

Web Interface for All OmniConverter® and RuggedNet® Switch Products

USER MANUAL

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1.0 OVERVIEW

The Web Management Interface provides configuration and monitoring for all OmniConverter and RuggedNet 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 Ethernet RJ-45 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 2.6 adds MODBUS functionality

Firmware 2.5 adds hierarchical command line interface (not accessible through the web interface).

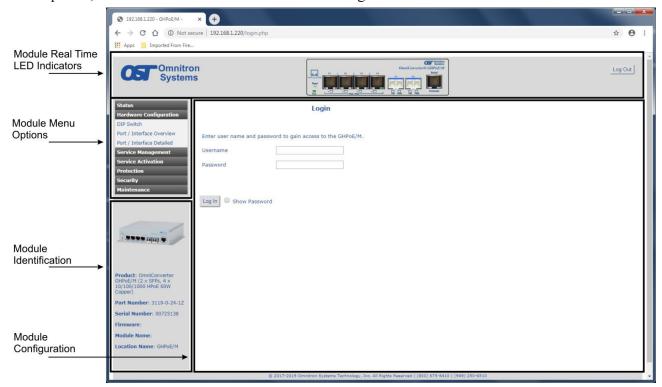
Firmware 2.4 adds DHCPv6 and DHCPv6 Relay functionality.

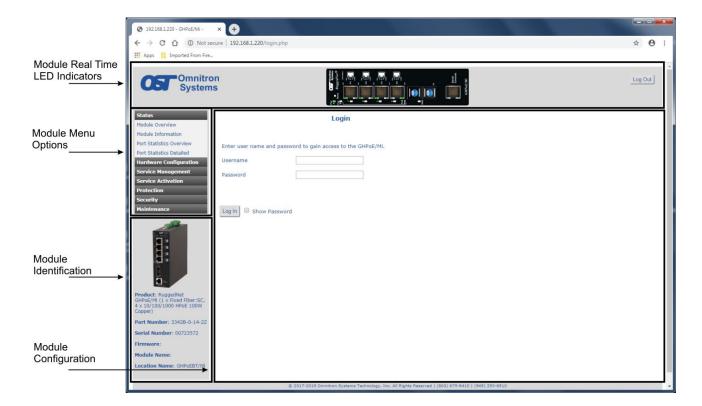
Firmware 2.3 adds IPv6, IPv6 Multicast Listener Discovery (MLD) Snooping, Multiple Spanning Tree Protocol (MSTP), PoE power management with LLDP MED and MDI TLV, and PoE Power Multi-Day Scheduler.

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.





2.1.1 Module Real Time LED Indicators Section

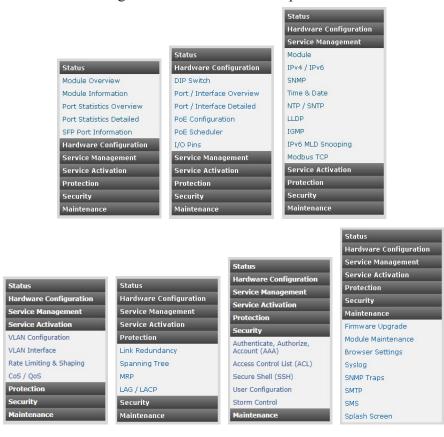
This section of the web interface provides real time information on the status of the LEDs on the module. Status is updated based on the refresh rate of the page (see Browser Settings). The exact model of the module is displayed with the corresponding LED indicators.



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.



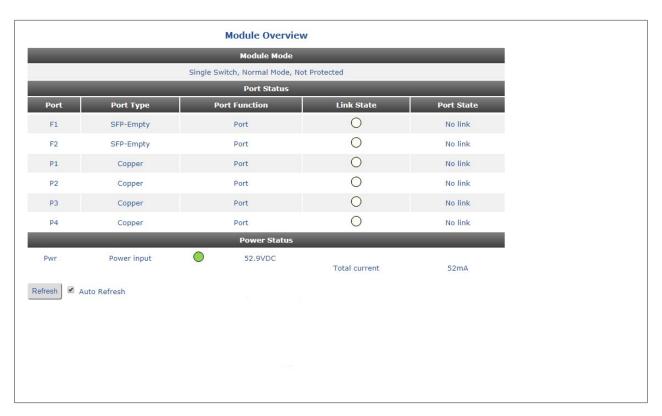
2.1.4 Module Configuration Section

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.



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.



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 passwor	d to gain access to the GPoE+/Mi.
Password	
Log In Show Password	

A model with two (2) uplink ports and four (4) RJ-45 user ports is used for all examples in this manual.

2.3 MODULE MENU OPTION SECTION

2.3.1 Status

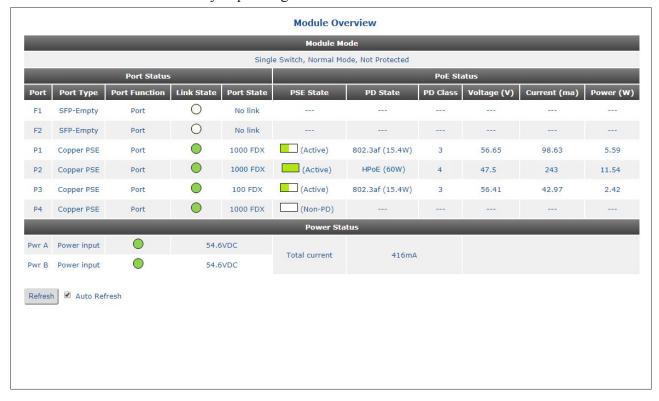
The following options are available.

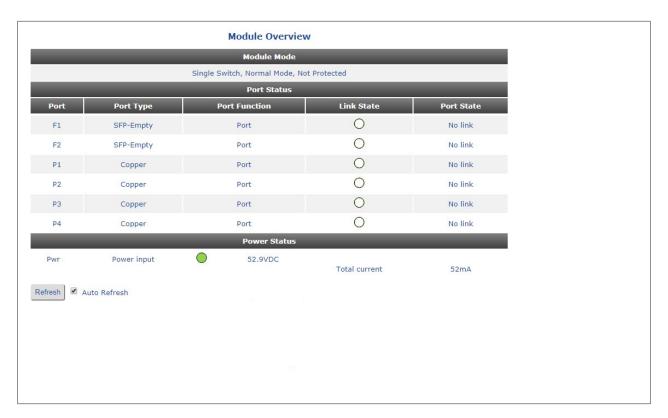


2.3.1.1 Module Overview

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.





NOTE: The number of ports and power supplies will vary depending on the model.

Port Status

Port

Indicates the port designation.

Port Type

Indicates if the port is a fixed fiber, 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 PoE device discovered (802.3af, 802.3at or HPoE and the amount of power required by the class of PD. 802.3bt is displayed as HPoE.

PD Class

Displays the class of IEEE PoE device discovered (up to class 8).

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.

2.3.1.2 Module Information

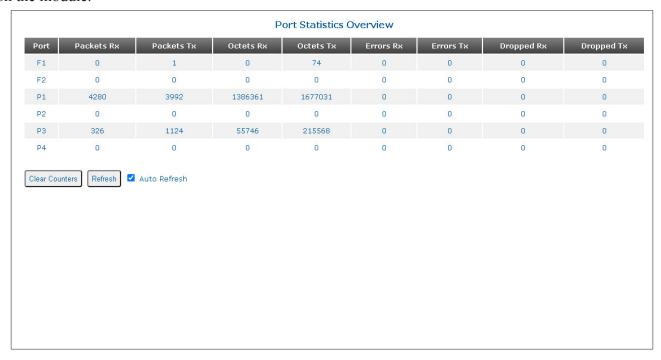
The Module Information screen provides information on the part number, serial number, firmware revision, manufacturing date, MAC address, temperature as well as information on uptime and system utilization.

Module Information screen will vary depending on the model.



2.3.1.3 Port Statistic Overview

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



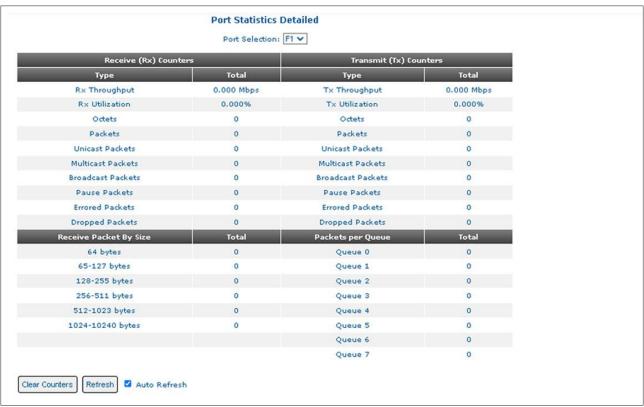
NOTE: The number of ports will vary depending on the model.

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

2.3.1.4 Port Statistics Detailed

The Port Statistic 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 Statistic Detailed screen displays the number of packets in each queue.



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).

