menu options, there is a product image and a list of details: Product: OmniConverter GLPoE/M (2 x Copper Uplinks, 4 x 10W/T1L-td SPOE 80W), Part Number: 2930-1-40-1, Serial Number: 00738745, Firmware: v3.1.1, and Module Name: Location Name: GLPoE/M.
- Module Configuration:** The main content area is titled "Login" and contains a form for entering a username and password, a "Log In" button, and a "Show Password" checkbox.

Arrows from the labels on the left point to these specific sections in the interface.

Module Menu Options will vary depending on the model of OmniConverter or RuggedNet SPE switch,

## 2.1.1 Module Real Time LED Indicators Section

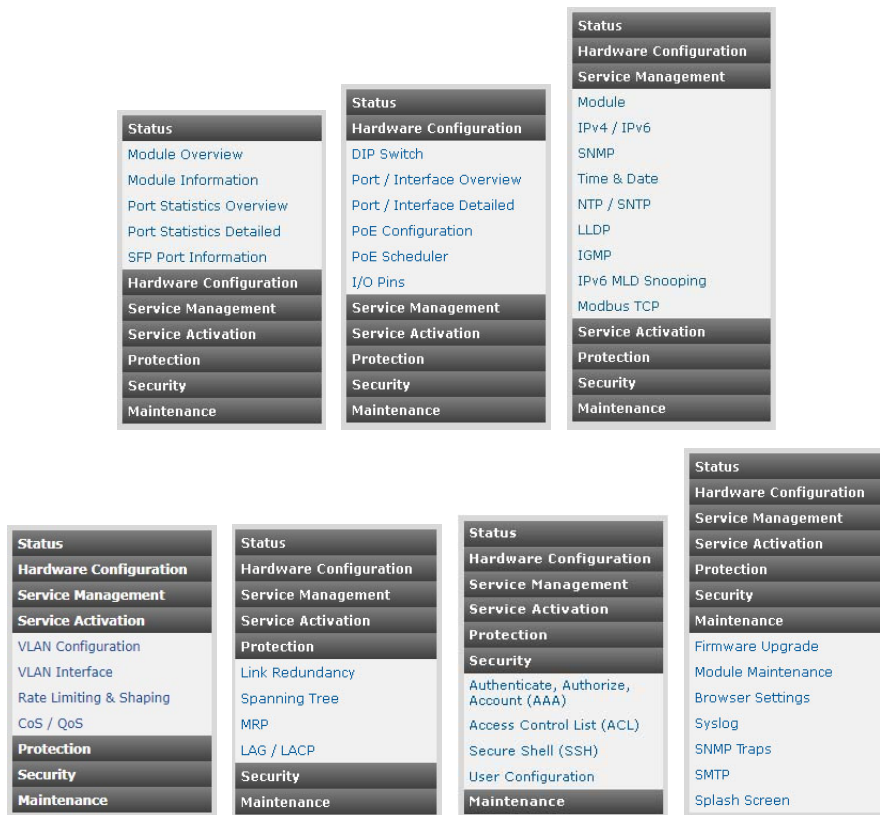
This section of the web interface provides real time information on the status of the LEDs on the module. Status is updated based on the refresh rate of the page (see Browser Settings). The exact model of the module is displayed with the corresponding LED indicators.



A **Logout** button is located in the upper right corner of the screen. Click the **Logout** button to exit the web interface.

## 2.1.2 Module Menu Option Section

This section of the web interface provides access to the available menu options. Clicking on the menu option expands the selection showing the available sub menu options.



### 2.1.3 Module Identification Section

This section of the web interface provides information on the module. This includes model description, part number, serial number, firmware revision, module name and location.



### 2.1.4 Module Configuration Section

This section of the web interface displays the configuration options based on the menu option selected. Module Configuration screen will vary depending on the model.


Module Overview											
Module Mode											
Single Switch, Normal Mode, Not Protected											
Port Status					PoE Status						
Port	Port Type	Port Function	Link State	Port State	PSE State	PD State	PD Class	Voltage (V)	Current (mA)	Power (W)	
F1	Copper	Uplink	○	No link	---	---	---	---	---	---	
F2	Copper	Uplink	●	1000 FDX	---	---	---	---	---	---	
P1	Copper PSE	Port	○	No link	<input type="checkbox"/> (Standby)	---	---	---	---	---	
P2	Copper PSE	Port	○	No link	<input type="checkbox"/> (Standby)	---	---	---	---	---	
P3	Copper PSE	Port	○	No link	<input type="checkbox"/> (Standby)	---	---	---	---	---	
P4	Copper PSE	Port	○	No link	<input type="checkbox"/> (Standby)	---	---	---	---	---	
Power Status											
Pwr	Power input	●	55.9VDC	Total current	52mA						

Auto Refresh

A **Refresh** button and **Auto Refresh** check box is located at the bottom left corner of all **Status** screens (section 2.3.1).

Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

**Module Overview**

Module Mode					
Single Switch, Normal Mode, Not Protected					
Port Status					
Port	Port Type	Port Function	Link State	Port State	
F1	SFP-Empty	Port	○	No link	
F2	SFP-Empty	Port	○	No link	
P1	Copper	Port	○	No link	
P2	Copper	Port	○	No link	
P3	Copper	Port	○	No link	
P4	Copper	Port	○	No link	
Power Status					
Pwr	Power input		52.9VDC	Total current	52mA

Auto Refresh

A **Refresh** button and **Auto Refresh** check box is located at the bottom left corner of all **Status** screens (section 2.3.1).

Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.



## 2.2 LOGIN

Enter the IP address of the module into the web browser. The module will respond with the Login screen. Enter the Username and Password to gain access to the module.

**Login**

Enter user name and password to gain access to the GLPoE/M.

Username

Password

Show Password

## 2.3 MODULE MENU OPTION SECTION

### 2.3.1 Status

The following options are available.



#### 2.3.1.1 Module Overview

The Module Overview screen provides information on the Port Types (copper or fiber), Link State, Port State (speed, duplex), PSE State (active or standby) and PD related information.

Module Overview screen will vary depending on the model.

**Module Overview**

Module Mode											
Single Switch, Normal Mode, Not Protected											
Port Status					PoE Status						
Port	Port Type	Port Function	Link State	Port State	PSE State	PD State	PD Class	Voltage (V)	Current (mA)	Power (W)	
F1	Copper	Uplink	○	No link	---	---	---	---	---	---	---
F2	Copper	Uplink	●	1000 FDX	---	---	---	---	---	---	---
P1	Copper PSE	Port	○	No link	□ (Standby)	---	---	---	---	---	---
P2	Copper PSE	Port	○	No link	□ (Standby)	---	---	---	---	---	---
P3	Copper PSE	Port	○	No link	□ (Standby)	---	---	---	---	---	---
P4	Copper PSE	Port	○	No link	□ (Standby)	---	---	---	---	---	---
Power Status											
Pwr	Power input	●	55.9VDC		Total current		52mA				

Auto Refresh

Module Overview					
Module Mode					
Single Switch, Normal Mode, Not Protected					
Port Status					
Port	Port Type	Port Function	Link State	Port State	
F1	SFP-Empty	Port		No link	
F2	SFP-Empty	Port		No link	
P1	Copper	Port		No link	
P2	Copper	Port		No link	
P3	Copper	Port		No link	
P4	Copper	Port		No link	
Power Status					
Pwr	Power input		52.9VDC	Total current	52mA
<input type="button" value="Refresh"/> <input checked="" type="checkbox"/> Auto Refresh					

## Port Status

### Port

Indicates the port designation.

### Port Type

Indicates if the port is a SFP or copper port.

### Port Function

Indicates if the port is configured as a standard switch port or a primary or secondary port for Link Redundancy.

### Link State

Displays the state of the link (green or amber). Green indicates a good active link. Amber indicates a possible problem. See Section 5.0 Verify Operation.

### Port State

Indicates the link, speed and duplex of the port.

### PoE Status

**PoE Status is only displayed on PoE models.**

### PSE State

Indicates if the port is an active PoE connection or a non-PoE device. It also provides a graphical indication of the amount of power provided to the attached PD.

### PD State

Displays the type of IEEE 802.3cg PoE device discovered.

### PD Class

Displays the class of IEEE 802.3cg PoE device discovered (up to class 15).

**Voltage (VDC)**

Displays the amount of voltage provided.

**Current (ma)**

Displays the amount of current provided.

**Power (W)**

Displays the amount of power provided.

**Power Supply Status****Pwr A**

Displays a green indication if the power is applied and displays the detected voltage. Pwr is displayed on modules with one power input.

**Pwr B**

Displays a green indication if the power is applied and displays the detected voltage. Pwr B is only displayed on modules with two power inputs.

A ***Refresh*** button and ***Auto Refresh*** check box is located at the bottom left corner of the screen. Click the ***Refresh*** button to update the screen. Click on the ***Auto Refresh*** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

### 2.3.1.2 Module Information

The Module Information screen provides information on the part number, serial number, firmware revision, manufacturing date, MAC address, temperature as well as information on uptime and system utilization.

Module Information screen will vary depending on the model.

Module Information	
Item Name	Item Value
Module Type	OmniConverter GLPoE/M
Port Types	2 x Copper Uplinks, 4 x 10MT1L-tb SPoE 80W
Part Number	2930-1-40-1
Serial Number	00738745
Firmware Revision	v3.1.1
Product Revision	10
Manufacturing Date	10-Apr-2025
MAC Address	00-06-87-04-93-10
System Time	02-Jan-2000 10:58:45 PM
System Up Time	1 days, 22 hours, 59 mins, 10 secs
CPU Utilization	23%
RAM Utilization	97.7MB out of 502.1MB (19.5%)
Flash Utilization	203.0MB out of 797.7MB (25.4%)
Module Temperature	47° C

Auto Refresh

A **Refresh** button and **Auto Refresh** check box is located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

### 2.3.1.3 Port Statistics Overview

The Port Statistics Overview screen provides information on transmit and receive data traffic for each port on the module.

Port	Packets Rx	Packets Tx	Octets Rx	Octets Tx	Errors Rx	Errors Tx	Dropped Rx	Dropped Tx
F1	0	0	0	0	0	0	0	0
F2	39427	35206	12058250	10967065	0	0	0	0
P1	0	0	0	0	0	0	0	0
P2	0	0	0	0	0	0	0	0
P3	0	0	0	0	0	0	0	0
P4	0	0	0	0	0	0	0	0

Clear Counters Refresh  Auto Refresh

A **Clear Counters** button is located at the bottom left corner of the screen to clear the statistics on the module. Click on the **Clear Counters** button to clear the statistics.

A **Refresh** button and **Auto Refresh** check box is also located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

### 2.3.1.4 Port Statistics Detailed

The Port Statistics Detailed screen provides more detailed information on the transmit and receive data traffic. Use the Port Selection pull-down menu to select the port to be displayed.

The module has eight transmit queues for data traffic of different priorities. The Port Statistics Detailed screen displays the number of packets in each queue.

Port Statistics Detailed			
Port Selection: F1 ▾			
Receive (Rx) Counters		Transmit (Tx) Counters	
Type	Total	Type	Total
Rx Throughput	0.000 Mbps	Tx Throughput	0.000 Mbps
Rx Utilization	0.000%	Tx Utilization	0.000%
Octets	0	Octets	0
Packets	0	Packets	0
Unicast Packets	0	Unicast Packets	0
Multicast Packets	0	Multicast Packets	0
Broadcast Packets	0	Broadcast Packets	0
Pause Packets	0	Pause Packets	0
Errored Packets	0	Errored Packets	0
Dropped Packets	0	Dropped Packets	0
Receive Packet By Size	Total	Packets per Queue	Total
64 bytes	0	Queue 0	0
65-127 bytes	0	Queue 1	0
128-255 bytes	0	Queue 2	0
256-511 bytes	0	Queue 3	0
512-1023 bytes	0	Queue 4	0
1024-10240 bytes	0	Queue 5	0
		Queue 6	0
		Queue 7	0

Auto Refresh

### Receive (Rx) and Transmit (Tx) Counters

#### Throughput

Indicates the throughput of the selected port in Mbps

#### Utilization

Indicates the utilization of the selected port in %

#### Octets

The total number of good bytes of data transmitted/received by a port.

#### Packets

The total number of good Unicast, Multicast and Broadcast packets transmitted/received by a port.

#### Unicast Packets

The total number of Unicast packets transmitted/received by a port.

#### Multicast Packets

The total number of Multicast packets transmitted/received by a port.

#### Broadcast Packets

The total number of Broadcast packets transmitted/received by a port.

**Pause Packets**

The total number of Pause packets transmitted/received by a port.

**Error Packets**

The total number of Excessive Collision and Late Collision packets transmitted/received by a port.

**Dropped Packets**

The total number of dropped packets transmitted/received by a port.

**Receive Packet by Size****64 bytes**

The total number of packets (including bad packets) received that were 64 octets in length.

**65-127 bytes**

The total number of packets (including bad packets) received that were between 65 and 127 octets in length.

**128-255 bytes**

The total number of packets (including bad packets) received that were between 128 and 255 octets in length.

**256-511 bytes**

The total number of packets (including bad packets) received that were between 256 and 511 octets in length.

**512-1023 bytes**

The total number of packets (including bad packets) received that were between 512 and 1023 octets in length.

**1024-[max size] bytes**

The total number of packets (including bad packets) received that were between 1024 and maximum allowed frame size in length.

**Transmitted Packets per Queue**

Indicates the number of packets in each priority queue (0 is the lowest, 7 is the highest).

A **Clear Counters** button is located at the bottom left corner of the screen to clear the statistics on the module. Click on the **Clear Counters** button to clear the statistics.

A **Refresh** button and **Auto Refresh** check box is also located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

### 2.3.1.5 SFP Port Info

SFP Port Info screen is only available on models with SFP ports.

The SFP Port Info screen provides the A0/A2 Hexadecimal and A0/A2 Decoded values for the installed SFP transceiver.

Use the Port Selection pull-down menu to select the port to be displayed. Use the Page Selection pull-down to select the A0/A2 Hexadecimal or A0/A2 Decoded pages to be displayed.

**SFP Port Information**

Port Selection: F1 Page Selection: A0 Hexadecimal

Hexadecimal																ASCII	
Row	x0	x1	x2	x3	x4	x5	x6	x7	x8	x9	xA	xB	xC	xD	xE	xF	Equivalent
00:	03	04	07	00	00	00	02	12	00	01	01	0d	00	0c	78	.....x	
10:	00	00	00	00	4f	6d	6e	69	74	72	6f	6e	20	53	79	73	...Omnitron Sys
20:	74	65	6d	73	00	00	06	87	37	32	30	37	2d	31	20	20	tems...7207-1
30:	20	20	20	20	20	20	20	20	30	31	30	30	05	1e	00	03	0100....
40:	00	1a	00	00	38	42	32	30	30	34	30	30	34	37	20	20	...8B20040047
50:	20	20	20	20	30	38	31	31	32	37	20	20	58	b0	01	61	081127 X..a
60:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
70:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
80:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
90:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
a0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
b0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
c0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
d0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
e0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....
f0:	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	.....

Auto Refresh

A **Refresh** button and **Auto Refresh** check box is also located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.



Use the Page Selection pull-down to select the A0 or A2 Decoded pages. Select A0.

SFP Port Information			
Port Selection:	F1	Page Selection:	A0 Decoded
Variable Name	Value		
Identifier	SFP/SFP+		
Extended Identifier	SFP Module		
Connector	LC		
Transceiver	1000BASE-LX, Long distance (L), Single Mode (SM), 100 MBytes/sec		
Encoding	8B/10B		
Nominal Bit Rate (Mbps)	1300		
Rate Identifier	Unspecified		
9um Fiber Length (km)	12		
Vendor Name	Omnitron Systems		
Vendor OUI	00:06:87		
Vendor Part Number	7207-1		
Vendor Revision Number	0100		
Vendor Serial Number	8B20040047		
Vendor Date Code	11/27/2008		
Wavelength (nm)	1310		
Options	RX_LOS, TX_FAULT, TX_DISABLE		
Diagnostic Monitoring Type	Avg Pwr, Ext Cal, Diagnostic Monitoring		
Enhanced Options	RX_LOSS, TX_FAULT, W/A Flags		
SFF-8472 Compliance	SFF-8472 Rev. 9.3		

Auto Refresh

The following general information is available:

- Identifier
- Connector
- Encoding
- Rate Identifier
- Vendor Name
- Vendor Part Number
- Vendor Serial Number
- Wavelength (nm)
- Diagnostic Monitoring Type
- SFF-8472 Compliance
- Extended Identifier
- Transceiver
- Normal Bit Rate (Mbps)
- 9um or OM1/OM2/OM3 Fiber Length
- Vendor OUI
- Vendor Revision Number
- Vendor Date Code
- Options
- Enhanced Options

A **Refresh** button and **Auto Refresh** check box is also located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

Use the Page Selection pull-down to select the A0 or A2 Decoded pages. Select A2.

**SFP Port Information**

Port Selection:  Page Selection:

Variable Name	Value
Measured Temperature (°C)	50.3
Measured Vcc (V)	3.4
Measured Bias (mA)	8.4
Measured Tx Power (dBm)	-5.9
Measured Rx Power (dBm)	-40.4
Temperature High/Low Alarm (°C)	85.0/-15.0
Temperature High/Low Warning (°C)	80.0/-10.0
Vcc High/Low Alarm (V)	3.8/2.8
Vcc High/Low Warning (V)	3.6/3.0
Bias High/Low Alarm (mA)	80.0/0.1
Bias High/Low Warning (mA)	70.0/0.5
Tx Power High/Low Alarm (dBm)	-1.0/-11.5
Tx Power High/Low Warning (dBm)	-2.0/-10.5
Rx Power High/Low Alarm (dBm)	-5.9/-25.9
Rx Power High/Low Warning (dBm)	-6.9/-22.9

Auto Refresh

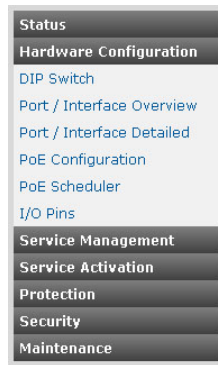
The following diagnostic information is available:

- Measured Temperature
- Measured Bias
- Measured Rx Power
- Temperature High/Low Warning
- Vcc High/Low Warning
- Bias High/Low Warning
- Tx Power High/Low Warning
- Rx Power High/Low Warning
- Measured Vcc
- Measured Tx Power
- Temperature High/Low Alarm
- Vcc High/Low Alarm
- Bias High/Low Alarm
- Tx Power High/Low Alarm
- Rx Power High/Low Alarm

A **Refresh** button and **Auto Refresh** check box is also located at the bottom left corner of the screen. Click the **Refresh** button to update the screen. Click on the **Auto Refresh** check box for automatic refreshing of the screen. The rate of refresh is configured from the Browser Settings screen, found under Maintenance.

