IGPS-7084GP

Industrial Management Ethernet Switch

User's Manual

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Table of Contents

Getting to Know Your Switch

1.1 About the IGPS-7084GP Industrial Switch

The IGPS-7084GP is powerful full Gigabit managed industrial switch which have many features. The switch can work under wide temperature, dusty environment and humid condition. They can be managed by Windows Utility, WEB, TELNET and Console or other third-party SNMP software as well.

1.2 Software Features

- World's fastest Gigabit Redundant Ethernet Ring ~ O-Ring (Recovery time < 20ms over 250 units connection)
- Supports Ring Coupling, Dual Homing, RSTP over O-Ring
- Supports SNMPv1/v2c/v3 & RMON & Port base/802.1Q VLAN Network Management
- Event notification by Email, SNMP trap and Relay Output
- Windows Utility, Web-based ,Telnet and Console (CLI) configuration
- Enable/disable ports, MAC based port security
- Port based network access control (802.1x)
- VLAN (802.1q) to segregate and secure network traffic
- Radius centralized password management
- SNMPv3 encrypted authentication and access security
- RSTP (802.1w)
- Quality of Service (802.1p) for real-time traffic
- VLAN (802.1q) with double tagging and GVRP supported
- IGMP Snooping for multicast filtering
- Port configuration, status, statistics, mirroring, security
- Remote Monitoring (RMON)

1.3 Hardware Features

- Dual DC power inputs for power redundancy
- Operating Temperature: -40 to 70°C
- Storage Temperature: -40 to 85 °C
- Operating Humidity: 5% to 95%, non-condensing
- Casing: IP-30
- 8 x 10/100/1000Base –T(X)
- 4 x 1000 Base-X SFP
- Console Port
- Dimensions 96.4 (W) x 108.5 (D) x 154 (H) mm (3.8 x 4.2.7 x 6.06 inch)

Hardware Installation

2.1 Installation Switch on DIN-Rail

Each switch has a Din-Rail kit on rear panel. The Din-Rail kit helps switch to fix on the Din-Rail. It is easy to install the switch on the Din-Rail:

2.1.1 Mount Series on DIN-Rail

Step 1: Slant the switch and mount the metal spring to Din-Rail.

Step 2: Push the switch toward the Din-Rail until you heard a "click" sound.

2.2 Wall Mounting Installation

Each switch has another installation method for users to fix the switch. A wall mount panel can be found in the package. The following steps show how to mount the switch on the wall:

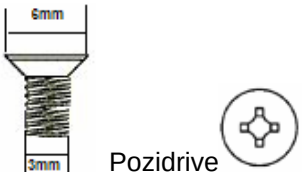
2.2.1 Mount IGPS-7084GP on wall

Step 1: Remove Din-Rail kit.

Step 2: Use 6 screws that can be found in the package to combine the wall mount panel.

Just like the picture shows below:

The screws specification shows in the following two pictures. In order to prevent switches from any damage, the screws should not larger than the size that used in IGPS-7084GP switch.



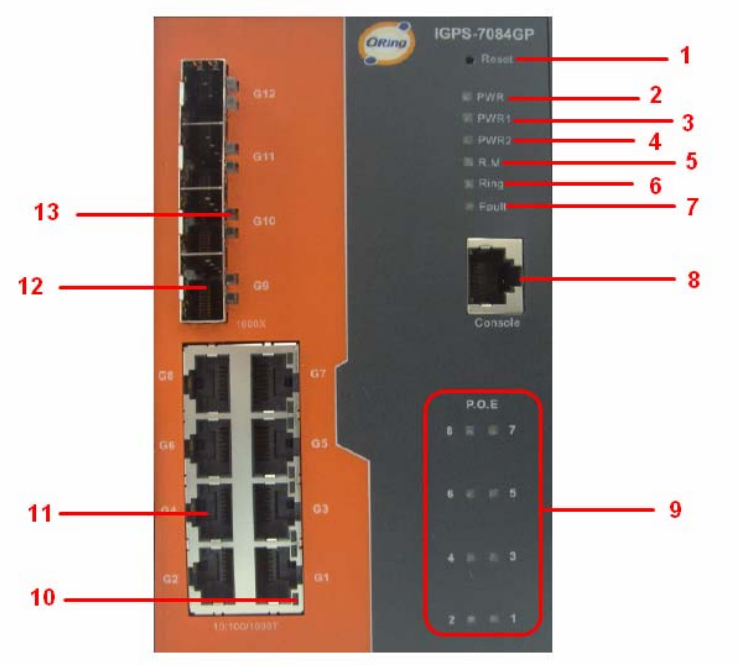
Hardware Overview

3.1 Front Panel

The following table describes the labels that stick on the IGPS-7084GP

Port	Description
SFP ports	4 1000BaseX on SFP port
RJ45 Port	8 10/100/1000Base-T(X) P.S.E.
Console	Use RS-232 with RJ-45 connecter to manage switch.

IGPS-7084GP



1. Reset button. Push the button 3 seconds for reset; 5 seconds for factory default.
2. LED for PWR. When the PWR UP, the green led will be light on
3. LED for PWR1
4. LED for PWR2
5. LED for R.M (Ring master). When the LED light on, it means that the switch is the ring master of O-Ring.，LED for Ring. When the led light on, it means the Ring is activated.
6. LED for Ring. When the led light on, it means the O-Ring is activated.
7. LED for Fault. When the light on, it means Power failure or Port down/fail.
8. Console port (RJ-45)

9. P.O.E LED
10. LED for Ethernet ports link status.
11. 10/100/1000Base-T(X) ports
12. 1000 Base-X SFP ports
13. LED for SFP ports link status.