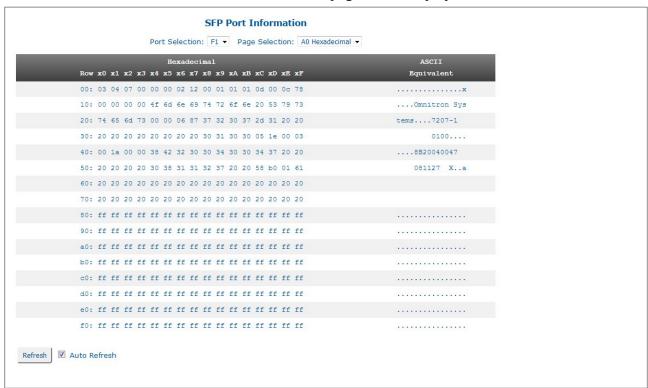
A *Clear Counters* button is located at the bottom left corner of the screen to clear the statistic on the module. Click on the *Clear Counters* button to clear the statistics

2.3.1.5 SFP Port Info

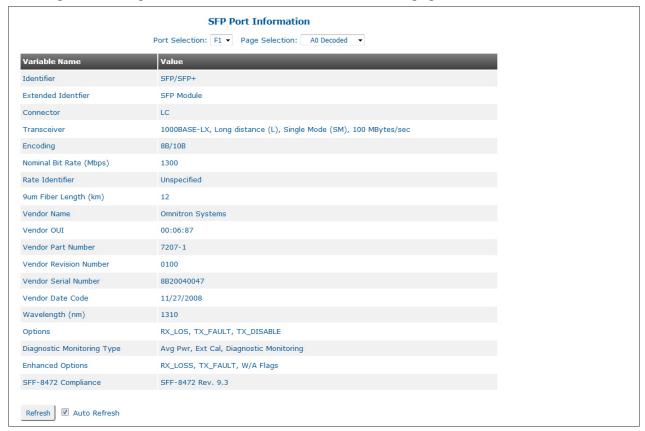
SFP Port Info screen is only available on models with SFP ports.

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.



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

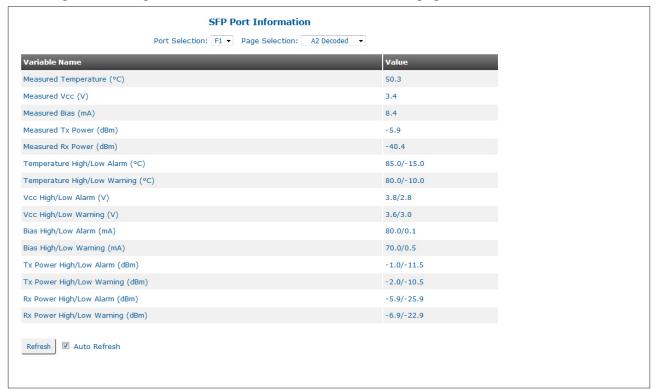


The following general information is available:

- 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

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



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

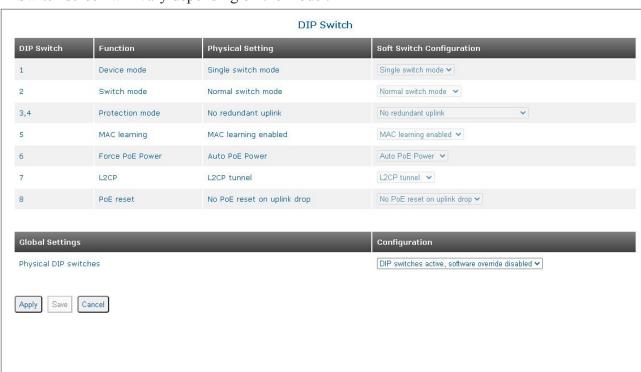
2.3.2 Hardware Configuration Screens

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.



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.

	10GPoEBT, GHP	oE and GHPoEBT models		
Switch	Function	Soft Switch Configuration Options		
1	Device Mode (models with 2 uplink ports only)	Single switch mode (factory default) Dual switch mode		
2	Switch mode	Normal switch mode (factory default) Directed switch mode		
3,4	Protection mode (models with 2 uplink ports only)	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	Forced PoE	Auto PoE (factory default) Force PoE enabled		
7	L2CP	L2CP tunnel (factory default) L2CP discard		
8	PoE Reset	No PoE reset on uplink drop (factory default) PoE reset on uplink drop		
	10GPoE+ a	and GPoE+ models		
1	Device Mode (models with 2 uplink ports only)	Single switch mode (factory default) Dual switch mode		
2	Switch mode	Normal switch mode (factory default) Directed switch mode		
3,4	Protection mode (models with 2 uplink ports only)	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	Pause	Pause disabled (factory default) Pause enabled		
7	L2CP	L2CP tunnel (factory default) L2CP discard		
8	PoE Reset	No PoE reset on uplink drop (factory default) PoE reset on uplink drop		
	10G/M a	and G/M models		
1	Device Mode (models with 2 uplink ports only)	Single switch mode (factory default) Dual switch mode		
2	Switch mode	Normal switch mode (factory default) Directed switch mode		
3,4	Protection mode (models with 2 uplink ports only)	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	Pause	Pause disabled (factory default) Pause enabled		
7	L2CP	L2CP tunnel (factory default) L2CP discard		
8	Reserved			

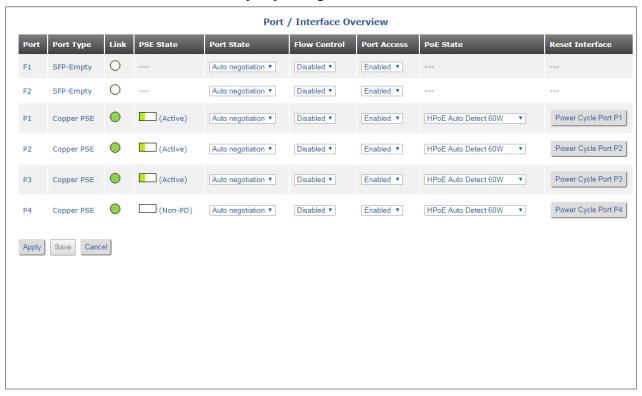
Click on the *Apply* button to activate the changes.

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

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	Port State	Flow Control	Port Access
F1	SFP-1000X		Auto negotiation ▼	Disabled ▼	Enabled ▼
F2	SFP-1000X		Auto negotiation ▼	Disabled ▼	Enabled •
P1	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled ▼
P2	Copper		Auto negotiation ▼	Disabled ▼	Enabled ▼
Р3	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled ▼
P4	Copper		Auto negotiation ▼	Disabled ▼	Enabled •
P5	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled •
P6	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled •
P7	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled •
P8	Copper	0	Auto negotiation ▼	Disabled ▼	Enabled ▼
Apply	Save Cancel				

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

Port

Indicates the port designation.

Port Type

Indicates if the port is a fixed fiber, 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

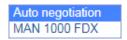
PSE State is only displayed on PoE models.

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

Port State

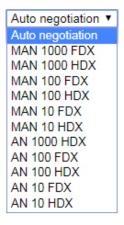
Use the Port State pull-down menu to change the negotiation state of the selected port.

The fiber ports can be configured for:



The default setting is Auto negotiation.

The copper ports can be configured for:



The default setting is Auto negotiation.

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 RJ-45 port, the connected PD will remain powered but 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/PSE for the selected port. The options are:



PoE power can be disabled, auto detect to 802.3af, auto detect to 802.3af/at, Forced On or HPoE Auto Detect 100W (60W or 100W depending on the model).

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.

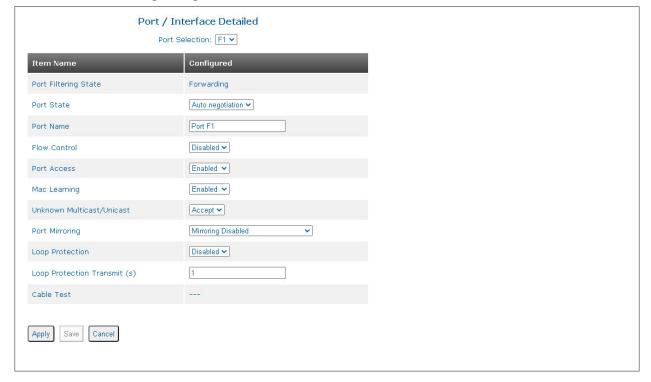
Click the *Cancel* button to revert back to the previous Apply state.

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.



General

Port Filtering State

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

Port State

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

Port Name

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

Flow Control

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

Unknown Multicast/Unicast

Use the Unknown Multicast/Unicast 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.

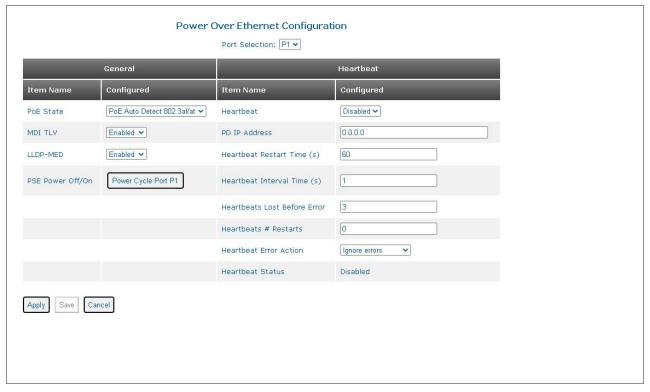
Click on the *Apply* button to activate the changes.