## 2.3.2 Hardware Configuration Screens

The following options are available.



### 2.3.2.1 DIP Switch

The DIP Switch screen provides information on the function and physical setting of each DIP-switch. DIP-Switch screen will vary depending on the model. The OmniConverter GLPoE/M screen is shown below.

DIP Switch			
DIP Switch	Function	Physical Setting	Soft Switch Configuration
1	Device mode	Single switch mode	Single switch mode ▼
2	Switch mode	Normal switch mode	Normal switch mode ▼
3,4	Protection mode	No redundant uplink	No redundant uplink ▼
5	MAC learning	MAC learning enabled	MAC learning enabled ▼
6	SW6	SW6 off	SW6 off ▼
7	30V/58V Model Select	58V Model	58V Model ▼
8	SPoE reset	No SPoE reset on uplink drop	No SPoE reset on uplink drop ▼
Global Settings		Configuration	
Physical DIP switches		DIP switches active, software override disabled ▼	
<input type="button" value="Apply"/> <input type="button" value="Save"/> <input type="button" value="Cancel"/>			

To change the DIP-switch settings, use the pull-down menu under the Global Settings and select the ***DIP-switches disabled, software override active*** option. Click on the ***Apply*** button to activate the changes.

Once the Global Setting has been changed to ***DIP-switches disabled, software override active***, the soft switch DIP-switch settings can be modified by using the pull-down menu next to next selection. When the Global Setting is configured for ***DIP-switches active, software override disabled***, no soft switch configuration changes are allowed. Changes can only be made to the physical hardware DIP-switches.

To change the individual DIP-switch settings, use the pull-down menu associated with the DIP-switch. The table below defines the DIP-switch settings. See individual Quick Start Guides for more information.

GL/M and GL/Mi models		
Switch	Function	Soft Switch Configuration Options
1	Device Mode	Single switch mode (factory default) Dual switch mode
2	Switch mode	Normal switch mode (factory default) Directed switch mode
3,4	Protection mode	No redundant uplink (factory default) Redundant uplink no return to primary Redundant uplink return to primary
5	MAC Learning	MAC learning enabled (factory default) MAC learning disabled
6	Reserved	SW6 Off (factory default) SW6 On
7	Reserved	SW7 Off (factory default) SW7 On
8	Reserved	SW8 Off (factory default) SW8 On
GLPoE/M and GLPoE/Mi models		
1	Device Mode	Single switch mode (factory default) Dual switch mode
2	Switch mode	Normal switch mode (factory default) Directed switch mode
3,4	Protection mode	No redundant uplink (factory default) Redundant uplink no return to primary Redundant uplink return to primary
5	MAC Learning	MAC learning enabled (factory default) MAC learning disabled
6	Reserved	SW6 Off (factory default) SW6 On
7	30/58V Mode Select	58V Mode (factory default) 30V Mode
8	SPoE Reset	No SPoE reset on uplink drop (factory default) SPoE reset on uplink drop

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

### 2.3.2.2 Port / Interface Overview

The Port / Interface Overview screen allows the ports to be configured for speed, duplex, flow control, port access and PSE state. It also provides the ability to reset power to the Powered Devices attached to the copper PSE ports.

Port / Interface Overview screen will vary depending on the model.

**Port / Interface Overview**

Port	Port Type	Link	PSE State	Port State	Flow Control	Port Access	PoE State	Reset Interface
F1	Copper	<input type="radio"/>	---	AN 1000 FDX	Disabled	Enabled	---	---
F2	Copper	<input checked="" type="radio"/>	---	AN 1000 FDX	Disabled	Enabled	---	---
P1	Copper PSE	<input type="radio"/>	<input type="checkbox"/> (Standby)	AN 10 FDX	Disabled	Enabled	Auto Detect	Power Cycle Port P1
P2	Copper PSE	<input type="radio"/>	<input type="checkbox"/> (Standby)	AN 10 FDX	Disabled	Enabled	Auto Detect	Power Cycle Port P2
P3	Copper PSE	<input type="radio"/>	<input type="checkbox"/> (Standby)	AN 10 FDX	Disabled	Enabled	Auto Detect	Power Cycle Port P3
P4	Copper PSE	<input type="radio"/>	<input type="checkbox"/> (Standby)	AN 10 FDX	Disabled	Enabled	Auto Detect	Power Cycle Port P4

Apply Save Cancel

**Port / Interface Overview**

Port	Port Type	Link	Port State	Flow Control	Port Access
F1	Copper	<input type="radio"/>	AN 1000 FDX	Disabled	Enabled
F2	Copper	<input checked="" type="radio"/>	AN 1000 FDX	Disabled	Enabled
P1	Copper	<input type="radio"/>	AN 10 FDX	Disabled	Enabled
P2	Copper	<input type="radio"/>	AN 10 FDX	Disabled	Enabled
P3	Copper	<input type="radio"/>	AN 10 FDX	Disabled	Enabled
P4	Copper	<input type="radio"/>	AN 10 FDX	Disabled	Enabled

Apply Save Cancel

#### Port

Indicates the port designation.

#### Port Type

Indicates if the port is a SFP or copper port.

#### Link

Displays the state of the link (green or amber). Green indicates a good active link. Amber indicates a possible problem. See Section 5.0 Verify Operation.

#### PSE State

**PSE State is only displayed on PoE models.**

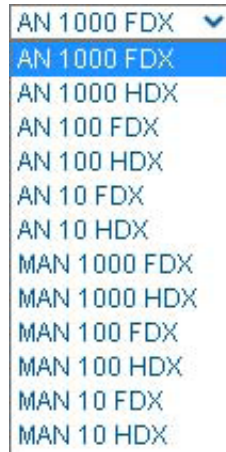
Indicates if the port is an active SPoE connection or a non-SPoE device. It also provides a graphical indication of the amount of power provided to the attached PD.

## Port State

Use the Port State pull-down menu to change the negotiation state of the selected port.

The SFP ports can be configured for AN 1000 FDX or MAN 1000 FDX: The default setting is AN 1000 FDX.

The RJ-45 copper uplink ports can be configured for:



The default setting is Auto negotiation.

The 10TL1 copper ports are configured for AN 10 FDX.

## Flow Control

Use the Flow Control pull-down menu to enable or disable flow control on the selected port.

## Port Access

Use the Port Access pull-down menu to enable or disable port access on the selected port. When disabled on a SPoE port, the connected PD will remain powered but data access is disabled. When disabled on a normal ports (non-SPoE), data access is disabled.

## PoE State

### PoE State is only displayed on PoE models

Use the PoE State pull-down menu to configure the PoE state for the selected port. PoE power can be disabled or auto detect (factory default).

## Reset Interface

### Reset Interface is only displayed on PoE models.

Click on the **Power Cycle Port x** button to reset the power to the attached Powered Device. The power is removed for 5 seconds, then reapplied.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

### 2.3.2.3 Port / Interface Detailed

The Port / Interface Detailed screen allows the ports to be configured with specific attributes. These include flow control, MAC learning, port mirroring, port output and port security settings.

Port / Interface screen will vary depending on the model.

Use the Port Selection pull-down menu to selected the desired port. Use the pull-down menus associated with the attribute to change the parameter.

Item Name	Configured
Port Filtering State	Forwarding
Port Name	PortF1
Port State	AN 1000 FDX
Port Flow Control	Disabled
Port Output	Enabled
Port Access	Enabled
Mac Learning	Enabled
Port Mirroring	Mirroring Disabled
Port Security	Disabled
Loop Protection	Disabled
Loop Protection Transmit (s)	1
Cable Test	Cable Test Port F1

## General

### Port Filtering State

Displays the state of how the port is handling unknown Multicast/Unicast addresses; forward or block.

### Port Name

Use the text box to enter a name for the port.

### Port State

Use the Port State pull-down menu to configure the port for negotiation, speed and duplex.

### Port Flow Control

Use the Port Flow Control pull-down menu to enable or disable flow control on the port.

### Port Output

Use the Port Output pull-down menu to enable or disable the port.

### Port Access

Use the Port Access pull-down menu to enable or disable port access. When disabled, the connected PD will remain powered but data access is disabled.

### MAC Learning

Use the MAC Learning pull-down menu to enable or disable MAC learning on the port.

## **Port Security**

Use the Port Security pull-down menu to accept or reject unknown multicast and unicast traffic.

## **Port Mirroring**

Use the Port Mirroring pull-down menu to enable or disable port mirroring. When enabled, select the port to be mirrored.

## **Cable Test**

To run a cable test, use the Port Selection pull-down menu to select a RJ-45 port.

Click on the ***Cable Test Port P(x)*** button to run the cable test on the selected port. Once completed, the results of the cable test is displayed.

## **Loop Protection**

Loop protection is provided using Configuration Test Protocol (CTP). When loop protection is enabled on a port, the port will generate Configuration Test Protocol (CTP) frames. When the module receives its own CTP message either on the generating port or another port, loop prevention will automatically block the port from sending out normal user data until the loop is removed.

When a port is blocked, the port will continue to send out periodic CTP frames in order to determine if the block has been removed. When the module does not receive its own CTP message either on the generating or another port, the port will be unblocked.

Use the Loop Protection pull-down menu to enable or disable loop protection on the port.

## **Loop Protection Transmit (s)**

Use the text box to enter the value for the time interval between the transmission of the CTP frames. A value of 1 sec to 60 sec can be entered.

Click on the ***Apply*** button to activate the changes.

Click the ***Save*** button to permanently save the changes.

Click the ***Cancel*** button to revert back to the previous Apply state.



### 2.3.2.4 PoE Configuration

PoE Configuration screen is only available on SPoE models.

The PoE Configuration screen provides the ability to configure PoE power, LLDP control and the heartbeat parameters. Use the Port Selection pull-down to select the port.

General		Heartbeat	
Item Name	Configured	Item Name	Configured
PoE State	Auto Detect	Heartbeat	Disabled
		PD IP Address	0.0.0.0
LLDP-MED	Enabled	Heartbeat Restart Time (s)	60
PSE Power Off/On	Power Cycle Port P1	Heartbeat Interval Time (s)	1
		Heartbeats Lost Before Error	3
		Heartbeats # Restarts	0
		Heartbeat Error Action	Ignore errors
		Heartbeat Status	Disabled

Apply Save Cancel

#### General

##### PoE State

Use the PoE State pull-down menu to select PoE Disabled or Auto Detect.

##### LLDP-MED

Use the LLDP-MED pull-down menu to enable or disable LLDP-MED communication. LLDP-MED is enabled by default.

LLDP (Link Layer Discovery Protocol) is an IEEE standard protocol that defines messages for the purpose of announcing basic device information to other devices on a Local Area Network. LLDP-MED (media endpoint devices) is an extension to LLDP. LLDP-MED enables network discovery between network connectivity devices and media endpoints, such as PoE cameras and access points.

##### PSE Power Off/On

Click on the **Power Cycle Port x** button to reset the power to the attached Powered Device. The power is removed for 5 seconds, then reapplied.

## **Heartbeat**

### **Heartbeat**

Use the Heartbeat pull-down menu to enable or disable heartbeat. The heartbeat signal is used to verify connectivity to the PD. The IP address of the PD must be configured for the heartbeat signal to work.

### **PD IP Address**

PD IP Address supports IPv4 and IPv6 addressing. Enter the IPv4 or IPv6 address of the PD in the text box.

### **Heartbeat Timers (s)**

Use the Heartbeat Restart Time text box to enter a new value for the Restart timer. A value of 10 to 300 seconds is a valid entry. The Heartbeat Restart Time delays the start of the heartbeat signal after a reset condition.

Use the Heartbeat Interval Time text box to enter a new value for the Interval timer. A value of 1 to 300 seconds is a valid entry. The Heartbeat Interval Time is the time between heartbeats.

### **Heartbeats Lost Before Error**

Use the Heartbeats Lost Before Error text box to enter a new value for the number of lost heartbeats. A value of 1 to 100 is a valid entry. The Heartbeats Lost Before Error configures the number of consecutive lost heartbeats before an error condition is declared.

### **Heartbeats # Restarts**

Use the Heartbeats # Restart text box to enter a new value for the number of times to restart the PD after an error has been declared. A value of 0 indicates no limit to the number of restarts. A value of 0 to 16384 is a valid entry.

### **Heartbeat Error/Action**

Use the Heartbeat Error/Action pull-down menu to configure what action is taken when a heartbeat error condition is declared.

- Ignore errors      Indicates the error condition is ignored.
- Restart on errors      Indicates the power to the selected port (PD) is cycled Off and On.
- Shutdown      Indicates the power to the selected port (PD) is turned Off.

### **Heartbeat Status**

Displays the status of the heartbeat.

Click on the ***Apply*** button to activate the changes.

Click the ***Save*** button to permanently save the changes.

Click the ***Cancel*** button to revert back to the previous Apply state.

### 2.3.2.5 PoE Scheduler

PoE Scheduler screen is only available on SPoE models.

The PoE Scheduler screen provides the ability to configure the time of day for PoE power to be turned On and Off.

Entry	Profile Name	Port List	PoE Schedule	Delete <input type="checkbox"/>
NEW	<input type="text"/>	<input type="text"/>	Enabled <input type="button" value="v"/>	
	Schedule On Time	Hour: <input type="text"/> Min: <input type="text"/> Sec: <input type="text"/>		
	Schedule Off Time	Hour: <input type="text"/> Min: <input type="text"/> Sec: <input type="text"/>		
	Schedule Days	<input type="checkbox"/> Sun <input type="checkbox"/> Mon <input type="checkbox"/> Tue <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat		

Use the Global PoE Schedule pull-down menu to globally enable or disable PoE Scheduler on the module.

#### Profile Name

Enter the name of the scheduling profile in the text box.

#### Port List

Enter the port number(s) for the scheduling profile in the text box.

#### Port Schedule

SPoE power on each scheduling profile can be enabled or disabled. Use the PSE Schedule pull-down menu to enable or disable the scheduling profile.

#### Schedule On Time

The Schedule On Time sets the time when SPoE power is applied.

Use the Hour / Min / Sec pull-down menus to set the time when the power is turned On.

#### Schedule Off Time

The Schedule Off Time sets the time when SPoE power is removed.

Use the Hour / Min / Sec pull-down menus to set the time when the power is turned Off.

#### Schedule Days

Check the boxes for each day associated with the scheduling profile.

#### Delete

Check the box and click the **Delete** button to delete the scheduling profile.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

### 2.3.2.6 I/O Pins

#### I/O Pins screen is only available on RuggedNet models.

The I/O Pins screen provides status for the alarm relay and alarm input. It also provides the ability to assign a failure type and name to the alarm relay and alarm input.

Input Pin		Output Relay	
Item Name	Configured	Item Name	Configured
Input Name	<input type="text"/>	Normally Closed Name	<input type="text"/>
Input Pin	Input open	Normally Open Name	<input type="text"/>
		Output Pin	Output NOT energized
		Error Mode	None <input type="button" value="v"/>

#### Input Pin

##### Input Name

Enter a name for the alarm input in the text box.

##### Input Pin

Displays the status of the alarm input (input open or input closed).

An alarm input is available for detecting external events such as door open or closed (pin 4 and 5). The alarm input provides 3.3VDC to detect an external open or shorted condition. Use the supplied connector to attach the wire to the external alarm. Use 16 - 24 AWG wire.

#### Output Relay

##### Normally Open Name

Enter a name for the normally opened condition in the text box.

##### Normally Closed Name

Enter a name for the normally closed condition in the text box.

##### Output Pin

Displays the status of the alarm relay (output not energized, output energized).

Energized      Indicates a normally open contact has closed or a normally closed contact has opened.

Not energized      Indicates a normally open contact is open or a normally closed contact is closed.

##### Error Mode

Use the Error Mode pull-down to select the type of error that will cause the output relay to close.

Force      The output relay is forced closed.

None      No error condition is enabled.

Input      An error condition is declared when the alarm input is detected as closed.

Power      An error condition is declared when an input power alarm is detected.

Input, Power	An error condition is declared when either an alarm input or input power alarm is detected.
Temperature	An error condition is declared when a temperature violation is detected.
Input, Temperature	An error condition is declared when either an alarm input or temperature violation is detected.
Power, Temperature	An error condition is declared when either an input power alarm or temperature violation is detected.
Input, Power, Temperature	An error condition is declared when either an input power alarm or input power alarm or temperature violation is detected.

An alarm relay is available to detect a user configured event. The three contacts closure pins can be configured for normally open (pin 1 and 2) or normally closed (pin 3 and 2) operation. The relay contacts support 110VDC/125VAC Maximum Voltage at a maximum current of up to 2 amps. Use the supplied connector to attach the wire to the external alarm. Use 16 - 24 AWG wire.

Click on the ***Apply*** button to activate the changes.

Click the ***Save*** button to permanently save the changes.

Click the ***Cancel*** button to revert back to the previous Apply state.

### 2.3.3 Service Management

The following options are available.



#### 2.3.3.1 Module

The Module screen provides the ability to enable/disable Global Flow Control, FTP, HTTP, HTTPS, Telnet, Serial Console baud rate, MAC Aging and location specific information.

Module			
General		Location	
Item Name	Configured	Item Name	Configured
Module Name	<input type="text"/>	Location Name	GLPoEM
FTP	Disabled	Address	<input type="text"/>
Telnet	Enabled	City	<input type="text"/>
Global Flow Control (Pause)	Enabled	State/Province	<input type="text"/>
Serial Baud Rate	57600 baud	Postal/Zip Code	<input type="text"/>
MAC Aging Time	300	Latitude (degrees)	<input type="text"/>
MAC Table Flush on Link Down	Enabled	Longitude (degrees)	<input type="text"/>
HTTP	Enabled	Altitude (m)	<input type="text"/>
HTTPS	Enabled		
Certificate Filename	<input type="text"/>		
Console Port	Enabled		
CLI Prompt	<input type="text"/>		
L2cp Tunneling	Tunneling		

### General

#### Module Name

Use the Module Name text box to enter a unique name for the module.