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

2.3.2.4 PoE Configuration

PoE Configuration screen is only available on PoE 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

PoE State

Initially, the setting will match the hardware setting for DIP-switch #6. Use the PoE State pull-down menu to select PoE Disabled, PoE Auto Detect 802.3af, PoE Auto Detect 802.3af/at, PoE Forced On or HPoE Auto Detect 100W (60W or 100W depending on the model).

MDI TLV

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

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.

MDI TLV enables advanced power management between LLDP-MED Endpoints and network connectivity devices.

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 1 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.

Heartbeat Lost Before Error

Use the Heartbeat 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 Heartbeat Lost Before Error configures the number of consecutive lost heartbeats before an error condition is declared.

Heartbeat # Restarts

Use the Heartbeat # 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.

2.3.2.5 PoE Scheduler

PoE Scheduler screen is only available on PoE models.

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



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 for the scheduling profile in the text box.

Port Schedule

PoE 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 PoE 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 PoE 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.

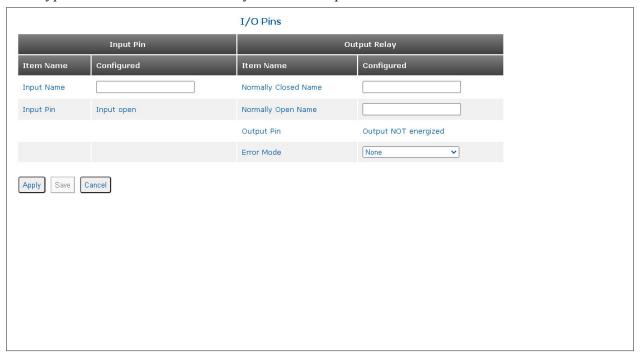
Click the *Cancel* button to revert back to the previous Apply state.

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

2.3.2.6 I/O Pins

I/O Pin 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

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

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

power alarm 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.

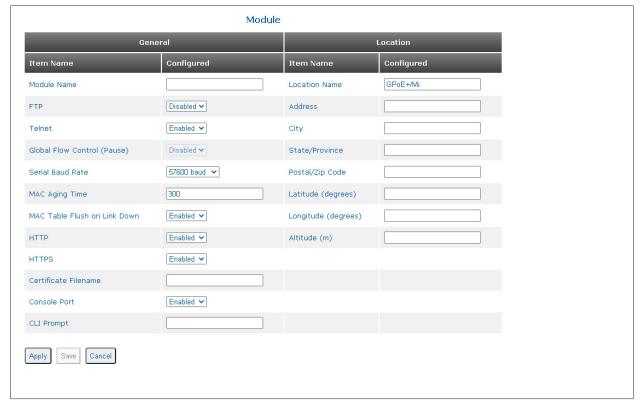
2.3.3 Service Management

The following options are available.



2.3.3.1 Module

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



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)

Use the Global Flow Control pull-down menu to enable or disable flow control 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.

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.

2.3.3.2 IPv4 / IPv6 Configuration

The IPv4 / IPv6 Configuration 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.



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.

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 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 client.
- 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.

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 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 Stateful Gateway address.

DHCPv6 Client

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

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

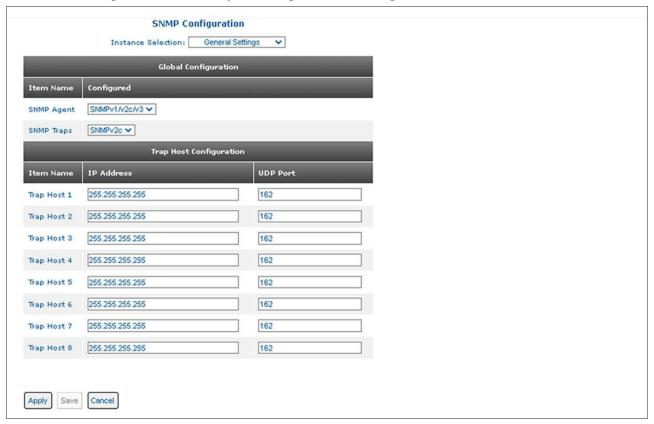
Use the DHCPv6 Remote ID Selection pull-down menu to enable or disable the DHCP relay remote ID.

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

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

2.3.3.3 SNMP

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



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.

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 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.

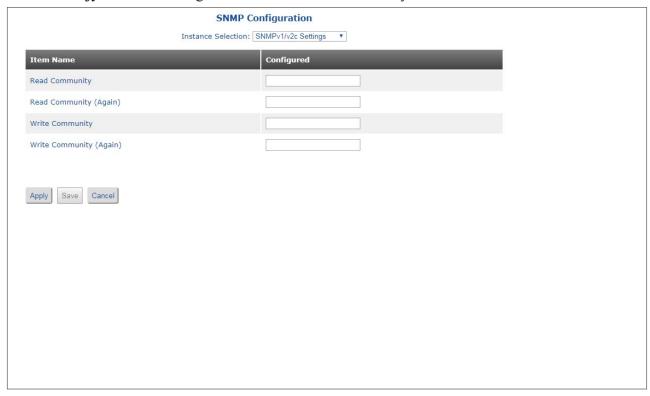
Click on the *Apply* button to activate the changes.

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

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.



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



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.

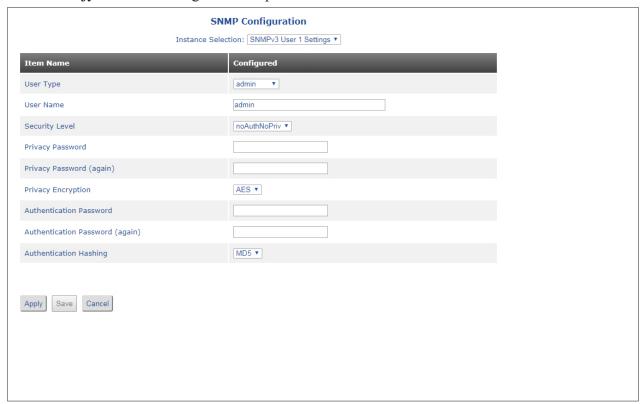
Click the *Save* button to permanently save the changes.

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.



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



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.

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.



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 looses 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.



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 1 Status

Displays the status of the server.

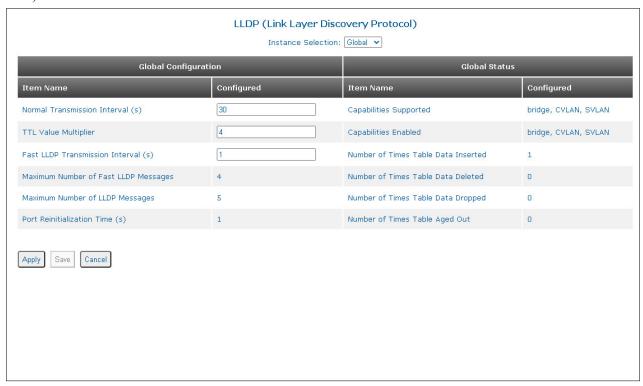
Click on the *Apply* button to activate the changes.

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).



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)

LLDP (Link Layer Discovery Protocol) Instance Selection: Port P3							
Port Configuration			Port Status				
Item Name	Configure	d	Item Name		Configured		
LLDP Setting	Peer 🗸		LLDP Status		LLDP PDUs are being received		
LLDP Mode	Receive &	Transmit 🕶	LLDP PDUs Transmitted		2862		
Management Address TLV	Included	~	LLDP PDUs Received		2854		
Port Description TLV	Included	v	LLDP PDUs Discarded		0		
System Name TLV	Included	~	Unrecognized Port TLVs Receive	ed	0		
System Description TLV	Included	•					
System Capabilities TLV	Included	•					
Part Peer Information							
Chassis ID	System Name System Descript		ion	Port Description		Management Address	
00:06:87:02:d0:00	GHPoEBT/Mi 3359B-1-24-2Z v2		2.2.6 s/n 00723642	Port 4		IPv4 - 192.168.1.220	
Apply Save Cancel							

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.

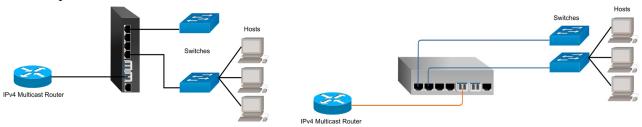
Click on the *Apply* button to activate the changes.

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

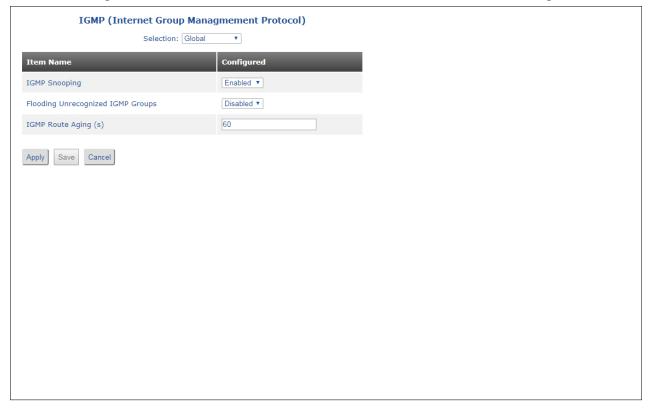
IGMP is used to modify the default route behavior for IPv4 Multicast Packets which are flooded to all ports. IGMP provides a method for forwarding IPv4 Multicast Packets to only the ports with hosts that want to receive the packets. IGMP communications occur between IPv4 Multicast Routers and Hosts.



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 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.

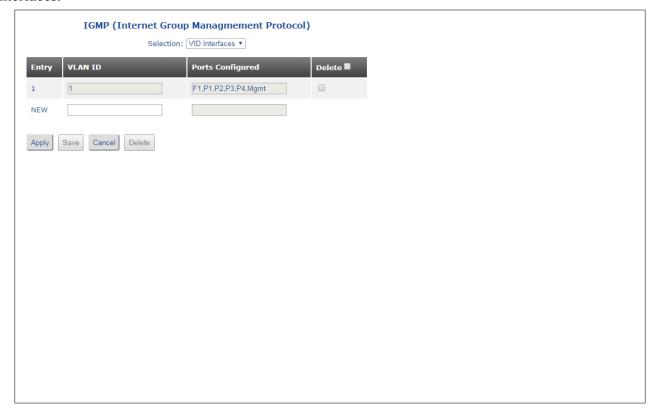
NOTE: There are common variables that are shared between the IGMP and IPv6 MLD protocols. The variables are Snooping (enable / disable), Flooding Unrecognized Groups (enable / disabled) and Route Aging timer. If either protocol changes the shared variables, they will be changed under both protocols (IGMP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



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.

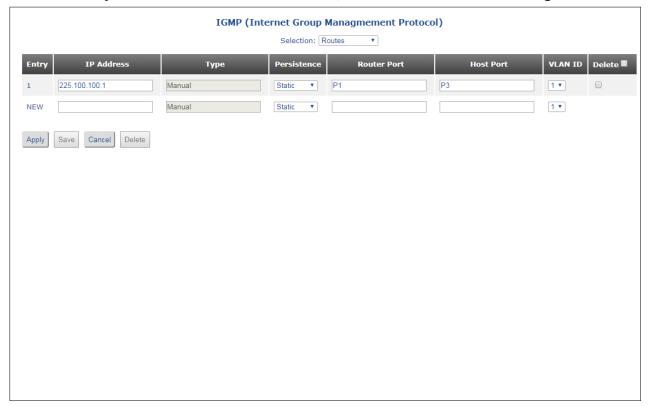
Click on the *Apply* button to activate the changes.

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

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.

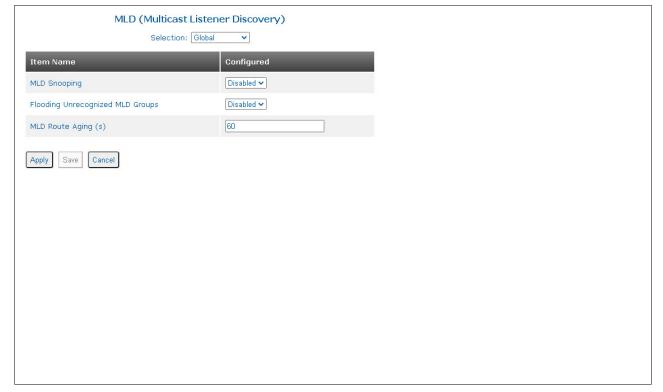
Click the *Delete* button to delete all the entries selected by the Delete check box.

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.



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.

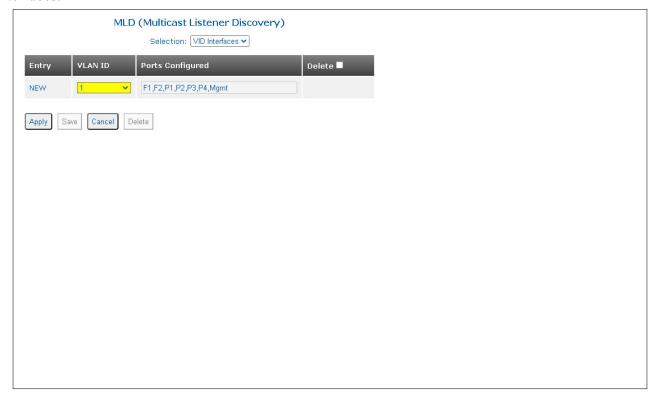
NOTE: There are common variables that are shared between the IGMP and IPv6 MLD protocols. The variables are Snooping (enable / disable), Flooding Unrecognized Groups (enable / disabled) and Route Aging timer. If either protocol changes the shared variables, they will be changed under both protocols (IGMP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



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

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.

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.

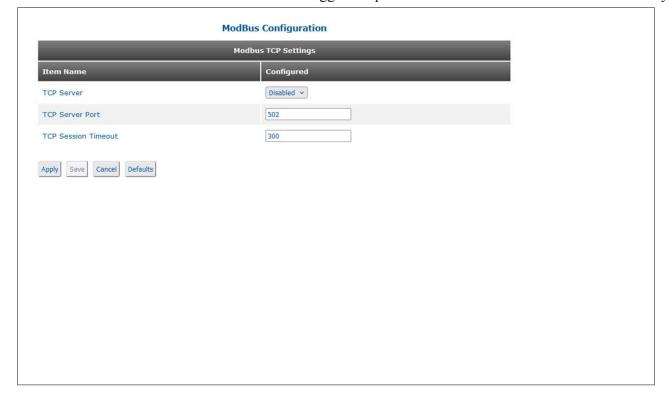
Click the *Delete* button to delete all the entries selected by the Delete check box.

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.



TCP Server

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

TCP Server Port

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

TCP Session Timeout

Enter a session timeout value in seconds in the text box (0 - 900 seconds, default 300) When the TCP Server is enabled, TCP Clients will be discovered and 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.

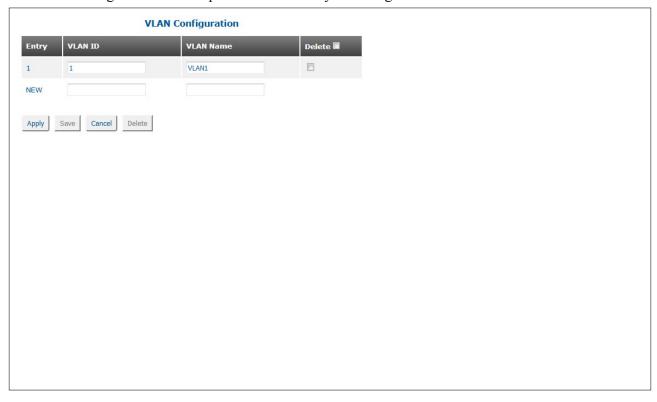
2.3.4 Service Activation

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

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.

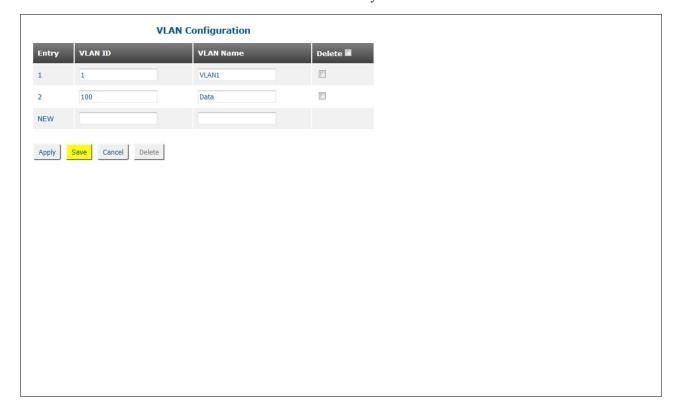
Use the text boxes on the NEW entry row to add a new VLAN ID. Click in the VLAN ID text box and enter a VLAN number. Click in the VLAN Name text box and enter a name for the VLAN.

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.

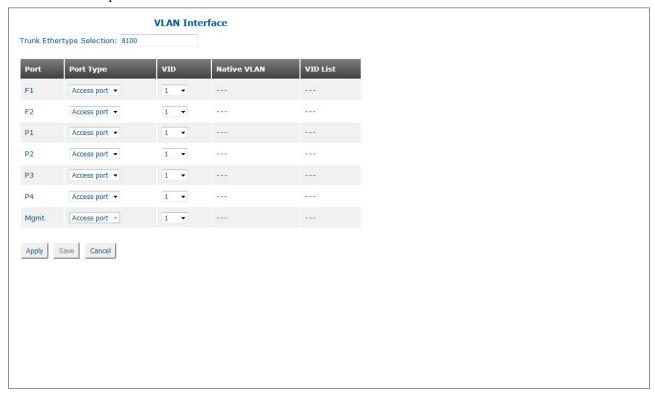
Click the *Cancel* button to revert back to the previous Apply state.

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.



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.