#### FTP

Use the FTP pull-down menu to enable or disable FTP. FTP will need to be enabled for any firmware updates. FTP is disabled by default.

#### Telnet

Use the Telnet pull-down menu to enable or disable Telnet. Telnet is enabled by default.

## **Global Flow Control (Pause)**

Global Flow Control is always enabled on the module.

## **Serial Baud Rate**

Use the Serial Baud Rate pull-down menu to select the speed of the serial console port. The default speed is 57,600.

## **MAC Aging Time**

Use the MAC Aging Time text box to enter a new value for the timer. A value of 10 to 600 seconds is a valid entry.

## **MAC Table Flush on Link Down**

The module can be configured to flush the MAC table on the detection of a link down condition.

Use the MAC Table Flush on Link Down pull-down menu to enable or disable MAC Table Flush.

## **HTTP**

Use the HTTP pull-down menu to enable or disable HTTP support. HTTP is enabled by default.

## **HTTPS**

Use the HTTPS pull-down menu to enable or disable HTTPS support. HTTPS is enabled by default.

## **Certificate Filename**

Use the Certificate Filename text box to enter the file name of the SSL/TLS certificate.

## **Console Port**

Use the Console Port pull-down menu to enable or disable the console port access.

## **CLI Prompt**

The CLI prompt can be changed from the default “#”. Enter a new prompt in the text box.

## **L2CP**

Use the L2CP pull-down menu to tunnel or discard L2CP packets.

## **Location**

### **Location Name**

Use the Location Name text box to enter a name of the location of the installation.

### **Address/City/State/Province/Postal/ZIP Code**

The physical location can be configured. Enter the information in the text boxes.

### **Latitude/Longitude/Attitude**

The latitude, longitude and attitude can be configured. Enter the information in the text boxes.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.3.2 IPv4 / IPv6 Configurations

The IPv4 / IPv6 Configurations screen provides the ability to configure the IPv4 and IPv6 parameters on the module. DHCP and DHCP relay (option 82) can also be enabled and/or disabled.

IP Configurations			
IPv4		IPv6	
Item Name	Configured	Item Name	Configured
IPv4 Client	<input type="text" value="Enabled"/>	IPv6 Client	<input type="text" value="Enabled"/>
IPv4 Address	<input type="text" value="10.10.8.211"/>	IPv6 Type	<input type="text" value="Stateless (automatic)"/>
IPv4 Subnet Mask	<input type="text" value="255.255.0.0"/>	IPv6 Link Local	<input type="text" value="fe80::206:87ff:fe04:9310"/>
IPv4 Gateway	<input type="text"/>	IPv6 Stateful Address	<input type="text" value="::"/>
DHCPv4 Client	<input type="text" value="Disabled"/>	IPv6 Stateful Prefix Length	<input type="text" value="64"/>
DHCPv4 Relay	<input type="text" value="Disabled"/>	IPv6 Stateful Gateway	<input type="text" value="fe80::1"/>
DHCPv4 Relay Circuit ID	<input type="text" value="Enabled"/>	IPv6 Stateless Address	<input type="text"/>
DHCPv4 Relay Remote ID	<input type="text" value="Enabled"/>	IPv6 Stateless Prefix Length	<input type="text" value="64"/>
DHCPv4 Relay Client Type	<input type="text" value="Replace"/>	IPv6 Stateless Gateway	<input type="text"/>
DHCP Remote Server IP Address	<input type="text" value="0.0.0.0"/>	DHCPv6 Client	<input type="text" value="Disabled"/>
DNS		DHCPv6 Address	<input type="text"/>
Item Name	Configured	DHCPv6 Relay	<input type="text" value="Disabled"/>
DNS Lookup	<input type="text" value="Disabled"/>	DHCPv6 Relay Circuit ID	<input type="text" value="Enabled"/>
DNS IPv4/IPv6 Address	<input type="text"/>	DHCPv6 Relay Remote ID	<input type="text" value="Enabled"/>

## IPv4

### IPv4 Client

Use the IPv4 Client pull-down menu to enable or disable IP protocol on the module.

### IPv4 Address

Enter the IP address in the text box in the x.x.x.x format (x represents a decimal number between 0 and 255).

### IPv4 Subnet Mask

Enter the Subnet Mask in the text box in the x.x.x.x format (x represents a decimal number between 0 and 255). Class A subnet mask is 255.0.0.0, Class B subnet mask is 255.255.0.0 and Class C subnet mask is 255.255.255.0.

### IPv4 Gateway

Enter the Gateway address in the text box in the x.x.x.x format (x represents a decimal number between 0 and 255).

**WARNING: Changing the IP address of the module will result in loss of connectivity once the *Apply* button is clicked.**

### DHCPv4 Client

Use the DHCPv4 Client pull-down menu to enable or disable DHCP on the module.

### DHCPv4 Relay

Use the DHCPv4 Relay pull-down menu to enable or disable the DHCP relay function.

DHCP Relay Option 82 provides additional security when DHCP is used to allocate network addresses. It enables the controller to act as a DHCP relay agent to prevent DHCP client requests from untrusted sources.



## **DHCPv4 Circuit ID**

Use the DHCPv4 Circuit ID Selection pull-down menu to enable or disable the DHCP relay circuit ID.

## **DHCPv4 Remote ID**

Use the DHCPv4 Remote ID Selection pull-down menu to enable or disable the DHCP relay remote ID.

## **DHCPv4 Relay Client Type**

Use the DHCP Relay Client Type pull-down menu to select Drop, Keep or Replace.

- |         |  |
|---------|--|
| Drop    | Drops the DHCP relay frame received on a client port.  |
| Keep    | Forwards the DHCP relay frame received on a client to the server port without changing to the DHCP relay options.                      |
| Replace | Updates the DHCP relay frame received on a client port with the configured DHCP relay options before forwarding it to the server port. |

## **DHCP Remote Server IP Address**

The DHCP Remote Server IP Address supports IPv4 and IPv6 addressing. Enter the DHCP server IPv4 or IPv6 address in the text box.

## **DHCP Relay Process**

The DHCP Relay Agent relays DHCP messages between DHCP clients and DHCP servers. A DHCP relay agent receives any DHCP broadcasts and forwards them to the specified DHCP server IP address.

1. The DHCP client generates a DHCP request.
2. The DHCP relay agent receives the broadcast DHCP request packet and inserts the relay agent information option (option 82) into the packet. The relay agent information option contains related sub options (Circuit ID and Remote ID).
3. The DHCP relay agent sends the DHCP packet to the DHCP server.
4. The DHCP server receives the packet, uses the sub options to assign IP addresses and other configuration parameters to the packet, and forwards the packet back to the DHCP relay agent.
5. The sub option fields are removed by the relay agent and the IP address information is forwarded to the client.

**If DHCPv4 Circuit ID is enabled and the DHCP Relay Client Type is set to Replace, the Circuit ID will be set as “br0” instead of the associated port number.**

**If the module is configured as a 2nd DHCP Relay agent in a network, the unicast DHCP packets from the first DHCP Relay agent are forwarded to the DHCP Server.**

## **DNS**

### **DNS Lookup**

Use the DNS Lookup pull-down menu to enable or disable DNS Lookup.

### **DNS IPv4/IPv6 Address**

DNS supports IPv4 and IPv6 addressing. Enter the DNS IPv4 or IPv6 address in the text box.

The configured DNS address will be used by the module for DNS based operations if DHCP is disabled.

## **IPv6**

### **IPv6 Client**

Use the IPv6 Client pull-down menu to enable or disable IPv6 protocol on the module.

## **IPv6 Type**

Use the IPv6 Type pull-down menu to configure the interface for stateful or stateless operation.

Stateful configuration requires a IPv6 service to provide the IPv6 address to the client (module) and requires both client and server to maintain the “state” of the address. Stateless provides auto configuration of IPv6, allowing the client (module) to self configure the IPv6 address. The advantage is that the IPv6 service is not required to store any dynamic state information about any individual clients. A network can use both stateful and stateless auto configuration at the same time. IPv6 stateful can be entered by the user and does not require an IPv6 service. However, if DHCPv6 is enabled the address will be acquired via DHCPv6 information provided by the server.

## **IPv6 Local Link**

Use the IPv6 Link Local text box to manually enter an address.

When IPv6 is active, a link local address is automatically configured on the interface.

## **IPv6 Stateful Address**

Use the IPv6 Stateful Address text box to manually enter the IPv6 address.

## **IPv6 Stateful Prefix Length**

Use the IPv6 Stateful Prefix Length text box to manually enter the prefix length up to 128.

## **IPv6 Stateful Gateway**

Use the IPv6 Stateful Gateway text box to manually enter a new Stateful Gateway address.

## **IPv6 Stateless Link Local Address**

Use the IPv6 Stateless Link Local Address text box to manually enter an address.

When IPv6 is active, a link local address is automatically configured on the interface.

## **IPv6 Stateless Address**

Use the IPv6 Stateless Address text box to manually enter the IPv6 address.

## **IPv6 Stateless Prefix Length**

Use the IPv6 Stateless Prefix Length text box to manually enter the prefix length up to 128.

## **IPv6 Stateless Gateway**

Use the IPv6 Stateless Gateway text box to manually enter a new Stateless Gateway address.

## **DHCPv6 Client**

Use the DHCPv6 Client pull-down menu to enable or disable DHCP on the module.

## **DHCPv6 Address**

Use the DHCPv6 Address text box to manually enter a new DHCPv6 Address.

## **DHCPv6 Relay**

Use the DHCPv6 Relay pull-down menu to enable or disable the DHCP relay function.

## **DHCPv6 Circuit ID**

Use the DHCPv6 Circuit ID Selection pull-down menu to enable or disable the DHCP relay circuit ID.

## **DHCPv6 Remote ID**

Use the DHCPv6 Remote ID Selection pull-down menu to enable or disable the DHCP relay remote ID.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.3.3 SNMP

The SNMP screen provides the ability to configure the SNMP parameters on the module.

The screenshot shows the 'SNMP Configuration' interface. At the top, there is a title 'SNMP Configuration' and an 'Instance Selection' dropdown menu set to 'General Settings'. Below this is a 'Global Configuration' section with a table:

Item Name	Configured
SNMP Agent	SNMPv1/v2c/v3
SNMP Traps	SNMPv2c

Below the Global Configuration is a 'Trap Host Configuration' section with a table:

Item Name	IP Address	UDP Port
Trap Host 1	255.255.255.255	162
Trap Host 2	255.255.255.255	162
Trap Host 3	255.255.255.255	162
Trap Host 4	255.255.255.255	162
Trap Host 5	255.255.255.255	162
Trap Host 6	255.255.255.255	162
Trap Host 7	255.255.255.255	162
Trap Host 8	255.255.255.255	162

At the bottom of the form are three buttons: 'Apply', 'Save', and 'Cancel'.

Use the Instance Selection pull-down menu to select the General Setting, SNMPv1/v2 Settings, SNMPv3 User 1 Settings, User 2 Settings, User 3 Settings or User 4 Settings port settings. Select General Setting.

#### Global Configuration

##### SNMP Agent

Use the SNMP Agent pull-down menu to configure the SNMP agent by selecting None, SNMPv1/v2c, SNMPv3 or SNMPv1/v2c/v3. When None is selected, the module will not respond to any requests via the SNMP protocol.

##### SNMP Traps

Use the SNMP Traps pull-down menu to configure the trap generation type by selecting SNMPv2c or SNMPv3.

#### Trap Host Configuration

##### Trap Host 1 - 8

Trap Host 1 -8 supports IPv4 and IPv6 addressing. Enter the IPv4 or IPv6 Address of the Trap Host in the text box. SNMP traps are used to report events that occur during the operation of a network, and may require the attention of the network administrator. The module is capable of sending SNMP traps to eight different SNMP Traphosts (IP addresses). Enter a UDP Port number in the text box for the selected Trap Host, if it is different than the global setting.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select the General Setting, SNMPv1/v2 Settings, SNMPv3 User 1 Settings, User 2 Settings, User 3 Settings or User 4 Settings port settings. Select SNMP v1/v2c Settings.

The screenshot shows the 'SNMP Configuration' interface. At the top, there is a title 'SNMP Configuration' and an 'Instance Selection' dropdown menu set to 'SNMPv1/v2c Settings'. Below this is a table with two columns: 'Item Name' and 'Configured'. The table contains two rows: 'Read Community' with '\*\*\*\*\*' and 'Write Community' with '\*\*\*\*\*'. At the bottom of the table are three buttons: 'Modify', 'Save', and 'Cancel'.

Item Name	Configured
Read Community	*****
Write Community	*****

Click the **Modify** button to change the Read or Write Community Names.

The screenshot shows the 'SNMP Configuration' interface after clicking the 'Modify' button. The 'Instance Selection' dropdown is still set to 'SNMPv1/v2c Settings'. The table now has four rows: 'Read Community', 'Read Community (Again)', 'Write Community', and 'Write Community (Again)'. Each row has an empty text input field in the 'Configured' column. At the bottom of the table are three buttons: 'Apply', 'Save', and 'Cancel'.

Item Name	Configured
Read Community	<input type="text"/>
Read Community (Again)	<input type="text"/>
Write Community	<input type="text"/>
Write Community (Again)	<input type="text"/>

### Read Community

The SNMP Read Community Name is necessary for reading (SNMP get) data from the module. The name can be a combination of 1-32 alphanumeric character string. “public” is the default setting.

Enter the new Read Community Name in the text box.

### Read Community (Again)

Confirm the new Read Community Name by entering it the text box (again).

### Write Community

The SNMP Write Community Name is necessary for writing (SNMP set) data to the module. The name can be a combination of 1-32 alphanumeric character string. “private” is the default setting.

Enter the new Write Community Name in the text box.

### Write Community (Again)

Confirm the new Write Community Name by entering it the text box (again).

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select the General Setting, SNMPv1/v2 Settings, SNMPv3 User 1 Settings, User 2 Settings, User 3 Settings or User 4 Settings port settings. Select SNMP v3 User x Settings.

**SNMP Configuration**

Instance Selection: SNMPv3 User 1 Settings ▾

Item Name	Configured
User Type	admin
User Name	admin
Security Level	noAuthNoPriv
Privacy Password	*****
Privacy Encryption	AES
Authentication Password	*****
Authentication Hashing	MD5

Click the **Modify** button to change the user parameters.

**SNMP Configuration**

Instance Selection: SNMPv3 User 1 Settings ▾

Item Name	Configured
User Type	<span>admin ▾</span>
User Name	<input type="text" value="admin"/>
Security Level	<span>noAuthNoPriv ▾</span>
Privacy Password	<input type="text"/>
Privacy Password (again)	<input type="text"/>
Privacy Encryption	<span>AES ▾</span>
Authentication Password	<input type="text"/>
Authentication Password (again)	<input type="text"/>
Authentication Hashing	<span>MD5 ▾</span>

SNMPv3 implements a security model that provides for message integrity, authentication, and encryption. Authentication for SNMPv3 is provided through a unique User Name, Authentication Password and Privacy Password for each access level. Since SNMPv3 supports multiple users, each access level provides secret keys for authentication and privacy. Privacy supports confidentiality by encrypting the data that is transmitted. MD5 and SHA are the specified authentication protocols and AES and DES are the specified privacy protocol.

### User Type

Use the User Type pull-down menu to select the type of user; admin, read-write, read-only or deny.

- Admin            Has full read/write privileges including user name and password changes.
- Read-write     Has full read/write privileges with the exception of user name and password operations.

- |           |  |
|-----------|--|
| Read-only | Can only view the configuration of the module and will not be allowed to make any changes. |
| Deny      | Does not have any access to the module.  |

### **User Name**

Enter a unique User name in the text box. User names can be a combination of 1-32 alphanumeric character string.

### **Security Level**

Use the Security Level pull-down menu to select the Security Level for each user; noAuthNoPriv, authNoPriv and authPriv.

- |              |   |
|--------------|---|
| noAuthNoPriv | Allows access without authentication and without privacy. |
| authNoPriv   | Allows access with authentication, but without privacy.   |
| authPriv     | Allows access with authentication and with privacy.       |

Authentication and privacy uses different algorithms for encrypting and decrypting SNMPv3 packets.

### **Privacy Password**

Enter the privacy password in the text box.

### **Privacy Password (again)**

Re-enter the privacy password.

### **Privacy Encryption**

Use the Privacy Encryption pull-down menu to select the encryption method; AES or DES

### **Authentication Password**

Enter the authentication password in the text box.

### **Authentication Password (again)**

Re-enter the authentication password in the text box.

### **Authentication Hashing**

Use the Authentication Hashing pull-down menu to select the hashing algorithm; MD5 or SHA

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.3.4 Time and Date

The Time and Date Configuration screen provides the ability to change the Time of Day, Date and Time Zone. The System Up Time is displayed along with the local time associated with the workstation running the web interface.

Item Name	Configured
Time of Day	Hour: 18 Min: 43 Sec: 54
Date	Day: 31 Month: Dec Year: 2000
Time Zone	PST (Pacific Standard Time) UTC - 08 hours
System Up Time	0 days, 2 hours, 44 mins, 19 secs
Work Station Local Time	12/11/2018 15:13:06

Apply Save Cancel Copy Local Time

Use the pull-down menus associated with each item to make changes to the Time of Day, Date and Time Zone.

**NOTE: Time and date is lost if the module loses power.**

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Click the *Copy Local Time* button to use the time and date of the local workstation.

### 2.3.3.5 NTP / SNTP

The NTP / SNTP screen provides the ability to configure Network Time Protocol (NTP) and Simple Network Time Protocol (SNTP) on the module.

Item Name	Configured
NTP / SNTP Type	Time protocol disabled ▼
Time Server Request Interval (minutes)	8
Time Server 1 IP Address	255.255.255.255
Time Server 1 Status	Server disabled
Time Server 2 IP Address	255.255.255.255
Time Server 2 Status	Server disabled

Apply Save Cancel

#### NTP / SNTP Type

Use the NTP / SNTP Type pull-down menu to select Time protocol disabled, NTP enabled or SNTP enabled.