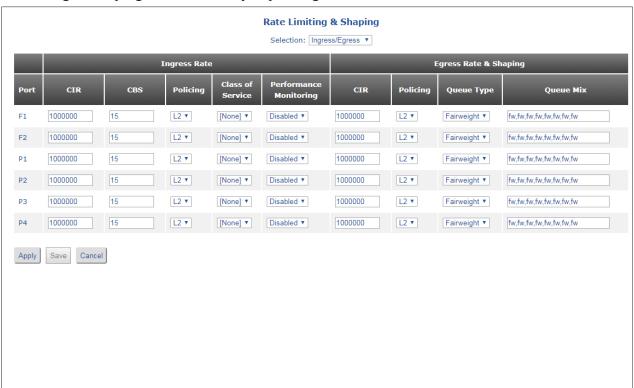
Click on the *Apply* button to activate the changes.

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 screen will vary depending on the model.



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

Use the Selection pull-down menu to select Ingress/Egress, Ingress, Egress or Egress Queues. Select Ingress/Egress.

Ingress Rate

Port

Indicates the port designation.

CIR (Committed Information Rate)

CIR specifies the maximum rate Ethernet frames are delivered per service performance objectives. These frames are referred to as being in-profile (green).

Use the CIR text box to enter a new value in kb/sec. A value of 64 to 1,000,000 is a valid entry for 1G models and a value of 64 to 10,000,000 for 10G models. The default is 1,000,000 or 10,000,000.

CBS (Committed Burst Size)

CBS is the maximum number of bytes allowed for incoming Ethernet frames maintaining in-profile. The value of CBS will depend on the type of application or traffic being supported. Bursty data applications will require a larger CBS than more constant rate applications.

Use the CBS text box to enter a new value in kbytes. A value of 5 to 256 is a valid entry. The default is 15.

Policing

Use Policing pull-down menu to select whether bandwidth profiles are counted based upon L1 (frame + interframe gap + preamble), L2 only, or L3 only.

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.

Performance Monitoring

Use the Performance Monitoring pull-down menu to enable or disable performance monitoring.

Egress Rate & Shaping

CIR (Committed Information Rate)

Egress CIR specifies the average rate Ethernet frames egress the port. When configuring Egress CIR, an egress queue type can be specified (starvation queuing - strict/low latency, weighted fair queuing - high latency or mixed). Starvation queuing processes all high priority traffic before any low priority traffic and uses a strict priority scheme. Weighted fair queuing will process high priority traffic more often than low priority traffic. The default weighted fair queuing mix is 33 (high priority), 25, 17, 12, 6, 3, 2, 1 (low priority).

Use the CIR text box to enter a new value in kb/sec. A value of 64 to 1,000,000 is a valid entry for 1G models and a value of 64 to 10,000,000 for 10G models. The default is 1,000,000 or 10,000,000.

Policing

Use Policing pull-down menu to select whether bandwidth profiles are counted based upon L1 (frame + interframe gap + preamble), L2 only, or L3 only.

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 (default fairweight)

sp,sp,sp,sp,sp,sp,sp,sp (default starving)

sp,sp,fw,fw,fw,fw,fw

sp,sp,sp,sp,fw,fw,fw

The following are not a legal combinations:

sp,fw,fw,sp,fw,fw,fw,fw

fw,sp,sp,sp,sp,sp

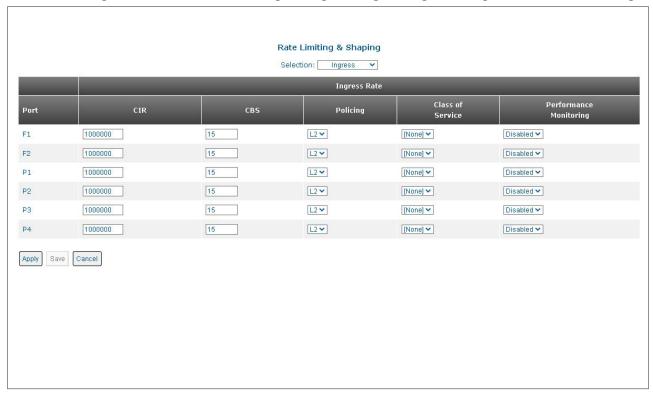
sp,fw,fw,fw,fw,fw,sp

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.

Use the Selection pull-down menu to select Ingress/Egress, Ingress, Egress or Egress Queues. Select Ingress.



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

Ingress Rate

Port

Indicates the port designation.

CIR (Committed Information Rate)

Use the CIR text box to enter a new value in kb/sec. A value of 64 to 1,000,000 is a valid entry for 1G models and a value of 64 to 10,000,000 for 10G models. The default is 1,000,000 or 10,000,000.

CBS (Committed Burst Size)

Use the CBS text box to enter a new value in kbytes. A value of 5 to 256 is a valid entry. The default is 15.

Policing

Use Policing pull-down menu to select whether bandwidth profiles are counted based upon L1 (frame + interframe gap + preamble), L2 only, or L3 only.

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.

Performance Monitoring

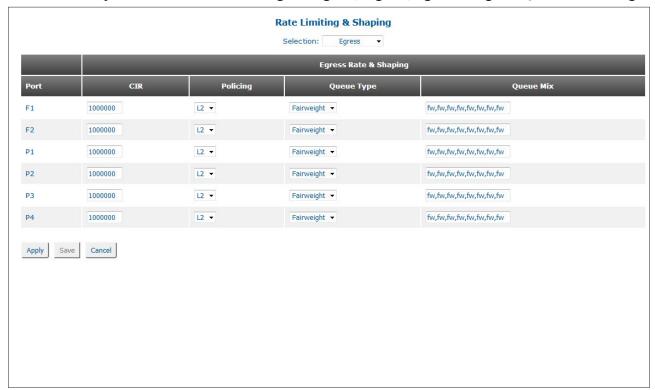
Performance monitoring can be enabled/disabled on each port. Use the Performance Monitoring pull-down menu to enable or disable performance monitoring on the selected port.

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.

Use the Selection pull-down menu to select Ingress/Egress, Ingress, Egress or Egress Queues. Select Egress.



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

Egress Rate & Shaping

Port

Indicates the port designation.

CIR (Committed Information Rate)

Use the CIR text box to enter a new value in kb/sec. A value of 64 to 1,000,000 is a valid entry for 1G models and a value of 64 to 10,000,000 for 10G models. The default is 1,000,000 or 10,000,000.

Policing

Use Policing pull-down menu to select whether bandwidth profiles are counted based upon L1 (frame + interframe gap + preamble), L2 only, or L3 only.

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 (default fairweight)

sp,sp,sp,sp,sp,sp,sp,sp (default starving)

sp,sp,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,fw,fw,fw,fw,fw,sp

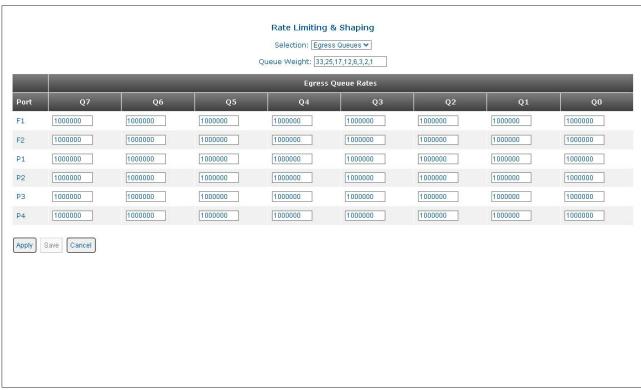
The actual weight for a queue type of fw is from the respective queue weight from the Queue Mix setting.

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 Selection pull-down menu to select Ingress/Egress, Ingress, Egress or Egress Queues. Select Egress Queues.



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

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.

Egress Queue Rates

Port

Indicates the port designation.

Q7...Q0

Enter the CIR rate for each egress priority queue 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.

2.3.4.4 CoS / QoS

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



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 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

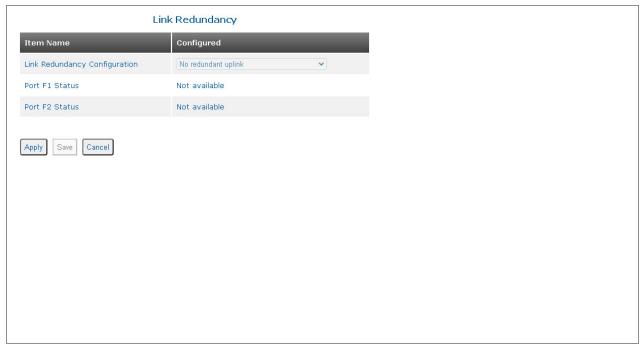
The following options are available.



2.3.5.1 Link Redundancy

Link Redundancy is only supported on models with 2 fiber or copper uplink ports.

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.



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.