#### Time Server Request Interval (minutes)

Use the Time Server Request Interval text box to enter a new value for the time between server requests. A value of 1 to 60 minutes is a valid entry. The default is 8 minutes.

#### Time Server 1 IP Address

The Time Server 1 supports IPv4 or IPv6 addressing. Enter the IPv4 or IPv6 Address of the time server in the text box.

#### Time Server 1 Status

Displays the status of the server.

#### Time Server 2 IP Address

The Time Server 2 supports IPv4 or IPv6 addressing. Enter the IPv4 or IPv6 Address of the time server in the text box.

#### Time Server 2 Status

Displays the status of the server.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.



### 2.3.3.6 LLDP

The LLDP screen provides the ability to configure the module to support Link Layer Discovery Protocol (LLDP).

**LLDP (Link Layer Discovery Protocol)**

Instance Selection: Global

Global Configuration		Global Status	
Item Name	Configured	Item Name	Configured
Normal Transmission Interval (s)	<input type="text" value="30"/>	Capabilities Supported	bridge, CVLAN, SVLAN
TTL Value Multiplier	<input type="text" value="4"/>	Capabilities Enabled	bridge, CVLAN, SVLAN
Fast LLDP Transmission Interval (s)	<input type="text" value="1"/>	Number of Times Table Data Inserted	0
Maximum Number of Fast LLDP Messages	<input type="text" value="4"/>	Number of Times Table Data Deleted	0
Maximum Number of LLDP Messages	<input type="text" value="5"/>	Number of Times Table Data Dropped	0
Port Reinitialization Time (s)	<input type="text" value="1"/>	Number of Times Table Aged Out	0

The IEEE 802.1ab Link Layer Discovery Protocol defines a standard way for Ethernet devices to advertise information about themselves to their neighbors and store information they discover from the neighboring devices. Each device configured with an active LLDP agent will send and receive messages on all physical interfaces enabled for LLDP transmission.

Use the Instance Selection pull-down menu to select the global or port settings. Select Global.

#### Global Configuration

##### Normal Transmission Interval (s)

Sets the transmission frequency of LLDP updates in seconds. The range is 5 to 32,768 seconds and the default is 30 seconds. Enter the new value in the text box.

##### TTL Value Multiplier

Specifies the variable used as a multiplier of the Normal Transmission Interval to determine the time remaining before information in the outgoing LLDP Protocol Data Unit (PDU) is no longer valid. The range is 2 to 10 and the default is 4. Enter the new value in the text box.

##### Fast LLDP Transmission Interval (s)

Specifies the time interval between transmissions during fast transmission periods. The range is 1 to 3,600 seconds and the default value is 1 second. Enter the new value in the text box.

##### Maximum Number of Fast LLDP Messages

Specifies the number of LLDP PDUs that are transmitted during a fast transmission period. The range is 1 to 8 messages and the default value is 4.

##### Maximum Number of LLDP Messages

Specifies the maximum number of consecutive LLDP PDUs that can be transmitted at any time. The range is 1 to 10 and the default value is 5.

##### Port Reinitialization Time (s)

Specifies the delay time in seconds for LLDP to initialize on any interface. The range is 2 to 5 seconds and the default is 2 seconds.

## **Global Status**

### **Capabilities Supported**

Displays the system capabilities supported on the module.

### **Capabilities Enabled**

Displays the system capabilities enabled on the module.

### **Number of Times Table Data Inserted**

Indicates the number of times the information advertised has been inserted into tables.

### **Number of Times Table Data Deleted**

Indicates the number of times the information advertised has been deleted from tables.

### **Number of Times Table Data Dropped**

Indicates the number of times the information advertised could not be entered into tables.

### **Number of Times Table Aged Out**

Indicates the number of times the information has aged out.

### **NOTES:**

**LLDP parameters that are not supported are *reinitDelay*, *txFastInit* and *txCredit*.**

**The *reinitDelay* sets the time from port disable to reinitialization. This parameter is not set.**

**The *txFastInit* sets the number of LLDP PDUs that are transmitted during a fast transmission period. This parameter is set to 4.**

**The *txCredit* sets the maximum number of consecutive LLDP PDUs that can be transmitted at any time. This parameter is not set.**

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select the global or port settings. Select Port Px.

**LLDP (Link Layer Discovery Protocol)**

Instance Selection: Port P1 ▼

Port Configuration		Port Status	
Item Name	Configured	Item Name	Configured
LLDP Setting	<span style="border: 1px solid black; padding: 2px;">Peer</span> ▼	LLDP Status	LLDP PDUs are not being received
LLDP Mode	<span style="border: 1px solid black; padding: 2px;">Receive &amp; Transmit</span> ▼	LLDP PDUs Transmitted	9787
Management Address TLV	<span style="border: 1px solid black; padding: 2px;">Included</span> ▼	LLDP PDUs Received	0
Port Description TLV	<span style="border: 1px solid black; padding: 2px;">Included</span> ▼	LLDP PDUs Discarded	0
System Name TLV	<span style="border: 1px solid black; padding: 2px;">Included</span> ▼	Unrecognized Port TLVs Received	0
System Description TLV	<span style="border: 1px solid black; padding: 2px;">Included</span> ▼		
System Capabilities TLV	<span style="border: 1px solid black; padding: 2px;">Included</span> ▼		

## Port Configuration

### LLDP Setting

Use the LLDP Setting pull-down menu to select how LLDP is configured on the module (Peer, Discard, Tunnel).

- Peer      The port will participate in the LLDP process.
- Discard    LLDP frames are dropped and no reply is generated.
- Tunnel    LLDP frames will egress ports unchanged.

### LLDP Mode

The LLDP agent can transmit and/or receive information about the capabilities and current status of the system. LLDP does not have a mechanism for soliciting specific information from other LLDP agents.

Use the LLDP Mode pull-down menu to select the operating mode as Transmit Only, Receive Only, Transmit and Receive or None. Transmit and Receive is the default.

The information fields are contained in each LLDP PDU as a sequence of variable length information elements, that include Type, Length, and Value fields (TLVs). These TLVs are used to transmit and receive specific information about the system.

### Management Address TLV

Same as the IP address of the module. Use the Management Address TLV pull-down menu to select if this information is Included or Not Included in the LLDP PDU.

### Port Description TLV

The Port Description is the same as the Port Name of the module. Use the Port Description pull-down menu to select if this information is Included or Not Included in the LLDP PDU.

### System Name TLV

The LLDP System name is the same as System Name of the module. Use the System Name pull-down menu to select if this information is Included or Not Included in the LLDP PDU.

### **System Description TLV**

The LLDP System Description is the same as the System Description of the module. Use the System Description pull-down menu to select if this information is Included or Not Included in the LLDP PDU.

### **System Capabilities TLV**

Provides the system capabilities of the module (i.e., Bridge/Switch SVLAN CVLAN). Use the System Capabilities pull-down menu to select if this information is Included or Not Included in the LLDP PDU.

### **Port Status**

#### **LLDP Status**

Displays the status of the LLDP connection.

#### **LLDP PDUs Transmitted**

Displays the total number of transmitted PDUs.

#### **LLDP PDUs Received**

Displays the total number of received PDUs.

#### **LLDP PDUs Discarded**

Displays the number of discarded PDUs.

#### **Unrecognized Port TLVs Received**

Displays the number of unrecognized TLVs.

### **Port Peer Information**

When the port is peered with another device, the LLDP information is displayed.

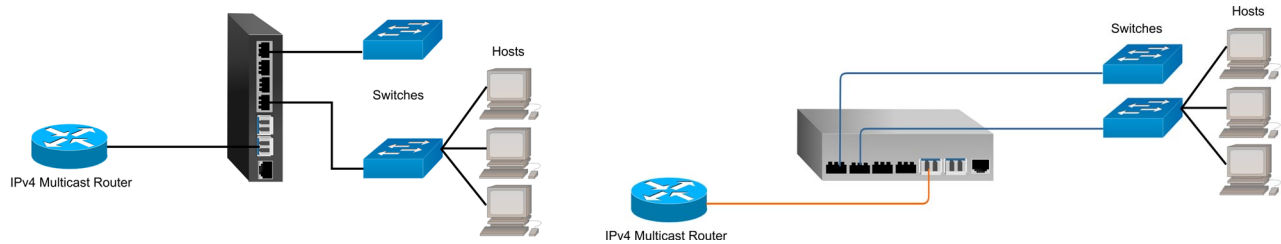
Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.3.7 IGMP

IGMP is used to modify the default route behavior for IPv4 Multicast Packets which are flooded to all ports. IGMP provides a method for forwarding IPv4 Multicast Packets to only the ports with hosts that want to receive the packets. IGMP communications occur between IPv4 Multicast Routers and Hosts.



IPv4 Multicast Packets have an address range of 224.0.0.0 to 239.255.255.255.

The IGMP screen provides the ability to configure the module to support Internet Group Management Protocol (IGMP).

Use the Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select Global.

**IGMP (Internet Group Management Protocol)**

Selection:

Item Name	Configured
IGMP Snooping	<input type="text" value="Enabled"/>
Flooding Unrecognized IGMP Groups	<input type="text" value="Disabled"/>
IGMP Route Aging (s)	<input type="text" value="60"/>

#### IGMP Snooping

Use the IGMP Snooping pull-down menu to globally enable or disable IGMP snooping.

#### Flooding Unrecognized IGMP Groups

Use the Flooding Unrecognized IGMP Groups pull-down menu to enable or disable flooding of unrecognized groups.

#### IGMP Route Aging (s)

Enter a numeric value in the text box for the Route Aging (0 to 65535). The default value is 60 seconds.

**NOTE: There are common variables that are shared between the IGMP and IPv6 MLD protocols. The variables are Snooping (enable / disable), Flooding Unrecognized Groups (enable / disabled) and Route Aging timer. If either protocol changes the shared variables, they will be changed under both protocols (IGMP and IPv6 MLD). Example: If Snooping is enabled under IPv6 MLD, Snooping will be enabled under IGMP.**

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select VID Interfaces.

IGMP (Internet Group Management Protocol)

Selection: VID Interfaces ▼

Entry	VLAN ID	Ports Configured	Delete <input type="checkbox"/>
NEW	<input type="text"/>	<input type="text"/>	

Apply Save Cancel Delete

**Entry**

System defined sequential number for each IGMP entry.

**VLAN ID**

Enter the VLAN ID associated with the IGMP group in the text box.

**Port Configured**

The name of the ports associated with the IGMP group will be displayed.

**Delete**

Check the box and click the **Delete** button to delete the IGMP entry.

Use the text boxes on the NEW entry row to add a new VID Interface. Click in the VLAN ID text box and enter a VLAN number.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

Use the Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select Routes.

Entry	IP Address	Type	Persistence	Router Port	Host Port	VLAN ID	Delete
NEW	<input type="text"/>	Manual	Static ▾	<input type="text"/>	<input type="text"/>	▾	<input type="checkbox"/>

### Entry

System defined sequential number for each IGMP entry.

### IP Address

Enter the IP Address of the IGMP Group in the text box.

### Type

Depending how the IGMP Interface is created, the Type will display Manual or Auto.

### Persistence

Use the Persistence pull-down menu to select static or transient for the IGMP group. If transient is selected, the route will expire after the defined number of seconds configured by the IGMP Route Aging parameter.

### Router Port

Enter the port number that is connected to the Multicast router in the text box. This can be a single or multiple ports.

### Host Port

Enter the port number that is connected to the Host switch in the text box. This can be a single or multiple ports.

### VLAN ID

Use the VLAN ID pull-down menu to select the VLAN associated with the IGMP group.

### Delete

Check the box and click the **Delete** button to delete the IGMP entry.

Use the text boxes on the NEW entry row to add the new Route.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

### 2.3.3.8 IPv6 MLD Snooping

Multicast Listener Discovery (MLD) snooping allows the switch to view MLD packets and make decisions based on their content. MLD uses source-based filtering, which enables hosts and routers to specify which multicast sources should be allowed or blocked for a specific multicast group.

MLD snooping constrains IPv6 multicast traffic at Layer 2 by configuring Layer 2 LAN ports to forward IPv6 multicast traffic only to those ports that want to receive it.

Use the Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select Global.

The screenshot shows the MLD configuration interface. At the top, the title is "MLD (Multicast Listener Discovery)" and the "Selection" dropdown is set to "Global". Below this is a table with two columns: "Item Name" and "Configured".

Item Name	Configured
MLD Snooping	Disabled
Flooding Unrecognized MLD Groups	Disabled
MLD Route Aging (s)	60

At the bottom of the form are three buttons: "Apply", "Save", and "Cancel".

#### MLD Snooping

Use the MLD Snooping pull-down menu to enable or disable MLD Snooping.

#### Flooding Unrecognized MLD Groups

Use the Flooding Unrecognized MLD Groups pull-down menu to enable or disable Flooding.

#### MLD Route Aging (s)

Enter a numeric value in the text box for the Route Aging (0 to 65535). The default value is 60 seconds.

**NOTE: There are common variables that are shared between the IGMP and IPv6 MLD protocols. The variables are Snooping (enable / disable), Flooding Unrecognized Groups (enable / disabled) and Route Aging timer. If either protocol changes the shared variables, they will be changed under both protocols (IGMP and IPv6 MLD). Example: If Snooping is enabled under IPv6 MLD, Snooping will be enabled under IGMP.**

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select VID Interfaces.

The screenshot shows the MLD configuration interface for VID Interfaces. At the top, the title is "MLD (Multicast Listener Discovery)" and the "Selection" dropdown is set to "VID Interfaces". Below this is a table with four columns: "Entry", "VLAN ID", "Ports Configured", and "Delete".

Entry	VLAN ID	Ports Configured	Delete
NEW	1	F1,F2,P1,P2,P3,P4,Mgmt	

At the bottom of the form are four buttons: "Apply", "Save", "Cancel", and "Delete".



## Entry

System defined sequential number for each MLD entry. NEW is the default. Once the entry is applied, the MLD entry will be given a number.

## VLAN ID

Enter the VLAN ID associated with the MLD group in the text box.

## Port Configured

The name of the ports associated with the MLD group will be displayed.

## Delete

Check the box and click the **Delete** button to delete the MLD entry.

Use the text boxes on the NEW entry row to add a new VID Interface. Click in the VLAN ID text box and enter a VLAN number.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

Use the Instance Selection pull-down menu to select the Global, VID Interfaces or Routes settings. Select Routes.

Entry	IP Address	Type	Persistence	Router Port	Host Port	VLAN ID	Delete
NEW	<input type="text"/>	Manual	Static	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>

Buttons: Apply, Save, Cancel, Delete

## Entry

System defined sequential number for each MLD entry. NEW is the default. Once the entry is applied, the MLD entry will be given a number.

## IP Address

Enter the IP Address of the MLD Group in the text box.

## Type

Depending how the MLD Group is created, the Type will display Manual or Auto.

## Persistence

Use the Persistence pull-down menu to select static or transient for the MLD Group. If transient is selected, the route will expire after the defined number of seconds configured by the MLD Route Aging parameter.

## Router Port

Enter the port number that is connected to the MLD router in the text box. This can be a single or multiple ports.

**Host Port**

Enter the port number on the switch that is connected to the MLD host in the text box. This can be a single or multiple ports.

**VLAN ID**

Use the pull-down to configures the VLAN ID associated with the MLD group.

**Delete**

Check the box and click the *Delete* button to delete the routes.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Click the *Delete* button to delete all the entries selected by the Delete check box.

### 2.3.3.9 Modbus TCP

MODBUS is commonly used in industrial environments to monitor, gather, process, and transfer real-time data between devices. Many devices such as PLCs, intelligent devices, sensors, and instruments use MODBUS for SCADA (Supervisory Control And Data Acquisition Systems). SCADA is a system of software and hardware elements that allows industrial organizations to control industrial processes locally or at remote locations.

The MODBUS protocol is a request-response protocol between the Client and Server. A client can request the MODBUS server to act, and the server will respond with that action.

MODBUS awareness on the OmniConverter and RuggedNet products is MODBUS-TCP Server functionality.

The screenshot shows the 'Modbus Configuration' window with the 'Modbus TCP Settings' section. It features a table with two columns: 'Item Name' and 'Configured'. The 'TCP Server' is set to 'Disabled', 'TCP Server Port' is '502', and 'TCP Session Timeout' is '300'. At the bottom, there are buttons for 'Apply', 'Save', 'Cancel', and 'Defaults'.

Item Name	Configured
TCP Server	Disabled
TCP Server Port	502
TCP Session Timeout	300

#### TCP Server

Use the pull down menu to enable or disable the TCP server.

#### TCP Server Port

Enter a port number in the the text box (1 - 65535, default 502)

#### TCP Session Timeout

Enter a session timeout value in seconds in the the text box (0 - 900 seconds, default 300)

When the TCP Server is enabled, TCP Clients will be discovered and displayed.

The screenshot shows the 'Modbus Configuration' window with the 'Modbus TCP Settings' section. The 'TCP Server' is now 'Enabled'. Below this is the 'Modbus TCP Clients' section, which contains a table with three columns: 'IP Address', 'TCP Port', and 'Elapse Time'. Two clients are listed: 172.16.96.105 on port 61875 with an Elapse Time of 32, and 2001:beef:cafe:babe::105 on port 61877 with an Elapse Time of 19. At the bottom, there are buttons for 'Apply', 'Save', 'Cancel', and 'Defaults'.

Item Name	Configured
TCP Server	Enabled
TCP Server Port	502
TCP Session Timeout	300

IP Address	TCP Port	Elapse Time
172.16.96.105	61875	32
2001:beef:cafe:babe::105	61877	19

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Default** button to restore the factory default settings.

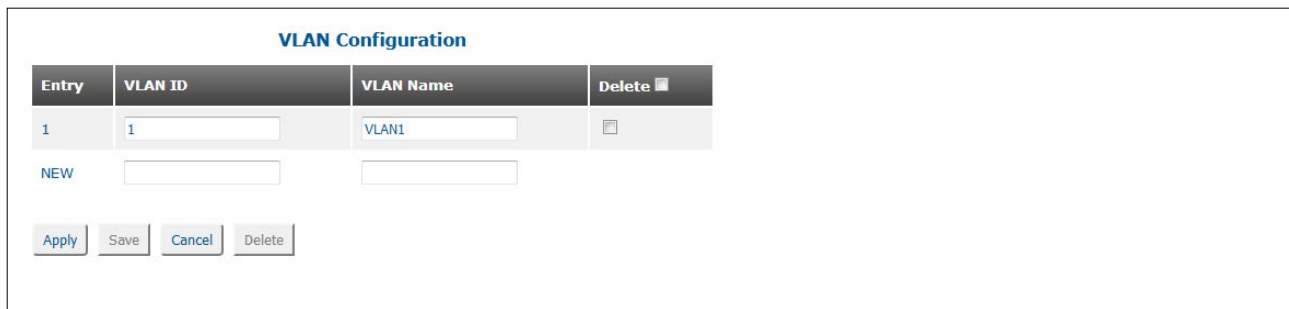
### 2.3.4 Service Activation

The following options are available.



#### 2.3.4.1 VLAN Configuration

The VLAN Configuration screen provides the ability to configure VLANs on the module.



Entry	VLAN ID	VLAN Name	Delete
1	1	VLAN1	<input type="checkbox"/>
NEW			

Apply Save Cancel Delete

#### Entry

System defined sequential number for each VLAN entry.

#### VLAN ID

Enter the VLAN ID in the text box.

#### VLAN Name

Enter the name for the VLAN ID in the text box.

#### Delete

Check the box and click the **Delete** button to delete the VLANs.

Use the text boxes on the NEW entry row to add a new VLAN ID. Click in the VLAN ID text box and enter a VLAN number. Click in the VLAN Name text box and enter a name for the VLAN.

Click on the **Apply** button to activate the changes. Once the information has been applied, a new entry is added to the VLAN Table. Continue to add VLAN IDs to the table.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

### 2.3.4.2 VLAN Interface

The VLAN Interface screen provides the ability to configure the ports for access, tunnel or trunk and assign VLAN IDs to the ports.

Port	Port Type	VID	Native VLAN	VID List
F1	Access port	1	---	---
F2	Access port	1	---	---
P1	Access port	1	---	---
P2	Access port	1	---	---
P3	Access port	1	---	---
P4	Access port	1	---	---
Mgmt	Access port	1	---	---

#### Trunk Ethertype Selection

Use the Trunk Ethertype Selection text box to enter a new value for the Ethertype for a port configured as a trunk.

#### Port

Indicates the port designation.

#### Port Type

Use the Port Type pull-down menu to configure the port as a trunk, tunnel or access port.

- Trunk      When configured as a trunk port:
  - Ingress: The tag is removed.
  - Egress: A tag is added.
- Tunnel    When configured as a tunnel port:
  - Ingress: Untagged and tagged traffic is accepted.
  - Egress: Traffic follows the assigned VID.
- Access    When configured as an access port:
  - Ingress: Accepts only untagged traffic.
  - Egress: Traffic follows the assigned VID.

#### VID

Use the VID pull-down menu to select a VLAN ID. All VLAN IDs that were configured using the VLAN Configuration screen are available.

#### Native VLAN

When a native VLAN is configured, all untagged traffic on the trunk port is set to the VLAN ID associated with the native VLAN. Traffic assigned to a native VLAN when transmitted on a trunk port is untagged. Untagged traffic received on a trunk port is assigned to the VLAN associated with the native VLAN.

When the port is configured as a trunk port, use the Native VLAN text box to enter the native VLAN ID.

## VID List

When the port is configured as a trunk port, use the VID List text box to enter the allowed VLAN ID ingressing the trunk port.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

### 2.3.4.3 Rate Limiting & Shaping

The Rate Limiting & Shaping screen provides the ability to add a bandwidth profile to a port on the module.

**Rate Limiting & Shaping**

Selection: Ingress/Egress

Queue Weight: 33,25,17,12,6,3,2,1

	Ingress Rate	Egress Rate & Shaping	
Port	Class of Service	Queue Type	Queue Mix
F1	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>
F2	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>
P1	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>
P2	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>
P3	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>
P4	<span style="border: 1px solid gray; padding: 2px;">[None]</span>	<span style="border: 1px solid gray; padding: 2px;">Fairweight</span>	<span style="border: 1px solid gray; padding: 2px;">fw,fw,fw,fw,fw,fw,fw,fw</span>

Apply Save Cancel

## Queue Weight

The eight queues are in this format: ‘q7,q6,q5,q4,q3,q2,q1,q0’ separated by commas. Valid range for each queue is 0-100. And the sum of all queues is 128 max. The default queue weight is fairweight mix of 33,25,17,12,6,3,2,1. Use the text box to change the egress queue weight.

## Ingress Rate

### Port

Indicates the port designation.

### Class of Service

Use the Class of Service pull-down menu to select a class of service profile for the bandwidth profile. All class of service profiles that were configured using the CoS / QoS screen are available.

## Egress Rate & Shaping

### Queue Type

Use the Queue Type pull-down menu to select the type as starving, fairweight or mix.

- Starving      All queues are set up to starving (strict) priority.
- Fairweight    All queues are setup for weighted fair queuing using the Queue Mix setting.
- Mix            Each of the eight queues are set up individually: q7,q6,q5,q4, q3, q2, q1,q0 where qx can be one of two values (sp or fw).

## Queue Mix

Use the Queue Mix text box to change the type of queuing for each egress priority queue.

- sp The queue is set to strict priority. The listing of strict priority queues starts at highest priority queue (queue 7) and can only be selected from the highest queue sequentially without mixtures of weighted values between strict priority queues.
- fw The queue is set to fairweight priority.

The following are some legal combinations:

- fw, fw, fw, fw, fw, fw, fw, fw (default fairweight)
- sp, sp, sp, sp, sp, sp, sp, sp (default starving)
- sp, sp, fw, fw, fw, fw, fw, fw
- sp, sp, sp, sp, fw, fw, fw, fw

The following are not a legal combinations:

- sp, fw, fw, sp, fw, fw, fw, fw
- fw, sp, sp, sp, sp, sp, sp
- sp, fw, fw, fw, fw, fw, fw, sp

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

### 2.3.4.4 CoS / QoS

The CoS / QoS screen provides the ability to configure and display Class of Service profiles.

CoS / QoS Name	Default Class	Mode	Class	Type	Priority Selection	Delete Item
New CoS	1	L2 over L3	0	PCP		

Apply Save Cancel Delete

Class of Service (CoS) is supported by mapping customer frames into eight egress queues based on using the 3-bit Priority Code Point (PCP) field in the VLAN tag.

The priority of ingress frames correspond to eight possible values or priorities (0 through 7). Each frame is mapped to one of eight egress queues based on the PCP priority field. See the default mapping of PCP value to egress queue.

Quality of Service (QoS) Egress Queuing								
Priority Code Point (PCP)	0	1	2	3	4	5	6	7
Egress Queue (Class)	0	1	2	3	4	5	6	7

*Egress Queue vs Frame Priority  
(Default Mapping)*

Class of Service profiles can use DSCP or PCP fields to reclassify and prioritize the ingress frames.

Differentiated Services Code Point (DSCP) profiles are associated with IP priority bits (ipPri). Values are 0 - 63. Priority Code Point (PCP) profiles are associated with the tagged priority bits (pbits). Values are 0 - 7.

Traffic priority can be re-classified by using several different settings. The Class setting can be used to re-classify which egress priority queue is to be used. The Priority Selection setting re-classifies the priority by changing the PCP value.

Traffic is mapped to eight egress queues based on the PCP values. The CoS / QoS screen provides the ability to change the egress queue (Class) or PCP value (Priority Selection) or both. Priority values are 0 - 7, 7 being the highest priority. Class values are 0 - 7, 0 being discard and 7 being the highest egress queue. Class values 0 - 7 correspond to egress queues 0 - 7.

Multiple CoS profile filters with the same name can be configured and applied to a single port by associating the CoS profile with a Bandwidth profile. If the ingress frame does not meet any of the configured CoS profiles, the ingress traffic will use the default class.

#### CoS / QoS Name

The pull-down menu selects New CoS or Modify Cos. To configure a new Cos profile, select New Cos. If a configured Cos profile needs to be modified, select Modify CoS.

Enter a new name for the CoS profile in the text box.

#### Default Class

Use the Default Class pull-down menu to change the priority of the PCP value.



## Mode

Use the Mode pull-down menu to select the classification mode of none, Layer 2 (PCP) or Layer 3 (DSCP).

- Layer 2        Selects the layer 2 classification only (PCP), IP classification is ignored.
- Layer 3        Selects the IP only classification (DSCP), layer 2 classification is ignored.
- L2 over L3     Selects layer 2 classification over IP classification when both are present.
- L3 over L2     Selects IP clarification over layer 2 when both are present.

On an access port, only untagged frames are accepted with the following format: Data.

On a tunnel port, zero or one tag is allowed for DSCP selection with the following formats: Data Only or Ethertype (8100) and Data.

On a tunnel port, zero, one, or two layers of tags are allowed for DSCP selection with the following formats:

Data Only or

Ethertype (8100) and Data or

Ethertype (88a8) and Data or

Ethertype (88a8) and Ethertype (8100) and Data or

Ethertype (8100) and Ethertype (8100) and Data.

If no CoS is assigned to a port, the egress frame will use the default Class value.

## Class

Use the Class pull-down menu to select the egress priority queue to be used for the profile.

## Type

Use the Type pull-down menu to select PCP or DSCP for the profile.

## Priority Selection

Enter the priority values in the Priority Selection text box.

Examples for PCP values are: 1 or 1,4 or 1..3 or 2..3,6..7 or none. A value of 0 - 7 are valid entries.

Examples for DSCP values are: 1 or 1,4 or 1..3 or 2..3,6..7 or none. A value of 0 - 63 are valid entries.

## Delete Item

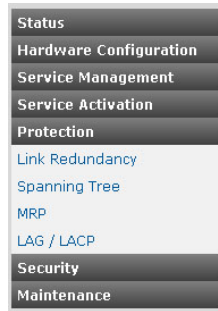
Check the box and click the **Delete** button to delete the selected CoS profiles.

Use the text boxes on the NEW entry row to add a new CoS profile. Click in the CoS/QoS Name text box and enter a name for the profile. Use the pull-down menus to configure the Default Class, Mode and Class. Enter a value in the Priority Selection text box.

Click on the **Apply** button to activate the changes. Once the information has been applied, a new entry is added to the CoS table. Click the **Save** button to permanently save the changes.

### 2.3.5 Protection

The following options are available.



#### 2.3.5.1 Link Redundancy

The Link Redundancy screen provides the ability to configure the module for link redundancy. When configured for link redundancy, the module will transmit and receive traffic on the primary port (F1) and no traffic on the backup port (F2). When a fiber failure occurs on the primary port, the module will switch over to the backup port within 50msec.

Link Redundancy

Item Name	Configured
Link Redundancy Configuration	No redundant uplink <span style="float: right;">▼</span>
Port F1 Status	Not available
Port F2 Status	Not available

In order to configure Link Redundancy, the hardware DIP-switch setting must be configured for **software override active**. To change the DIP-switch settings, go to section 2.3.2.1 and use the pull-down menu under the Global Settings and select the **DIP-switches disabled, software override active** option. Click on the **Apply** button to activate the changes.

Use the Link Redundancy Configuration pull-down menu to select the configuration for link redundancy as No redundant link, Redundant link with no return to primary or Redundant link with return to primary. When configured for **Redundant link with no return to primary**, F1 and F2 operate as redundant links. A fault on the primary port F1, will cause a fail over to the secondary port F2 within 50msec. F1 will become the secondary port once the port has been restored because **Redundant link with no return to primary** has been selected.

When configured for **Redundant link with return to primary**, a fault on the primary port F1, will cause a fail over to the secondary port F2 within 50msec. The module will return to the primary port F1 after the link has been restored for 6 seconds.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

### 2.3.5.2 Spanning Tree

Multiple Spanning Tree Protocol (MSTP) is a protocol that creates multiple spanning trees (instances) for each VLAN. This allows each VLAN to be configured with a root bridge and forwarding topology.

The Spanning Tree screen provides the ability to configure Multiple Spanning Tree Protocol (MSTP).

Use the Instance Selection pull-down menu to select Global, MSTP, Port F1, Port F2, Port P1, Port P2, Port P3 or Port P4. Select Global.

Item Name	Configured
Spanning Tree Bridge Enable	Disabled
Spanning Tree Bridge ID	
Spanning Tree Designated Root	
Spanning Tree Bridge Priority	32768
Spanning Tree Bridge Aging Time (s)	20
Spanning Tree Hello Time (s)	2
Spanning Tree Forward Delay (s)	15

Apply Save Cancel

#### Spanning Tree Bridge Enable

Use the Spanning Tree Bridge Enable pull-down menu to enable or disable Spanning Tree.

#### Spanning Tree Bridge ID

The Spanning Tree Bridge ID is displayed.

#### Spanning Tree Designated Root

The designated root is displayed.

#### Spanning Tree Bridge Priority

The bridge with the lowest priority is elected as the Root Bridge for the domain. The Bridge Priority can be modified in increments of 4096 from 0 to 61,440. The default Bridge Priority is 32,768.

Enter a new value in the text box.

#### Spanning Tree Bridge Age Time (s)

The amount of time a module saves configuration BPDUs. A value from 6 - 40 seconds is a valid entry. The default Bridge Max Age Time is 20 seconds.

Enter a new value in the text box.

#### Spanning Tree Hello Time (s)

The Root Bridge sends configuration BPDUs every 2 seconds. A value from 1 - 5 seconds is a valid entry. The default Hello Time is 2 seconds.

Enter a new value in the text box.

## Spanning Tree Forward Delay (s)

The time interval for listening and learning states. A value from 4 - 30 seconds is a valid entry. The default Forward Delay is 15 seconds.

Enter a new value in the text box.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select Global, MSTP, Port F1, Port F2, Port P1, Port P2, Port P3 or Port P4. Select MSTP.



The screenshot shows a web interface for configuring Spanning Tree. At the top, there is a title "Spanning Tree" and a dropdown menu for "Instance Selection" currently set to "MSTP". Below this is a table with the following columns: Instance, Name, Port List, Port Status, VID List, and Delete. The "Instance" column contains the value "NEW". Each of the other columns (Name, Port List, VID List) has an empty text input box. The "Delete" column has a small square checkbox. Below the table, there are four buttons: "Apply", "Save", "Cancel", and "Delete".

### Instance

System defined sequential number for each Spanning Tree instance. NEW is the default. Once the instance is applied, the Spanning Tree instance will be given a number.

### Name

Enter the name of the Spanning Tree instance in the text box.

### Port List

Enter the ports associated with the Spanning Tree instance in the text box.

### Port Status

The port status will be displayed.

### VID List

Enter the VIDs associated with the Spanning Tree instance in the text box.

### Delete

Check the box and click the **Delete** button to delete the instance.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

Use the Instance Selection pull-down menu to select Global, MSTP, Port F1, Port F2, Port P1, Port P2, Port P3 or Port P4. Select Port P1.

**Spanning Tree**

Instance Selection: Port F1 ▼

Item Name	Configured
Spanning Tree Port Configuration	<span style="border: 1px solid black; padding: 2px;">Tunnel ▼</span>
Spanning Tree Port State	Not available
Spanning Tree Port Priority	<input style="width: 80%;" type="text" value="128"/>
Spanning Tree Port Path Cost	<input style="width: 80%;" type="text" value="20000"/>
BPDU Guard	<span style="border: 1px solid black; padding: 2px;">Disabled ▼</span>
BPDU Guard State	None
Port Fast	<span style="border: 1px solid black; padding: 2px;">Disabled ▼</span>
Root Guard	<span style="border: 1px solid black; padding: 2px;">Disabled ▼</span>

### Spanning Tree Port Configuration

Use the Spanning Tree Port Configuration pull-down menu to select the protocol for the port (Discard, MSTP, RSTP or Tunnel).

- Discard    RSTP/MSTP protocols are disabled.
- MSTP      MSTP is enabled and the protocol is operating.
- RSTP      RSTP is enabled and the protocol is operating.
- Tunnel    RSTP/MSTP protocols are disabled. BPDU frames are tunneled.

### Spanning Tree Port State

Displays the Spanning Tree state of the port.

Spanning Tree protocol uses port cost and port priority to determine the best path to be used. The table below shows the recommended port cost based on link speed. The port with the lowest port cost has the highest priority.

Link Speed	Port Cost Values
10Mbps	2,000,000
100Mbps	200,000
1Gbps	20,000
10Gbps	2,000
100Gbps	200

*Recommended Port Cost vs. Link Speed*

### Spanning Tree Port Priority

If two paths have the same port cost, the bridges must select a preferred path. Port Priority is used to determine the preferred path. A value from 0 - 240, with 240 being the highest priority, is a valid entry. The default Port Priority is 128.

Enter a new value in the text box.

### Spanning Tree Port Path Cost

The cost of a port is typically based on port speed. The faster the port, the lower the port cost. See table below. A value from 1 - 200,000,000 is a valid entry. The default Port Cost is 20,000.

## BPDU Guard

BPDU Guard is used to protect the Spanning Tree Topology from BPDU related attacks. BPDU Guard must be enabled on a port that should never receive a BPDU from the connected device.

Use the BPDU Guard pull-down menu to enable or disable BPDU Guard.

## BPDU Guard State

Provides the state of the BPDU Guard.

## Port Fast

Port Fast allows ports to enter a forwarding state in four seconds. Port Fast allows faster convergence on ports that are attached to end stations and do not present the potential to cause forwarding loops.

Use the Port Fast pull-down menu to enable or disable Port Fast.

## Root Guard

Root Guard ensures that the port on which root guard is enabled is the designated port.

Use the Root Guard pull-down menu to enable or disable Root Guard.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.5.3 MRP

The MRP screen provides the ability to configure Media Redundancy Protocol (MRP).