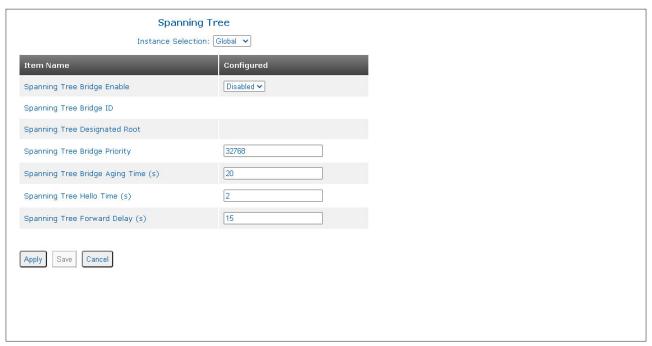
Click the *Cancel* button to revert back to the previous Apply state.

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.



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.



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 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 is enabled and the protocol is operating.

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.

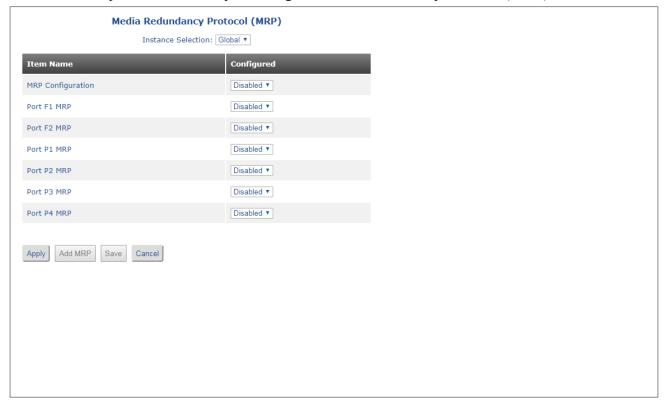
Click on the *Apply* button to activate the changes.

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).



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

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

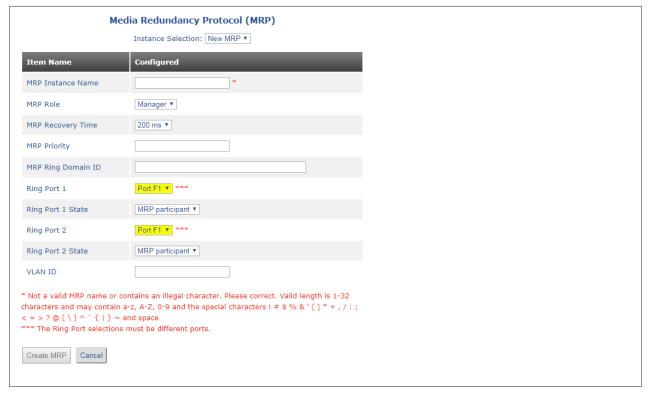
Use the Port P3 MRP pull-down menu to enable or disable MRP on the port.

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.



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

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 Status

Use the Ring Port 1 Status pull-down menu to configure the port status 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 Status

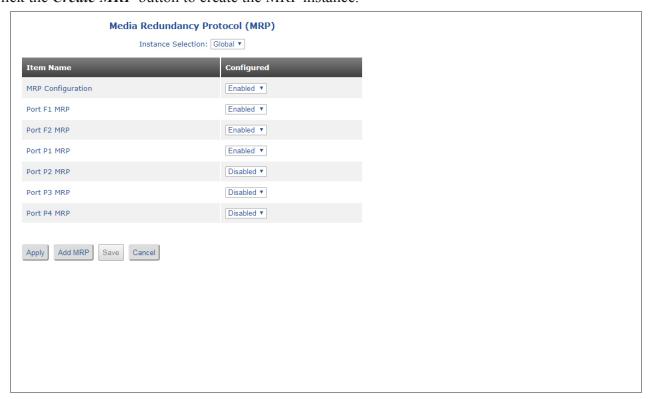
Use the Ring Port 2 Status pull-down menu to configure the port status for MRP Participate or Block Traffic. It is recommended to initially leave the setting to MRP Participate. The MRP Protocol will block traffic automatically on one of the ports.

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.



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

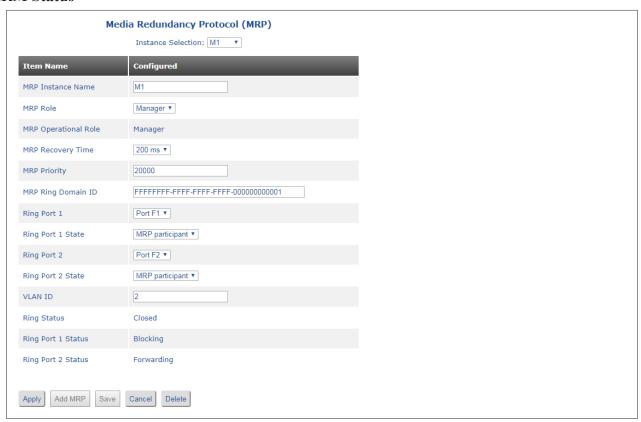
Use the Instance Selection pull-down menu to view the status of the MRP Instance. Select the MRP Instance name in the pull-down menu.

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

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

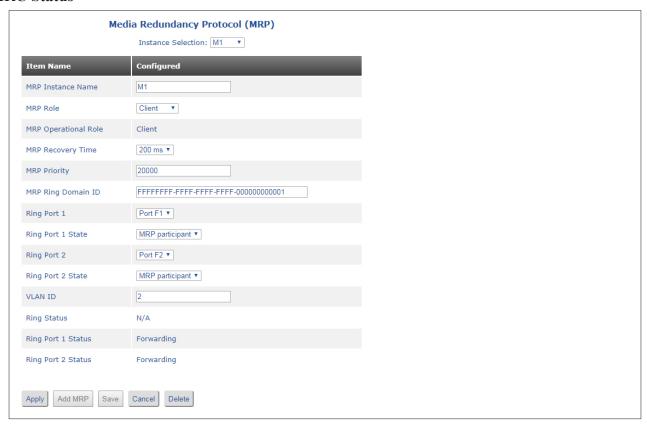
Click the *Cancel* button to revert back to the previous Apply state.

MRM Status



The last three entries show the status of the connection.

MRC Status



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.



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

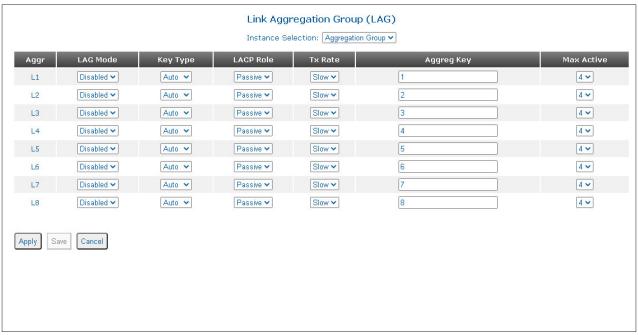
Use the Frame Forwarding pull-down menu to select the frame forwarding algorithm as Standard or MAC SA/DA XOR.

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.



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

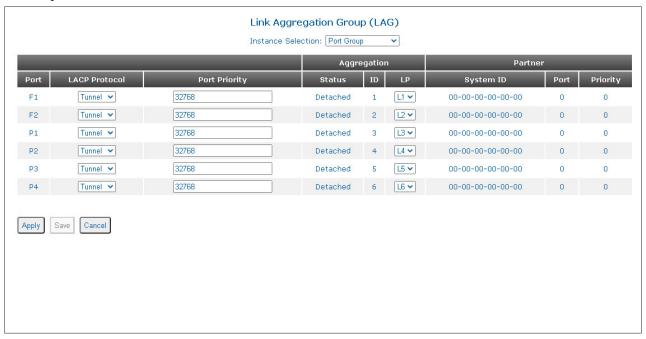
Use the Max Active pull-down menu to select the number of ports.

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.



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

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.

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.

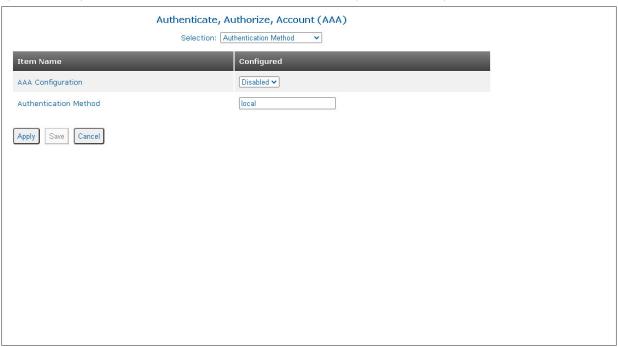
2.3.6 Security

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).



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

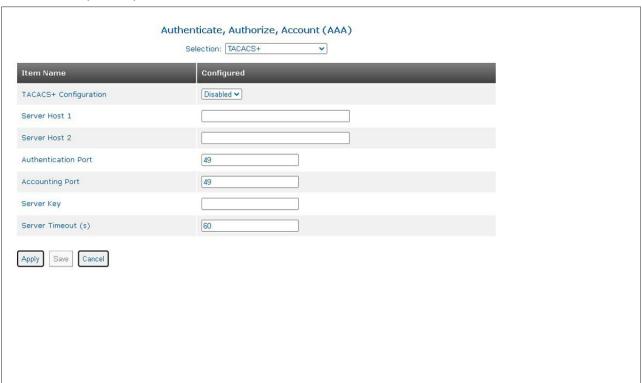
In the Authentication Method text box, enter the authentication method (local, tacacs+ or radius). Multiple methods can be configured.