Item Name	Configured
MRP Configuration	Disabled
Port F1 MRP	Disabled
Port F2 MRP	Disabled
Port P1 MRP	Disabled
Port P2 MRP	Disabled
Port P3 MRP	Disabled
Port P4 MRP	Disabled

Instance Selection: Global

Apply Add MRP Save Cancel

IEC 62439-2 defines Media Redundancy Protocol (MRP) as a ring protocol that is used in high availability industrial networks. MRP is implemented as a ring protocol similar to Ethernet Ring Protocol Switch (ERPS), which allows the ring to recovery from a single failure.

In an MRP ring, the ring manager is named Media Redundancy Manager (MRM) and the ring clients are named Media Redundancy Clients (MRCs).

MRM and MRC ring ports support three status: disabled, blocked, and forwarding. Disabled ring ports drop all the received frames. Blocked ring ports drop all the received frames except the MRP control frames. Forwarding ring ports forward all the received frames.

During normal operation, the network works in the Ring-Closed status. In this status, one of the MRM ring ports is blocked, while the other is forwarding. Conversely, both ring ports of all MRCs are forwarding.

Loops are avoided because the physical ring topology is reduced to a logical stub topology.

In case of failure, the network works in the Ring-Open status. For instance, in case of failure of a link connecting two MRCs, both ring ports of the MRM are forwarding; the MRCs adjacent to the failure have a blocked and a forwarding ring port; the other MRCs have both ring ports forwarding. Also, in the Ring-Open status, the network logical topology is a stub.

The Global screen allows MRP to be enabled or disabled globally and on a per port bases.

### MRP Configuration

Use the MRP Configuration pull-down menu to globally enable or disable MRP on the module.

#### Port F1 MRP

Use the Port F1 MRP pull-down menu to enable or disable MRP on the port.

#### Port F2 MRP

Use the Port F2 MRP pull-down menu to enable or disable MRP on the port.

#### Port P1 MRP

Use the Port P1 MRP pull-down menu to enable or disable MRP on the port.

#### Port P2 MRP

Use the Port P2 MRP pull-down menu to enable or disable MRP on the port.

#### Port P3 MRP

Use the Port P3 MRP pull-down menu to enable or disable MRP on the port.

#### Port P4 MRP

Use the Port P4 MRP pull-down menu to enable or disable MRP on the port.

Once MRP is enabled and the **Apply** button has been clicked, the **Add MRP** button will be active.

Click the **Add MRP** button to create a MRP instance.

**Media Redundancy Protocol (MRP)**

Instance Selection: New MRP ▾

Item Name	Configured
MRP Instance Name	<input type="text"/> *
MRP Role	<span>Manager ▾</span>
MRP Recovery Time	<span>200 ms ▾</span>
MRP Priority	<span>40960</span>
MRP Ring Domain ID	<span>FFFFFFFF-FFFF-FFFF-FFFFFFFF</span>
Ring Port 1	<span>Port P4 ▾ ***</span>
Ring Port 1 State	<span>MRP participant ▾</span>
Ring Port 2	<span>Port P4 ▾ ***</span>
Ring Port 2 State	<span>MRP participant ▾</span>
VLAN ID	<input type="text"/> ++

\* Not a valid MRP name or contains an illegal character. Please correct. Valid length is 1-32 characters and may contain a-z, A-Z, 0-9 and the special characters ! # \$ % & ' ( ) \* + , / ; < = > ? @ [ \ ] ^ ` { | } ~ and space  
++ Not a valid VLAN ID. Please correct. Valid range 1-4095.  
\*\*\* The Ring Port selections must be different ports.

Create MRP Cancel

### **MRP Instance Name**

Enter the name of the MRP instance in the text box.

### **MRP Role**

Use the MRP Role pull-down menu to select Manager (MRM) or Client (MRC).

### **MRP Recovery Time**

Enter the recovery time in the text box. Valid recovery times are 200 or 500 (ms).

### **MRP Priority**

MRP Priority option is only available when the MRP Role is configured as Manger (MRM).

Enter the priority in the text box. Valid priority values are 0 to 65535. 40960 is the default value.

### **MRP Ring Domain ID**

All devices in a ring configured with MRP must be part of the same domain. The domain is in a hexadecimal format: xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx. The domain has a range of 0x00000000-0000-0000-0000-000000000001 – 0xFFFFFFFF-FFFF-FFFFFFFF-FFFFFFFFFFFFE. The default value is 0xFFFFFFFF-FFFF-FFFF-FFFF-FFFFFFFFFFFFF.

Enter the MRP Ring Domain ID in the text box.

### **Ring Port 1**

Use the Ring Port 1 pull-down menu to select the port to be defined as Ring Port 1. Only the ports enabled with MRP will be available.

### **Ring Port 1 State**

Use the Ring Port 1 State pull-down menu to configure the port state for MRP Participate or Block Traffic. It is recommended to initially leave the setting to MRP Participate. The MRP Protocol will block traffic automatically on one of the ports.

### **Ring Port 2**

Use the Ring Port 2 pull-down menu to select the port to be defined as Ring Port 2. Only the ports enabled with MRP will be available.

### **Ring Port 2 State**

Use the Ring Port 2 State pull-down menu to configure the port state for MRP Participate or Block Traffic. It is recommended to initially leave the setting to MRP Participate. The MRP Protocol will block traffic automatically on one of the ports.

### **VLAN ID**

Configures the VLAN ID used for the MRP protocol.

Enter the VLAN ID in the text box. A VLAN ID must be configured using the VLAN Configuration and VLAN Interface menu options.

Click the **Create MRP** button to create the MRP instance.

Use the Instance Selection pull-down menu to view the status of the MRP Instance. Select the MRP Instance name in the pull-down menu.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.



## MRM Status

**Media Redundancy Protocol (MRP)**

Instance Selection:

Item Name	Configured
MRP Instance Name	<input type="text" value="M1"/>
MRP Role	<input type="text" value="Manager"/>
MRP Operational Role	Manager
MRP Recovery Time	<input type="text" value="200 ms"/>
MRP Priority	<input type="text" value="20000"/>
MRP Ring Domain ID	<input type="text" value="FFFFFFFF-FFFF-FFFF-000000000001"/>
Ring Port 1	<input type="text" value="Port F1"/>
Ring Port 1 State	<input type="text" value="MRP participant"/>
Ring Port 2	<input type="text" value="Port F2"/>
Ring Port 2 State	<input type="text" value="MRP participant"/>
VLAN ID	<input type="text" value="2"/>
Ring Status	Closed
Ring Port 1 Status	Blocking
Ring Port 2 Status	Forwarding

The last three entries show the status of the connection.

## MRC Status

**Media Redundancy Protocol (MRP)**

Instance Selection:

Item Name	Configured
MRP Instance Name	<input type="text" value="M1"/>
MRP Role	<input type="text" value="Client"/>
MRP Operational Role	Client
MRP Recovery Time	<input type="text" value="200 ms"/>
MRP Priority	<input type="text" value="20000"/>
MRP Ring Domain ID	<input type="text" value="FFFFFFFF-FFFF-FFFF-000000000001"/>
Ring Port 1	<input type="text" value="Port F1"/>
Ring Port 1 State	<input type="text" value="MRP participant"/>
Ring Port 2	<input type="text" value="Port F2"/>
Ring Port 2 State	<input type="text" value="MRP participant"/>
VLAN ID	<input type="text" value="2"/>
Ring Status	N/A
Ring Port 1 Status	Forwarding
Ring Port 2 Status	Forwarding

### 2.3.5.4 LAG / LACP

The LAG / LACP screen provides the ability to configure the ports on the module to support Link Aggregation Group and Link Aggregation Control Protocol.

Item Name	Configured
LAG Configuration	Disabled
System Identification	00-06-87-04-93-10
System Priority	0
Frame Forwarding	Standard

Link Aggregation Groups (LAG) and Link Aggregation Control Protocol (LACP) are methods to provide more than one link between two devices and automate the configuration and maintenance of the links. LAG and LACP is defined in the IEEE 802.1ax standard.

Use the Instance Selection pull-down menu to select Global, Aggregation Group or Port Group. Select Global.

#### LAG Configuration

Use the LAG Configuration pull-down menu to Enable or Disable LAG.

#### System Identification

The System Identification is displayed.

#### System Priority

Enter a value for the System Priority in the text box. Enter a value from 0 to 65535.

#### Frame Forwarding

Use the Frame Forwarding pull-down menu to select the frame forwarding algorithm as Standard or MAC SA/DA XOR.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select Global, Aggregation Group or Port Group. Select Aggregation Group.

**Link Aggregation Group (LAG)**

Instance Selection: Aggregation Group

Aggr	LAG Mode	Key Type	LACP Role	Tx Rate	Aggreg Key	Max Active
L1	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="1"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L2	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="2"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L3	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="3"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L4	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="4"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L5	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="5"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L6	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="6"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L7	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="7"/>	<span style="border: 1px solid black; padding: 2px;">4</span>
L8	<span style="border: 1px solid black; padding: 2px;">Disabled</span>	<span style="border: 1px solid black; padding: 2px;">Auto</span>	<span style="border: 1px solid black; padding: 2px;">Passive</span>	<span style="border: 1px solid black; padding: 2px;">Slow</span>	<input style="width: 80px;" type="text" value="8"/>	<span style="border: 1px solid black; padding: 2px;">4</span>

**Aggr**

Logical port number for a Link Aggregation Group.

The following configuration options are available for each port.

**LAG Mode**

Use the LAG Mode pull-down menu to Enable or Disable LAG on the selected logical port number.

**Key Type**

Use the Key Type pull-down menu to select Fixed or Auto on the selected logical port number.

**LACP Role**

Use the LACP Role pull-down menu to select Passive or Active for the selected logical port number.

**Tx Rate**

Use the Tx Rate pull-down menu to select Slow or Fast for the selected logical port number.

**Aggreg Key**

Enter the numeric value in the text box (0 to 65535) for the Aggregation Key on the selected logical port number.

**Max Active**

Use the Max Active pull-down menu to select the number of ports.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Instance Selection pull-down menu to select Global, Aggregation Group or Port Group. Select Port Group.

**Link Aggregation Group (LAG)**

Instance Selection: Port Group ▼

Port	LACP Protocol	Port Priority	Aggregation			Partner		
			Status	ID	LP	System ID	Port	Priority
F1	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	1	<span style="border: 1px solid gray; padding: 2px;">L1</span> ▼	00-00-00-00-00-00	0	0
F2	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	2	<span style="border: 1px solid gray; padding: 2px;">L2</span> ▼	00-00-00-00-00-00	0	0
P1	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	3	<span style="border: 1px solid gray; padding: 2px;">L3</span> ▼	00-00-00-00-00-00	0	0
P2	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	4	<span style="border: 1px solid gray; padding: 2px;">L4</span> ▼	00-00-00-00-00-00	0	0
P3	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	5	<span style="border: 1px solid gray; padding: 2px;">L5</span> ▼	00-00-00-00-00-00	0	0
P4	<span style="border: 1px solid gray; padding: 2px;">Tunnel</span> ▼	<input style="width: 80px;" type="text" value="32768"/>	Detached	6	<span style="border: 1px solid gray; padding: 2px;">L6</span> ▼	00-00-00-00-00-00	0	0

### Port

Configure the ports for Link Aggregation Protocol and assign to a logical port number.

### LACP Protocol

Use the LACP Protocol pull-down menu to configure the LACP protocol for Discard, Peer, Static or Tunnel on the selected port.

**NOTE: Ports 1-4 do not support Static LAG manual configuration, also known as no LACP LAG.**

### Port Priority

Enter a value in the text box (0 to 65535). The default is 32768.

### Aggregation

#### Status

Displays the port status (Detached or Attached).

#### ID

Displays the Aggregation ID.

#### LP

Use the LP pull-down menu to configure the Logical Port number.

### Partner

#### System ID

Displays the partner system ID.

#### Port

Displays the partner port number.

#### Priority

Displays the partner port priority.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

## 2.3.6 Security

The following options are available.



### 2.3.6.1 Authenticate, Authorize, Account (AAA)

The AAA screen provides the ability to configure Authentication, Authorization and Accounting (AAA), Remote Authentication Dial-In User Service (RADIUS), Terminal Access Controller Access-Control System Plus (TACACS+) and Port Based Network Access Control (IEEE 802.1X).

Item Name	Configured
AAA Configuration	Disabled
Authentication Method	local

Authentication, Authorization and Accounting (AAA) is a framework for controlling access to computer resources, enforcing policies, auditing usage and providing the information necessary to bill for services.

Remote Authentication Dial-In User Service (RADIUS) is a client/server system that secures networks against unauthorized access. When a user tries to access a specific module, the RADIUS server is contacted to authenticate and authorize.

Terminal Access Controller Access-Control System Plus (TACACS+) is a connection oriented Authentication, Authorization, and Accounting (AAA) protocol. TACACS+ is used to authenticate, authorize, and accounting for TCP connections.

Port Based Network Access Control is defined in IEEE 802.1X . It uses EAPoL (Ethernet Authentication Protocol over LAN) to communicate between the Supplicant (Client), Authenticator (Ethernet switch) and Authentication Server.

Use the Selection pull-down menu to select Authentication Method, TACACS+, RADIUS or Port Authentication (802.1x). Select Authentication Method.

#### AAA Configuration

Use the AAA Configuration pull-down menu to enable or disable AAA processing.

#### Authentication Method

In the Authentication Method text box, enter the authentication method (local, tacacs+ or radius). Multiple methods can be configured.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Selection pull-down menu to select Authentication Method, TACACS+, RADIUS or Port Authentication (802.1x). Select TACACS+.

The screenshot shows a configuration window titled "Authenticate, Authorize, Account (AAA)". At the top, there is a "Selection:" dropdown menu currently set to "TACACS+". Below this is a table with two columns: "Item Name" and "Configured".

Item Name	Configured
TACACS+ Configuration	Disabled
Server Host 1	<input type="text"/>
Server Host 2	<input type="text"/>
Authentication Port	49
Accounting Port	49
Server Key	<input type="text"/>
Server Timeout (s)	60

At the bottom of the form, there are three buttons: "Apply", "Save", and "Cancel".

### TACACS+ Configuration

Use the TACACS+ Configuration pull-down menu to enable or disable TACACS+ processing.

### Server Host 1

The Host Server 1 supports IPv4 and IPv6 addresses. Enter the IPv4 or IPv6 Address of the TACACS+ servers in the text box.

### Server Host 2

The Host Server 2 supports IPv4 and IPv6 addresses. Enter the IPv4 or IPv6 Address of the TACACS+ servers in the text box.

### Authentication Port

Enter the authentication port number in the text box. The default port number is 49.

### Accounting Port

Enter the accounting port number in the text box. The default port number is 49.

### Server Key

Enter the Server Key in the text box.

### Server Timeout (s)

Enter the server timeout value in seconds in the text box. The default value is 60 seconds.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Selection pull-down menu to select Authentication Method, TACACS+, RADIUS or Port Authentication (802.1x). Select RADIUS.

Item Name	Configured
RADIUS Configuration	Disabled
Server Host 1	
Server Host 2	
Authentication Port	1812
Accounting Port	1813
Server Key	
Server Timeout (s)	60
Number of Server Retries	2

Apply Save Cancel

## RADIUS Configuration

Use the RADIUS Configuration pull-down menu to enable or disable RADIUS processing.

### Server Host 1

The Host Server 1 supports IPv4 and IPv6 addresses. Enter the IPv4 or IPv6 Address of the RADIUS servers in the text box.

### Server Host 2

The Host Server 2 supports IPv4 and IPv6 addresses. Enter the IPv4 or IPv6 Address of the RADIUS servers in the text box.

### Authentication Port

Enter the authentication port number in the text box. The default port number is 1812.

### Accounting Port

Enter the accounting port number in the text box. The default port number is 1813.

### Server Key

Enter the Server Key in the text box.

### Server Timeout (s)

Enter the server timeout value in seconds in the text box. The default value is 60 seconds.

### Number of Server Retries

Enter the number of RADIUS server request retries. Enter a value in seconds between 0 and 10 in the text box. The default value is 2 seconds.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Selection pull-down menu to select Authentication Method, TACACS+, RADIUS or Port Authentication (802.1x). Select Port Authentication (802.1x).

**Authenticate, Authorize, Account (AAA)**

Selection: Port Authentication (802.1X) ▼

802.1X Configuration: Disabled ▼    802.1X Guest VLAN: Disabled ▼

Port	Port Mode	Port Type	Port Status	Retry Time (s)	Reauthorize Time (s)	Guest VLAN ID	Guest VLAN
F1	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼
F2	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼
P1	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼
P2	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼
P3	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼
P4	Tunnel ▼	On ▼	N/A	30	3600	1	Disable ▼

Apply    Save    Cancel

**NOTE: The number of ports will vary depending on the model.**

### 802.1x Configuration

Use the 802.1x Configuration pull-down menu to enable or disable 802.1x processing.

### 802.1x Guest VLAN

Use the 802.1x Guest VLAN pull-down menu to enable or disable Guest VLAN.

### Port

Indicates the port designation.

### Port Mode

Use the Port Mode pull-down menu to select how 802.1x frames are handled (Discard, Peer or Tunnel).

- Discard    802.1X is disabled, 802.1X frames are discarded.
- Peer        802.1X is enabled and protocol is operating.
- Tunnel     802.1X is disabled, 802.1X frames are tunneled.

### Port Type

Use the Port Type pull-down menu to select the authentication mode (Automatic, Mac Bypass, On or Off).

- Automatic    Standard 802.1X authentication on a port.
- Mac Bypass   802.1X MAC bypass authentication on a port.
- On             Port is always authorized, 802.1X disabled.
- Off            Port is always unauthorized.

### Port Status

The Port Status is displayed.

### Retry Time (s)

Enter a value in seconds from 1 to 60 for the retry timer. The default value is 30 seconds.



### Reauthorize Time (s)

Enter a value in seconds for the reauthorization time. The default value is 3600 seconds.

### Guest VLAN ID

Enter the VLAN ID in the text box used for Guest access.

### Guest VLAN

Use the Guest VLAN pull-down menu to enable or disable Guest VLAN on the specific port.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.6.2 Access Control List (ACL)

The ACL screen provides basic traffic filtering capabilities with Access Control Lists (ACL).

Entry	Protocol	Starting IP Address	Ending IP Address	Access Type	Destination Port	Delete
NEW	ARP			Deny	-1	

Access Control Lists can prevent certain traffic from entering or exiting the management port. ACLs can be configured for ARP, ICMP, IP, TCP and UDP protocols. These protocols can be configured to be permitted or denied access.