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+.



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)

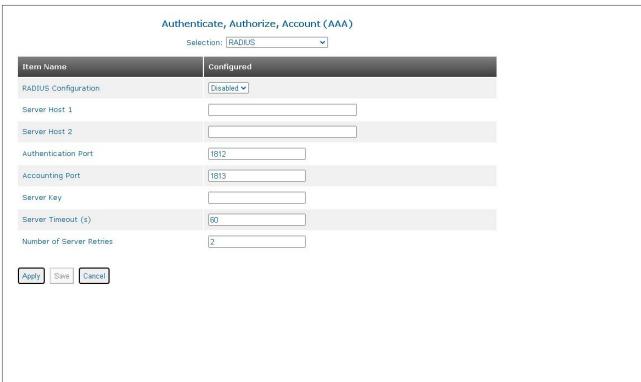
Enter the server timeout value in seconds in the text box. The default value is 60 seconds.

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.



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

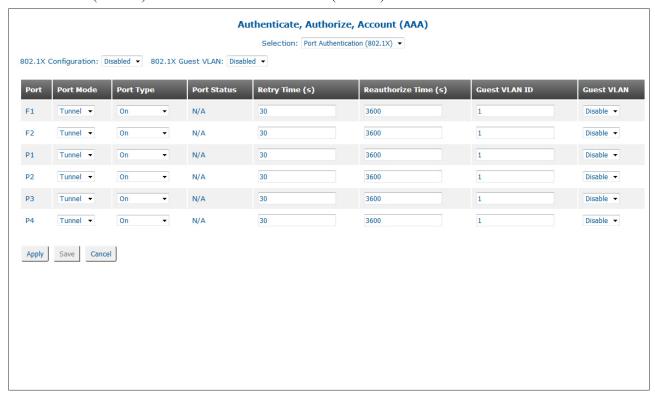
Enter a value in seconds between 0 and 10 in the text box. The default value is 2 seconds.

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).



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).



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.

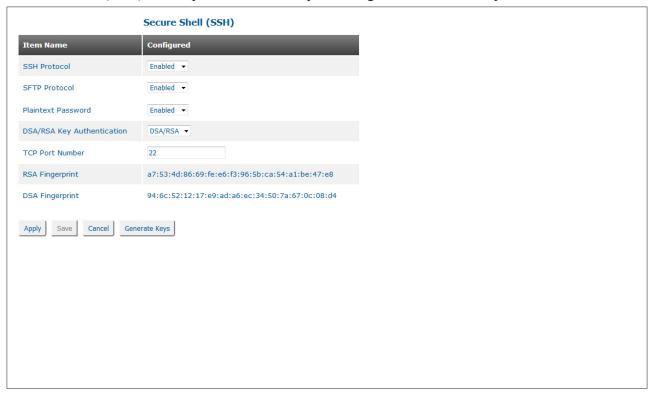
Click the *Save* button to permanently save the changes.

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.



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.



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.

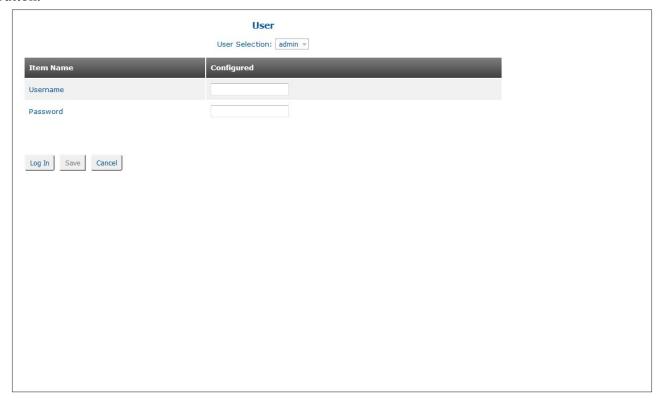
Click the *Cancel* button to revert back to the previous Apply state.

Click the *Delete* button to delete the entry.

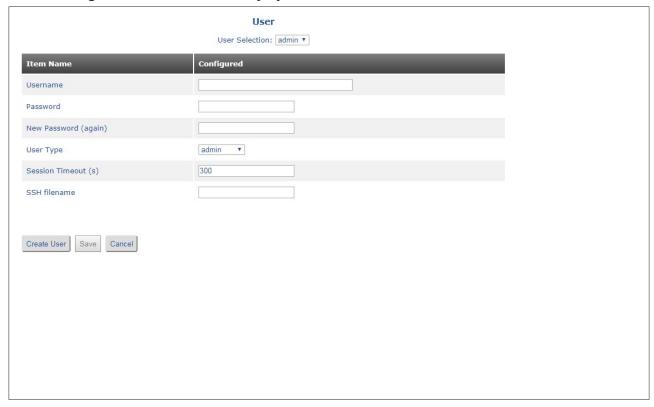
Create New User

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.



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.

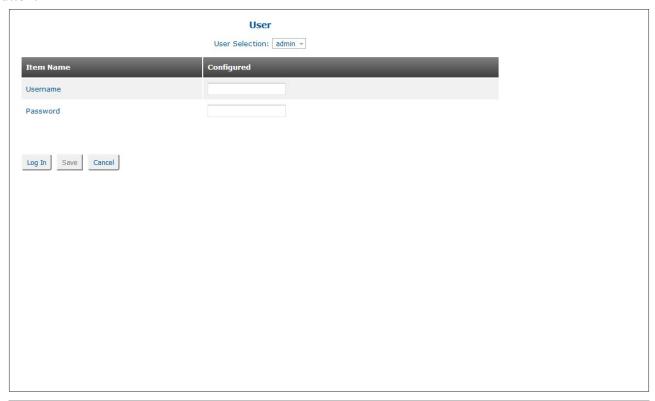
Click the *Cancel* button to cancels the information entered into the user account.

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.





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.

2.3.6.5 Storm Control

The Storm Control screen provides the ability to configure storm prevention for broadcast, multicast and unicast traffic on each port.



Use the Port Selection pull-down menu to select the port.

Threshold Type

Use the Threshold Type pull-down menu to configure the Threshold for none, bit/sec or interface threshold %.

Threshold High

Enter a value for the High Threshold in bit/sec or threshold %. This will depend on the Threshold Type selection.

Threshold Low

Enter a value for the Low Threshold in bit/sec or threshold %. This will depend on the Threshold Type selection.

Broadcast Storm Control

Use the Broadcast Storm Control pull-down menu to enable or disable broadcast storm control.

Multicast Storm Control

Use the Multicast Storm Control pull-down menu to enable or disable multicast storm control.

Unicast Storm Control

Use the Unicast Storm Control pull-down menu to enable or disable unicast storm control.

Status

Displays the status of the configured storm control.

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.

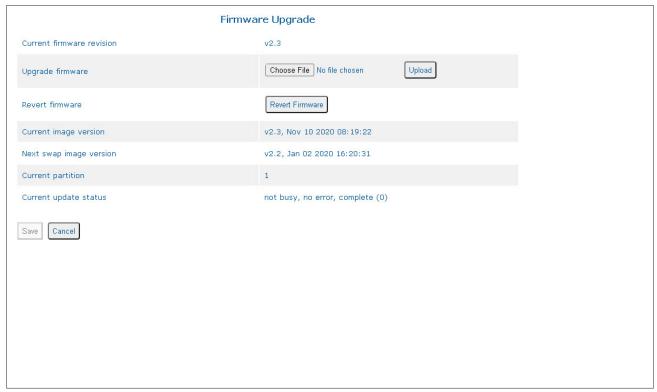
2.3.7 Maintenance

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.



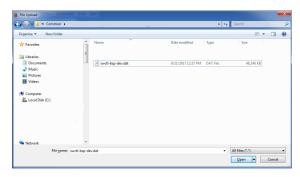
NOTE: OmniConverter GPoE+/M 8 Port RJ-45 Fixed Fiber models (9520-x-x8-xx - 9531-x-x8-xx) and RuggedNet GPoE+/Mi 8 Port RJ-45 Fixed Fiber models (9540-x-x8-xx - 9551-x-x8-xx) with firmware 2.3.9 cannot be downgraded to any firmware revision. The models can be upgraded from 2.3.9.

Current firmware revision

Displays the current firmware.

Upgrade Firmware

To upgrade the firmware or bootloader, click the *Browse* 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 update status

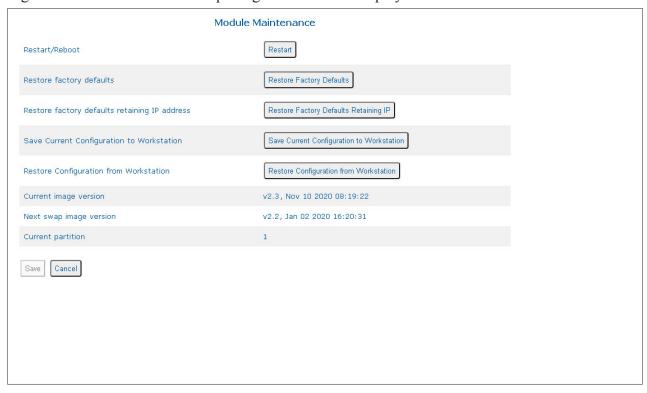
The status of the upgrade is displayed.

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.



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

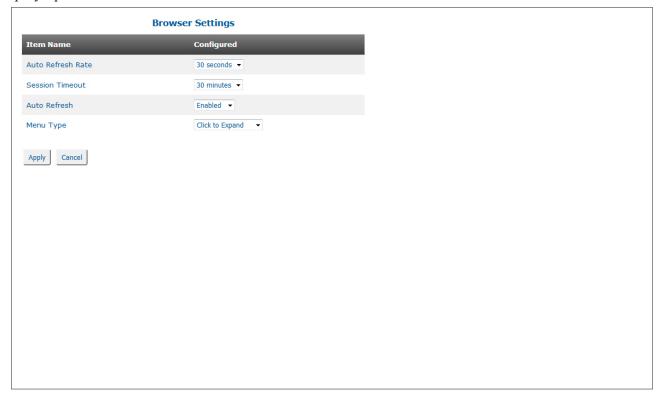
To restore a configuration saved on a workstation, click the *Restore Configuration from Workstation* button. Click the *Browse* button. A file selection screen will open. Locate the file and click *Open*. Click the *Upload* button to complete the operation.

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

Click the *Cancel* button to cancel the operation.

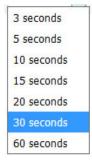
2.3.7.3 Browser Settings

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



Auto Refresh Rate

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



Session Timeout

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



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.

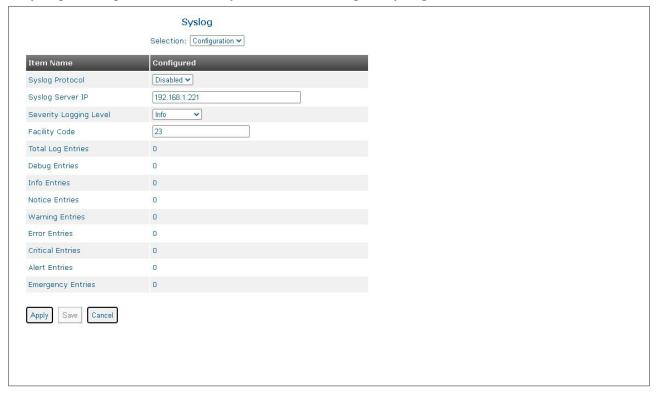
Click to Expand When selected, the menu option will expand once the option is clicked.

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.



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.

Alert A condition that should be corrected immediately.

Emergency A panic condition.

Facility Code

Critical

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.

Hard device errors.

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.



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.

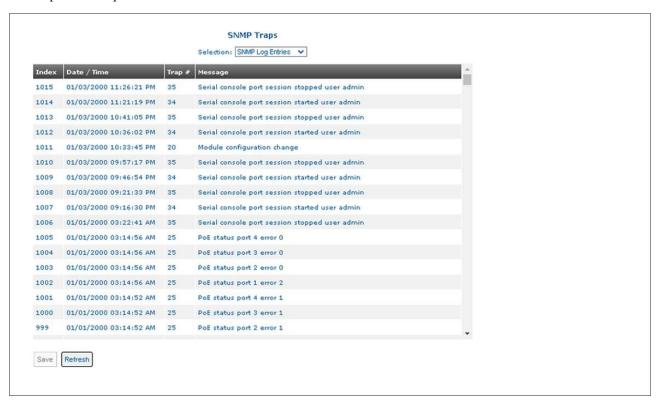
As log entries are accumulated, a scroll bar on the right side of the screen can be used to see additional entries.

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.



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

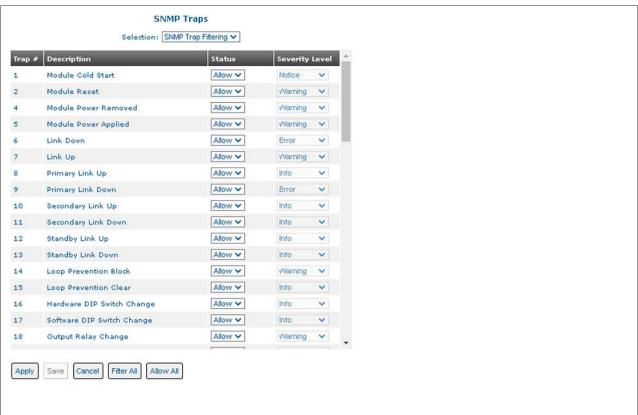
Displays a description of the trap.

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.



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.

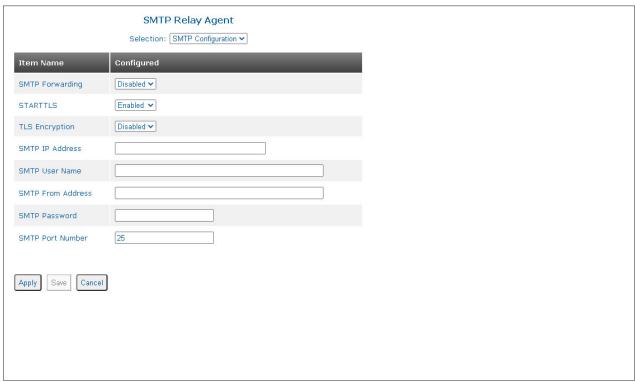
Click the *Filter All* button to disable (filter) all traps.

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.



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

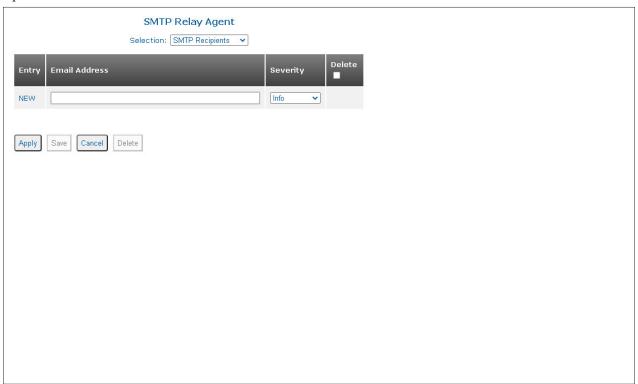
Enter the SMTP port number in the text box. The default port number is 25.

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.



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.

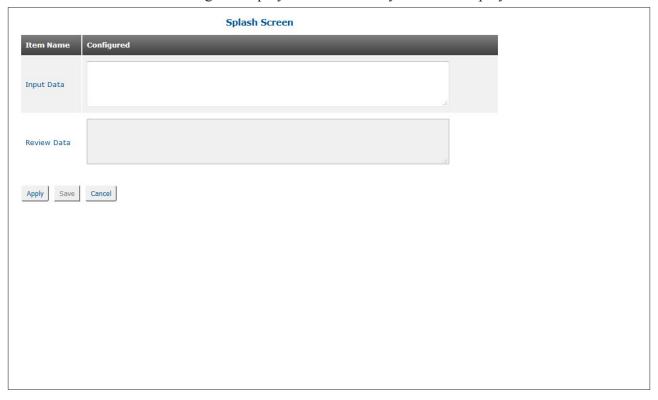
Click the *Save* button to permanently save the changes.

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

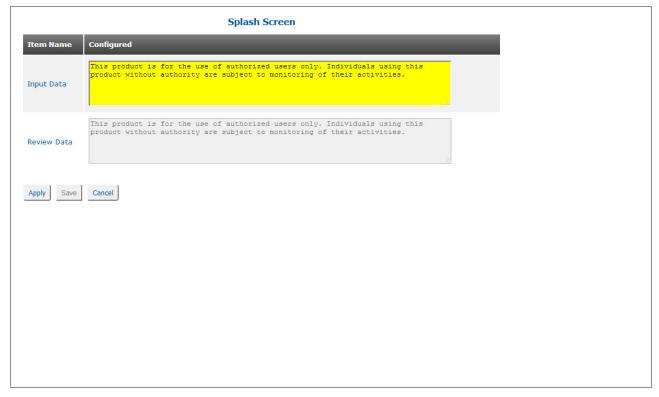
Click the *Delete* button to delete all the entries selected by the Delete check box.

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.



Enter a message to be displayed in the Input Data text box. The message is visible in the Review Data text box.



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

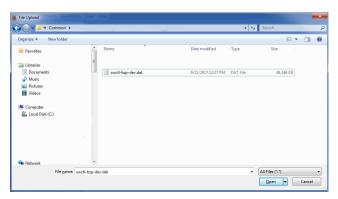
	Login
Enter user name and password to gain access to the GPoE+/Mi.	
Username	
Password	
Log In Show Password	

Access the Firmware Upgrade screen to upgrade the firmware on the switch.



NOTE: OmniConverter GPoE+/M 8 Port RJ-45 Fixed Fiber models (9520-x-x8-xx - 9531-x-x8-xx) and RuggedNet GPoE+/Mi 8 Port RJ-45 Fixed Fiber models (9540-x-x8-xx - 9551-x-x8-xx) with firmware 2.3.9 cannot be downgraded to any firmware revision. The models can be upgraded from 2.3.9.

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.



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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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