### ACL Status

Use the ACL Status pull-down menu to globally enable or disable ACL processing.

### Access Type Default

Use the Access Type Default pull-down menu to configure the default ACL behavior as Permit or Deny.

### Entry

When no ACL entries are configured, NEW is displayed. When ACL entries are defined, the system will number the entries sequentially.

### Protocol

Use the Protocol pull-down menu to select the protocol as ARP, ICMP, IP, TCP or UDP.

### Starting IP Address

The Starting IP Address supports IPv4 and IPv6 addressing. Enter the starting source IPv4 or IPv6 Address in the text box.

### Ending IP Address

The Ending IP Address supports IPv4 and IPv6 addressing. Enter the starting source IPv4 or IPv6 Address in the text box.

## Access Type

Use the Access Type pull-down menu to select the access type as Permit or Deny.

## Destination Port

When TCP or UDP is selected under Protocol, enter the destination port number in the text box.

## Delete

Check the box and click the *Delete* button to delete the instance.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Click the *Delete* button to delete all the entries selected by the Delete check box.

### 2.3.6.3 Secure Shell (SSH)

The Secure Shell (SSH) screen provides the ability to configure and view SSH parameters on the module.

Item Name	Configured
SSH Protocol	Enabled
SFTP Protocol	Enabled
Plaintext Password	Enabled
DSA/RSA Key Authentication	DSARSA
TCP Port Number	22
RSA Fingerprint	SHA256:9oX81DYiSBzCXMaGyYCDAM37if/uTUyUG49qYmAg4QM
DSA Fingerprint	SHA256:thMldW+X0OCsABt1loqS19ZjVitiuhdyY2bm9uk+r1o

Apply Save Cancel Generate Keys

Secure Shell (SSH) protocol provides authentication, encryption, and the integrity of data transmitted over a network. SSH uses public-key cryptography to authenticate the remote devices and allows the remote device to authenticate the user. The module supports SSH Version 2.

## SSH Protocol

Use the SSH Protocol pull-down menu to enable or disable SSH protocol.

## SFTP Protocol

Use the SFTP Protocol pull-down menu to enable or disable SFTP protocol.

## Plaintext Password

Use the Plaintext Password pull-down menu to enable or disable Plaintext Password.

## DSA / RSA Key Authentication

Use the DSA / RSA Key Authentication pull-down menu to enable the specific encryption key. Select DSA Only, RSA Only or DSA/RSA. DSA/RSA is the default.

RSA Public key generated via the Rivest, Shamir and Adleman algorithm.

DSA Public key generated via the Digital Signature Algorithm.

The SSH function supports password (plain text) and public key authentication methods. Password is plain text entered in the client application.

### TCP Port

A text box allows the configuration of the TCP Port used during a SSH session. A value of 1 to 65,535 is accepted.

### RSA Fingerprint

The RSA fingerprint is displayed.

### DSA Fingerprint

The DSA fingerprint is displayed.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Click the *Generate Keys* button to replace the current SSH keys and close all active SSH sessions.

### 2.3.6.4 User

The User screen provides the ability to create and modify user accounts. Up to four user accounts can be configured.

The screenshot shows the 'User Configuration' interface. At the top, it says 'User Configuration' and 'User Selection: admin'. Below this is a table with two main columns: 'User' and 'Global'. Each column has sub-columns for 'Item Name' and 'Configured'. The 'User' column contains: Username (admin), Password (\*\*\*\*\*), User Type (admin), Session Timeout (s) (300), and SSH filename. The 'Global' column contains: Authentication Retries (5), Authentication Timeout (s) (300), Session Lockout (s) (300), FTP Session Timeout (s) (300), and Strong Password (Not Required). At the bottom of the table are buttons for 'Modify', 'Add New User', 'Save', 'Cancel', and 'Delete'.

User		Global	
Item Name	Configured	Item Name	Configured
Username	admin	Authentication Retries	5
Password	*****	Authentication Timeout (s)	300
User Type	admin	Session Lockout (s)	300
Session Timeout (s)	300	FTP Session Timeout (s)	300
SSH filename		Strong Password	Not Required

### User

#### Username

Displays the user name.

#### Password

Displays \*\*\*\*\* associated with the password.

#### User Type

Displays the type of user.

#### Session Timeout (s)

Displays the value in seconds for the User login session timeout.

#### SSH Filename

Displays the SSH filename.

## Global

### Authentication Retries

Displays the number of authentication retries.

### Authentication Timeout (s)

Displays the value of the authentication timeout.

### Session Lockout (s)

Displays the value in seconds for the session lockout.

### FTP Session Timeout (s)

Displays the value in seconds of the FTP session timeout.

### Strong Password

Displays the status of the Strong Password parameter.

Click the *Modify* button to modify the entry.

Click the *Add New User* button to create another user account.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Click the *Delete* button to delete the entry.

### Create New User

To add a new user, click the *Create New User* button. The User Login screen is displayed.

Enter the username and password for the Administrator in the provided text boxes and click the *Log In* button.

The User configuration screen will be displayed.

Item Name	Configured
Username	<input type="text"/>
Password	<input type="text"/>
New Password (again)	<input type="text"/>
User Type	admin ▾
Session Timeout (s)	300
SSH filename	<input type="text"/>

## NOTES:

**Username must contain 1-32 characters and may contain a-z, A-Z, 0-9 and the special characters dash (-), underscore (\_) and period (.)**

**Passwords must contain 1-32 printable characters and may contain a-z, A-Z, 0-9 and the special characters ! # \$ % & ' ( ) \* + , / : ; < = > ? @ [ \ ] ^ ` { | } ~ and space.**

**When changing the session timeout value using the Session Timeout (s) text box, the new value will not take effect until the user logs out and logs back in.**

### Username

Enter the username of the new user in the text box.

### Password

Enter the password for the new user in the text box.

### New Password (again)

Enter the password again in the text box.

### User Type

Use the User Type pull-down menu to assign the user privileges.

- admin      An admin user has full read/write privileges including user name and password changes.
- read-write      A read-write user has full read/write privileges with the exception of user name and password operations.
- read-only      A read-only user can only view the configuration of the module and will not be allowed to make any changes.
- deny      A deny user does not have any access to the module.

### Session Timeout (s)

Enter a new value for the session timeout in the text box. A value of 0 to 3600 seconds is a valid entry.

### SSH Filename

Enter the new SSH filename in the text box.

Click the *Create User* button to create the user account.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to cancels the information entered into the user account.

## Modify an Existing User

To modify a user, use the User Selection pull-down menu and select the user.

Click the **Modify** button to change the parameters of the selected user. The User Login screen is displayed.

Enter the username and password for the Administrator in the provided text boxes and click the **Log In** button.

### User

User Selection: admin ▼

Modifying this Username will require the User to log back in

User		Global	
Item Name	Configured	Item Name	Configured
Username	<input type="text" value="admin"/>	Authentication Retries	<input type="text" value="5"/>
Password	<input type="password"/>	Authentication Timeout	<input type="text" value="300"/>
New Password (again)	<input type="password"/>	Session Lockout (s)	<input type="text" value="300"/>
User Type	admin ▼	FTP Session Timeout (s)	<input type="text" value="300"/>
Session Timeout (s)	<input type="text" value="300"/>	Strong Password	Not Required ▼
SSH filename	<input type="text"/>		

Modifying the Username will require the User to log back in with the new credentials.

### NOTES:

**Username must contain 1-32 characters and may contain a-z, A-Z, 0-9 and the special characters dash (-), underscore (\_) and period (.)**

**Passwords must contain 1-32 printable characters and may contain a-z, A-Z, 0-9 and the special characters ! # \$ % & ' ( ) \* + , / : ; < = > ? @ [ \ ] ^ ` { | } ~ and space.**

**When changing the session timeout value using the Session Timeout (s) text box, the new value will not take effect until the user logs out and logs back in.**

### Username

Enter the username of the new user in the text box.

### Password

Enter the password for the new user in the text box.

### New Password (again)

Enter the password again in the text box.

## User Type

Use the User Type pull-down menu to assign the user privileges.

- |            |   |
|------------|---|
| admin      | An admin user has full read/write privileges including user name and password changes.                      |
| read-write | A read-write user has full read/write privileges with the exception of user name and password operations.   |
| read-only  | A read-only user can only view the configuration of the module and will not be allowed to make any changes. |
| deny       | A deny user does not have any access to the module.   |

## Session Timeout (s)

Enter a new value for the session timeout in the text box. A value of 0 to 3600 seconds is a valid entry.

## SSH Filename

Enter the new SSH filename in the text box.

## Authentication Retries

Enter a new value for the number of authentication retries.

## Authentication Timeout (s)

Enter a new value for the authentication timeout.

## Session Lockout (s)

Enter a new value in seconds for the session lockout.

## FTP Session Timeout (s)

Enter a new value in seconds of the FTP session timeout.

## Strong Password

Use the Strong Password pull-down menu to enable or disable strong passwords.

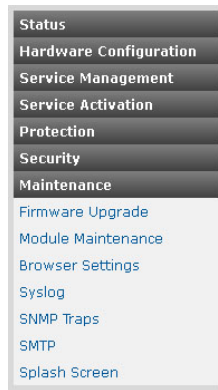
Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

## 2.3.7 Maintenance

The following options are available.



### 2.3.7.1 Firmware Upgrade

The Firmware Upgrade screen provides the ability to upgrade the firmware and bootloader. Also displayed is the current and swap images installed on the module and the current update status.

#### Firmware Upgrade

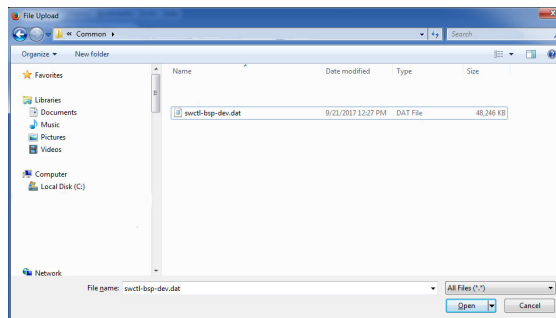
Current firmware revision	v3.1.1
Upgrade firmware	<input type="button" value="Choose File"/> No file chosen <input type="button" value="Upload"/>
Revert firmware	<input type="button" value="Revert Firmware"/>
Current image version	v3.1.1, Mar 04 2025 14:31:26
Next swap image version	v3.1.1, Mar 04 2025 14:31:26
Current partition	0
Current update status	not busy, no error, complete (0)

#### Current firmware revision

Displays the current firmware.

#### Upgrade Firmware

To upgrade the firmware or bootloader, click the **Choose File** button. A file selection screen will open.



Browse the workstation for the location of the firmware or bootloader file. Once selected, click the **Open** button. Click the **Upload** button to start the upgrade process.

**Note:** Filenames can not contain any spaces.



**Revert firmware**

The ***Revert Firmware*** button reverts the firmware to the revision listed in the Next swap image version. To change the reverted firmware revision (Next swap image version) to the latest version, repeat the upgrade procedure as indicated above.

**Current image version**

The details of the current firmware is displayed.

**Next swap image version**

The details of the backup firmware is displayed.

**Current Partition**

Displays the current partition where the firmware is located.

**Current update status**

The status of the upgrade is displayed.

Click the ***Save*** button to permanently save the changes.

Click the ***Cancel*** button to cancel the operation.

### 2.3.7.2 Module Maintenance

The Module Maintenance screen provides the ability to restart, restore and save/restore the current/saved configuration. The current and swap image revisions are displayed.

The screenshot shows the 'Module Maintenance' interface. It features several rows of options, each with a corresponding button: 'Restart/Reboot' with a 'Restart' button; 'Restore factory defaults' with a 'Restore Factory Defaults' button; 'Restore factory defaults retaining IP address' with a 'Restore Factory Defaults Retaining IP' button; 'Save Current Configuration to Workstation' with a 'Save Current Configuration to Workstation' button; and 'Restore Configuration from Workstation' with a 'Restore Configuration from Workstation' button. Below these are three rows of status information: 'Current image version' (v3.1.1, Mar 04 2025 14:31:26), 'Next swap image version' (v3.1.1, Mar 04 2025 14:31:26), and 'Current partition' (0). At the bottom left, there are 'Save' and 'Cancel' buttons.

#### Restart/Reboot

To restart the module, click the **Restart** button. A dialog box is displayed. Click **Yes** or **No** to continue with the restart process.

#### Restore factory defaults

To restore the module to factory defaults, click the **Restore Factory Default** button. A text box is displayed. Click **Yes** or **No** to continue with defaulting the module to factory settings.

#### Restore factory defaults retaining IP address

To restore the module to factory defaults but retain the current IP settings, click the **Restore Factory Default Retaining IP** button. A dialog box is displayed. Click **Yes** or **No** to continue with defaulting the module to factory settings.

#### Save Current Configuration to Workstation

To save the current configuration to a workstation, click the **Save Current Configuration to Workstation** button. A filename text box is displayed. Enter the name of the configuration in the text box. Click the **Save** button. A dialog box is displayed allowing the file to be Opened or Saved.

#### Restore Configuration from Workstation

To restore a configuration saved on a workstation, click the **Restore Configuration from Workstation** button. Click the **Choose File** button. A file selection screen will open. Locate the file and click **Open**. Click the **Upload** button to complete the operation.

#### Current image version

The details of the current firmware is displayed.

#### Next swap image version

The details of the backup firmware is displayed.

#### Current Partition

Displays the current partition where the firmware is located.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to cancel the operation.

### 2.3.7.3 Browser Settings

The Browser Settings screen provides the ability to change the auto refresh, session timeouts and menu display options.

Item Name	Configured
Auto Refresh Rate	30 seconds
Session Timeout	30 minutes
Auto Refresh	Enabled
Menu Type	Click to Expand

Apply Cancel

#### Auto Refresh Rate

To change the Auto Refresh Rate, use the pull-down menu and select a new value.

- 3 seconds
- 5 seconds
- 10 seconds
- 15 seconds
- 20 seconds
- 30 seconds
- 60 seconds

#### Session Timeout

To change the Session Timeout, use the pull-down menu and select a new value.

- 1 minute
- 5 minutes
- 30 minutes
- 1 hour
- 4 hours
- 8 hours
- No timeout

#### Auto Refresh

To enable or disable Auto Refresh, use the pull-down menu to select enable or disable.

#### Menu Type

Use the Menu Type pull-down menu to change the method of accessing the side menu (Always Expanded, Auto Expand or Click to Expand).

- Always Expanded When selected, all side menu options are displayed.
- Auto Expand When selected, the menu option will expand when hovering the mouse over the selection.
- Click to Expand When selected, the menu option will expand once the option is clicked.

Click on the *Apply* button to activate the changes.

Click the *Cancel* button to revert back to the previous Apply state.

### 2.3.7.4 Syslog

The Syslog screen provides the ability to view and configure Syslog functions.

Item Name	Configured
Syslog Protocol	Disabled
Syslog Server IP	192.168.1.221
Severity Logging Level	Info
Facility Code	23
Total Log Entries	0
Debug Entries	0
Info Entries	0
Notice Entries	0
Warning Entries	0
Error Entries	0
Critical Entries	0
Alert Entries	0
Emergency Entries	0

Syslog is a standard for message logging per RFC 5424. It is used to manage system messages and alerts. Each message is labeled with a facility code, indicating the software type generating the message, and the message is assigned a severity level.

Use the Selection pull-down menu to select Configuration or Log Entries. Select Configuration.

#### Syslog Protocol

Use the Syslog Protocol pull-down menu to select enable or disable syslog functionality.

#### Syslog Server IP

The Syslog Server IP supports IPv4 and IPv6 addressing. Enter the IPv4 or IPv6 address of the syslog service in the text box.

#### Severity Logging Level

Use the Severity Logging Level pull-down menu to select the minimum entry level for the syslog record as Debug, Info, Notice, Warning, Error, Critical, Alert or Emergency.

- Debug Messages that contain information normally of use only when debugging a program.
- Info Informational messages.
- Notice Conditions that are not error conditions, but that may require special handling.
- Warning Warning conditions.
- Error Error conditions.
- Critical Hard device errors.
- Alert A condition that should be corrected immediately.
- Emergency A panic condition.

#### Facility Code

A facility code is used to specify the type of program that is logging the messages. Enter the Facility code in the text box.

## Number of Entries to Display

Enter the number of entries to be displayed in the log.

## Total Log Entries / Severity Entries

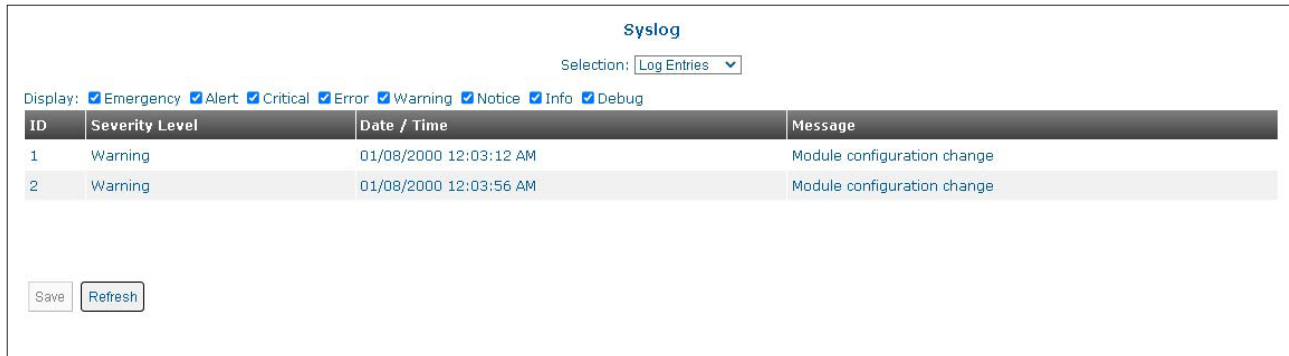
The number of the different entries are displayed.

Click on the *Apply* button to activate the changes.

Click the *Save* button to permanently save the changes.

Click the *Cancel* button to revert back to the previous Apply state.

Use the Selection pull-down menu to select Configuration or Log Entries. Select Log Entries.



The screenshot shows a web interface titled "Syslog". At the top right, there is a "Selection:" dropdown menu currently set to "Log Entries". Below this, a "Display:" section contains several severity levels with checkboxes: Emergency, Alert, Critical, Error, Warning, Notice, Info, and Debug. All these checkboxes are checked. Below the checkboxes is a table with the following data:

ID	Severity Level	Date / Time	Message
1	Warning	01/08/2000 12:03:12 AM	Module configuration change
2	Warning	01/08/2000 12:03:56 AM	Module configuration change

At the bottom left of the interface, there are two buttons: "Save" and "Refresh".

Check the boxes of the severity level to be displayed in the log.

The Log Entries Table displays each message with ID, Level, Date / Time and Message.

The module retains the last 1000 entries.

As log entries are accumulated, a scroll bar on the right side of the screen can be used to see additional entries.

Click the *Save* button to permanently save the changes.

Click the *Refresh* button to update the screen.

### 2.3.7.5 SNMP Traps

The SNMP Traps screen provides the ability to display the trap history on the module and also enable/disable specific traps.

Index	Date / Time	Trap #	Message
58	01/01/2000 00:00:47 AM	7	Link up port 2
57	01/01/2000 00:00:47 AM	7	Link up port 1
56	01/01/2000 00:00:44 AM	7	Link up port F2
55	01/01/2000 00:00:41 AM	7	Link up port F1
54	01/01/2000 00:00:36 AM	26	PoE status port 4 normal
53	01/01/2000 00:00:36 AM	26	PoE status port 3 normal
52	01/01/2000 00:00:36 AM	26	PoE status port 2 normal
51	01/01/2000 00:00:36 AM	26	PoE status port 1 normal
50	01/01/2000 00:00:33 AM	1	Module cold start
49	01/01/2000 00:14:50 AM	7	Link up port 4
48	01/01/2000 00:14:50 AM	7	Link up port 3
47	01/01/2000 00:14:50 AM	7	Link up port 2
46	01/01/2000 00:14:50 AM	7	Link up port 1
45	01/01/2000 00:14:47 AM	7	Link up port F2
44	01/01/2000 00:14:44 AM	7	Link up port F1
43	01/01/2000 00:14:40 AM	26	PoE status port 4 normal
42	01/01/2000 00:14:39 AM	26	PoE status port 3 normal

Use the Selection pull-down menu to select SNMP Log Entries or SNMP Trap Filtering. Select SNMP Log Entries.

#### Index

A index number is assigned to each trap entry.

#### Date / Time

Displays the date and time of the trap entry.

#### Trap #

Displays the identifying number for the trap.

#### Message

Displays a description of the trap.

Use the scroll bar on the right side of the screen to see additional entries, if available.

Click the **Save** button to permanently save the changes.

Click the **Refresh** button to update the screen.

Use the Selection pull-down menu to select SNMP Log Entries or SNMP Trap Filtering. Select SNMP Trap Filtering.

Trap #	Description	Status	Severity Level
1	Module Cold Start	Allow	Notice
2	Module Reset	Allow	Warning
4	Module Power Removed	Allow	Warning
5	Module Power Applied	Allow	Warning
6	Link Down	Allow	Error
7	Link Up	Allow	Warning
8	Primary Link Up	Allow	Info
9	Primary Link Down	Allow	Error
10	Secondary Link Up	Allow	Info
11	Secondary Link Down	Allow	Info
12	Standby Link Up	Allow	Info
13	Standby Link Down	Allow	Info
14	Loop Prevention Block	Allow	Warning
15	Loop Prevention Clear	Allow	Info
16	Hardware DIP Switch Change	Allow	Info
17	Software DIP Switch Change	Allow	Info
18	Output Relay Change	Allow	Warning

Buttons: Apply, Save, Cancel, Filter All, Allow All

The SNMP Trap Filtering screen provides a list of traps that can be generated by the module. Each individual trap can be enabled or disabled.

**Trap #**

Identifies the trap by number.

**Description**

Provides a short description of the trap.

**Status**

Use the pull-down menu to enable (allow) or disable (filter) the individual traps.

**Severity Level**

The severity level for each individual trap is displayed.

Use the scroll bar on the right side of the screen to see additional entries.

Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Filter All** button to disable (filter) all traps.

Click the **Allow All** button to enable (allow) all traps.

### 2.3.7.6 SMTP

The SMTP screen provides the ability to configure Simple Mail Transfer Protocol (SMTP) Relay Agent on the module.

Use the Selection pull-down menu to select SMTP Configuration or SMTP Recipients. Select SMTP Configuration.

Item Name	Configured
SMTP Forwarding	Disabled
STARTTLS	Enabled
TLS Encryption	Disabled
SMTP IP Address	<input type="text"/>
SMTP User Name	<input type="text"/>
SMTP From Address	<input type="text"/>
SMTP Password	<input type="text"/>
SMTP Port Number	25

Apply Save Cancel

#### SMTP Forwarding

Use the SMTP Forwarding pull-down menu to enable or disable SMTP Event Forwarding.

Simple Mail Transfer Protocol (SMTP) uses a combination of STARTTLS and Transport Layer Security (TLS) or Secure Sockets Layer (SSL) to encrypt the mail. STARTTLS is a protocol command used to inform the email server that the email client wants to upgrade from an insecure connection to a secure one using TLS or SSL.

#### STARTTLS

Use the STARTTLS pull-down menu to Enable or Disable STARTTLS.

#### TLS Encryption

Use the TLS Encryption pull-down menu to Enable or Disable TLS Encryption.

#### SMTP IP Address

Enter the IPv4 address of the SMTP mail server in the text box.

#### SMTP User Name

Enter the name of the user that will be used to login to the email server in the text box.

#### SMTP From Address

Enter the email address of the person the messages are from in the text box.

#### SMTP Password

Enter the password for the selected email account in the text box.

#### SMTP Port Number

Enter the SMTP port number in the text box. The default port number is 25.



Click on the **Apply** button to activate the changes.

Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Use the Selection pull-down menu to select SMTP Configuration or SMTP Recipients. Select SMTP Recipients.

Entry	Email Address	Severity	Delete
NEW	<input type="text"/>	Info	<input type="checkbox"/>

Apply Save Cancel Delete

### Email Recipients

Enter the email address of the recipient of the messages in the text box.

### Events Security Level

Use the Events Security Level pull-down menu to configure the minimum syslog severity error for forwarding events: emergency (highest), alert, critical, error, warning, notice, info (informational), debug (lowest).

### Delete

Check the box and click the **Delete** button to delete the recipient.

Click the **Apply** button to add the new recipient. Once the **Apply** button has been clicked, a new entry will be displayed.

Click on the **Apply** button to activate the changes.

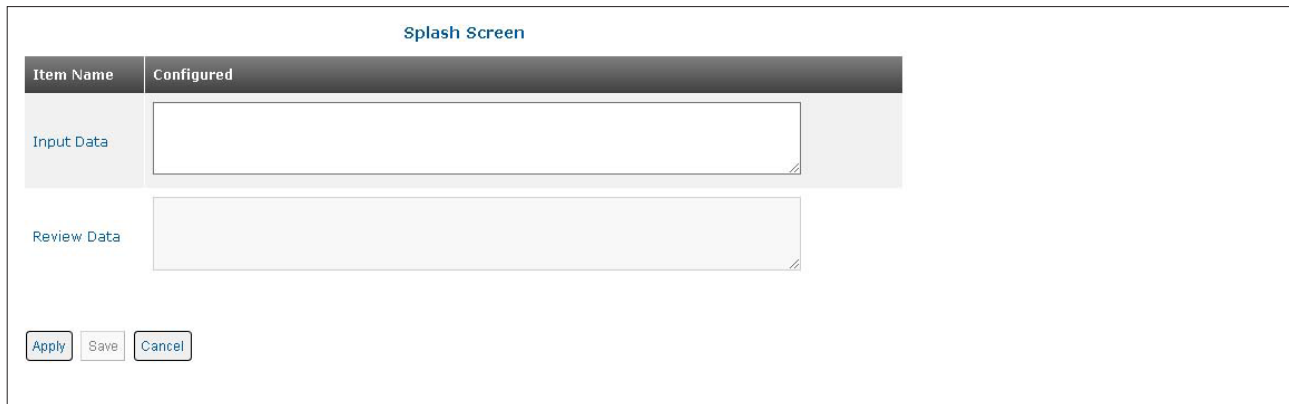
Click the **Save** button to permanently save the changes.

Click the **Cancel** button to revert back to the previous Apply state.

Click the **Delete** button to delete all the entries selected by the Delete check box.

### 2.3.7.7 Splash Screen

The Splash screen provides the ability to configure a message that is displayed after the module has been restarted or rebooted. The message is displayed after the Entry screen is displayed.

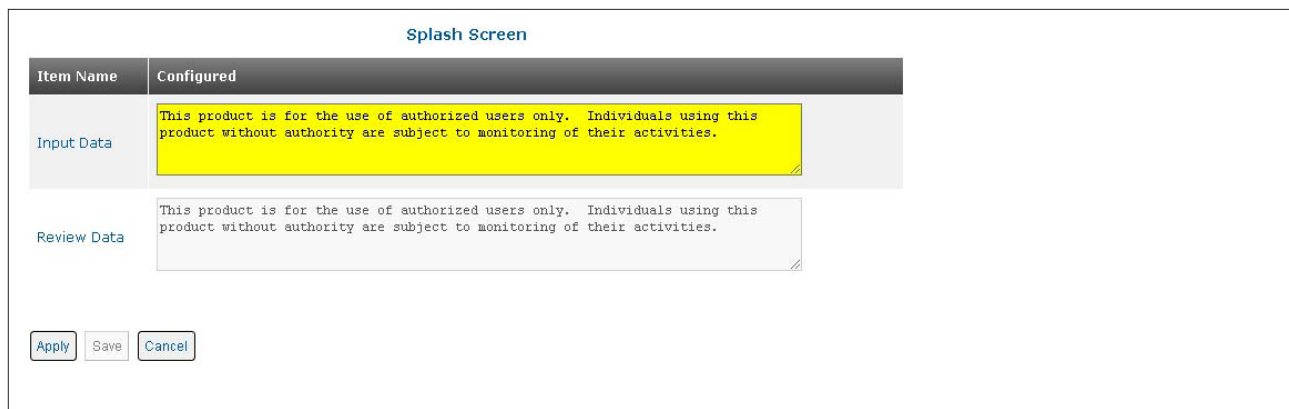


The screenshot shows a configuration window titled "Splash Screen". It features a table with two columns: "Item Name" and "Configured".

Item Name	Configured
Input Data	
Review Data	

At the bottom of the window, there are three buttons: "Apply", "Save", and "Cancel".

Enter a message to be displayed in the Input Data text box. The message is visible in the Review Data text box.



The screenshot shows the same "Splash Screen" configuration window, but now with text entered in both the "Input Data" and "Review Data" fields. The text is: "This product is for the use of authorized users only. Individuals using this product without authority are subject to monitoring of their activities."

Item Name	Configured
Input Data	This product is for the use of authorized users only. Individuals using this product without authority are subject to monitoring of their activities.
Review Data	This product is for the use of authorized users only. Individuals using this product without authority are subject to monitoring of their activities.

At the bottom of the window, there are three buttons: "Apply", "Save", and "Cancel".

### 3.0 APPENDIX A: FIRMWARE UPDATE

#### 3.1 OVERVIEW

Appendix A describes the procedure for updating the firmware using ftp and web interface.

#### 3.2 SAVE CURRENT SETTINGS

Under normal circumstances the current configuration of the module will carry forward to the new version during the update, however, extreme events such as a power outage can lead to settings being lost. Prior to upgrading, it is recommended that the settings be recorded. The settings can be viewed using the Command Line Interface (CLI) over Telnet.

#### 3.3 COPY THE FILES TO YOUR HARD DRIVE

The files should be copied to a convenient location on the hard drive of the workstation. The name of the firmware file is similar to swctl-bsp-prod.dat.

Depending on the operating system of the workstation and/or FTP installation, the name of the files may need to be renamed to the “DOS 8.3 Format”. Rename the swctl-bsp-prod.dat to switch.dat and store the files in the root or c:\ directory.

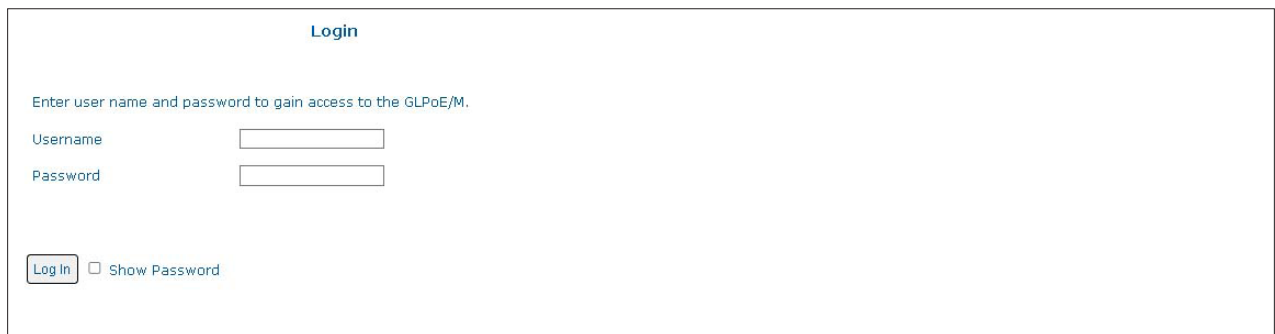
Renaming the file will allow the new file to overwrite the old file, saving memory allocation space on the switch.

#### 3.4 UPDATING THE FIRMWARE USING THE WEB INTERFACE

The firmware on the module can be upgraded using the IP-based Web management interface. The IP-based web management can be accessed through any of the Ethernet RJ-45 or fiber ports and facilitates the configuration and real-time operation monitoring of each port.

The factory default IP address is 192.168.1.220.

Enter the Username and Password to gain access to the module. The default user name and password is: admin, public



Login

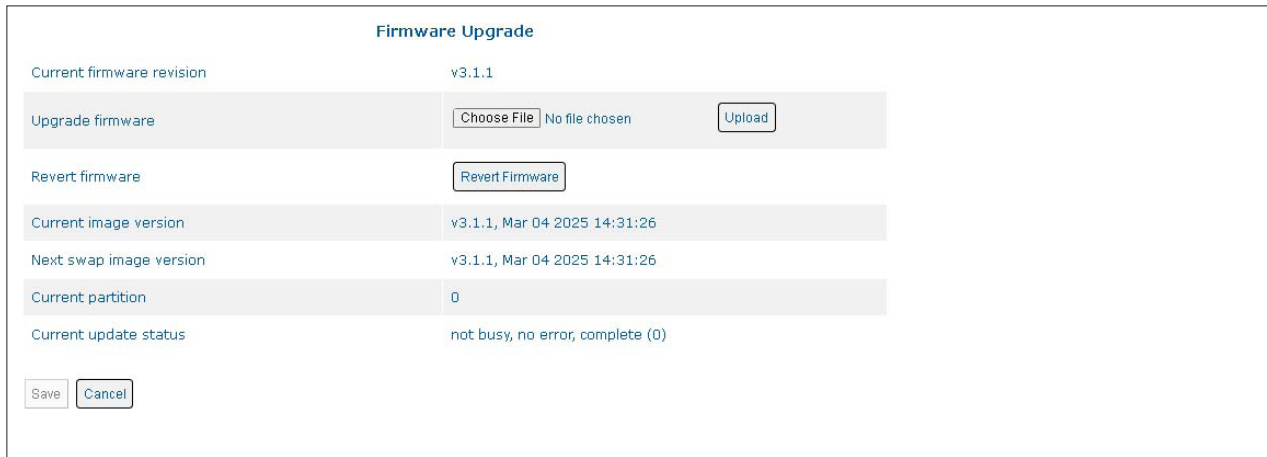
Enter user name and password to gain access to the GLPoE/M.

Username

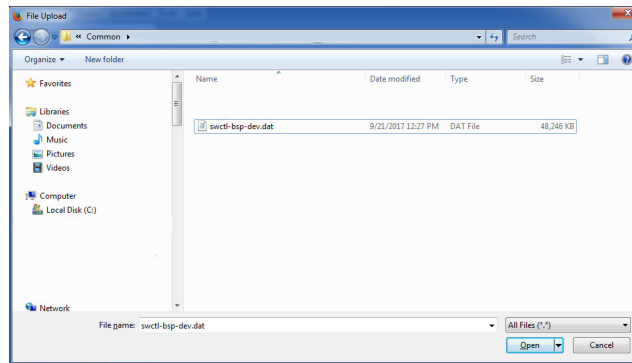
Password

Show Password

Access the Firmware Upgrade screen to upgrade the firmware on the switch.



To upgrade the firmware, click the **Choose File** button. A file selection screen will open.



Browse the workstation for the location of the firmware file. Once selected, click the **Open** button.

Click the **Upload** button to start the upgrade process.

**NOTE: Do not remove power during the upgrade procedure until the switch has rebooted with the new firmware.**

After the firmware has been upgraded, it may be desirable to also upgrade the “Next swap image revision”. The switch can be reverted to the “Next swap image revision” by clicking on the **Revert Firmware** button.

To change the reverted firmware revision (Next swap image version) to the latest version, repeat the upgrade procedure as indicated above.

Verify the firmware has been upgraded by accessing the Firmware Upgrade screen. The “Current firmware revision” will indicate the upgraded version. If the firmware was upgraded a second time, the “Next swap image revision” will also indicate the upgraded version.

### Firmware Upgrade

Current firmware revision	v3.1.1
Upgrade firmware	<input type="button" value="Choose File"/> No file chosen <input type="button" value="Upload"/>
Revert firmware	<input type="button" value="Revert Firmware"/>
Current image version	v3.1.1, Mar 04 2025 14:31:26
Next swap image version	v3.1.1, Mar 04 2025 14:31:26
Current partition	0
Current update status	not busy, no error, complete (0)

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## 5.0 CUSTOMER SUPPORT INFORMATION

If you encounter problems while installing this product, contact Omnitron Technical Support:

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Irvine, CA 92618, USA  
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URL: www.omnitron-systems.com