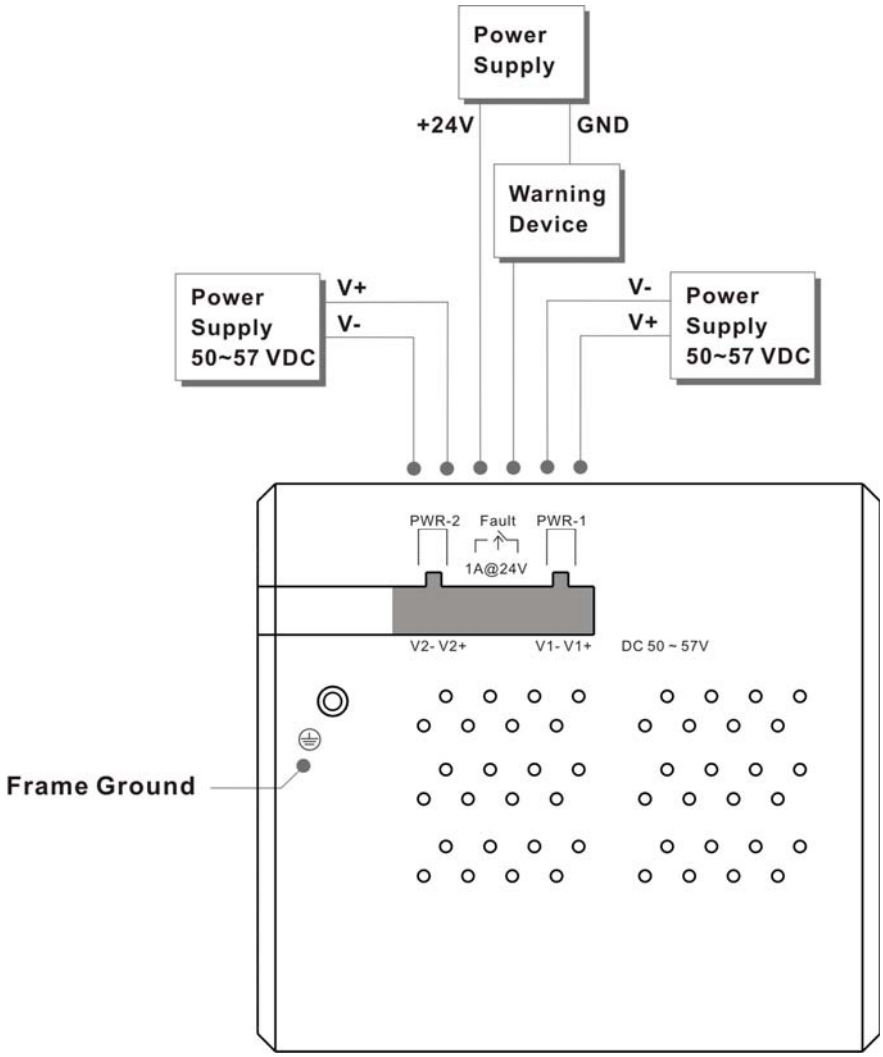
3.2 Front Panel LEDs

LED	Color	Status	Description
PWR	Green	On	DC power module up
PW1	Green	On	DC power module 1activated.
PW2	Green	On	DC Power module 2activated.
R.M	Green	On	O-Ring ring Master.
Ring	Green	On	O-Ring enabled.
		Slowly blinking	O-Ring has only One link. (lack of one link to build the ring.)
		Fast blinking	O-Ring work normally.
Fault	Amber	On	Fault relay. Power failure or Port down/fail.
Gigabit Ethernet ports			
LNK/ACT	Green	Blinking	Data transmitted.
		On	Port link up.
Gigabit SFP ports			
LNK/ACT	Green	Blinking	Data transmitted.
		On	Port link up.
PoE indicator LED			
Indicator	Green	Off	PoE output disable
		On	PoE output enable

3.3 Top View Panel

The bottom panel component of IGPS-7084GP is showed as below:

1. Terminal block includes: PWR1, PWR2 (50-57V DC)
2. Ground wired



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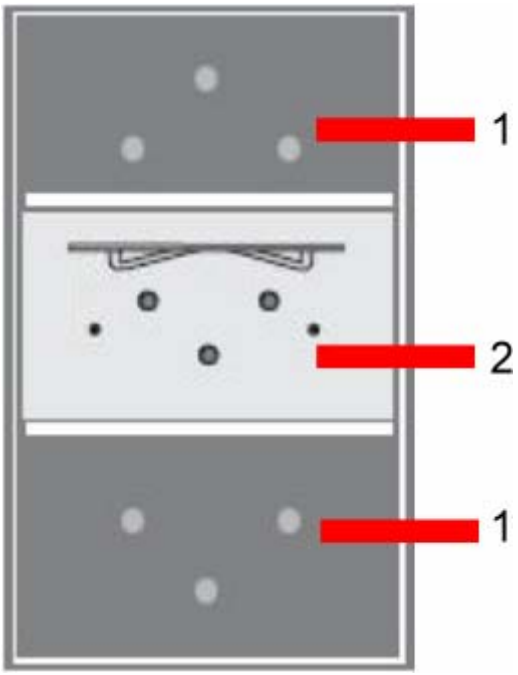
3.4 Rear Panel

The rear panel components of IGPS-7084GP are showed as below:

1. Screw holes for wall mount kit.
2. Din-Rail kit



Cables

4.1 Ethernet Cables

The IGPS-7084GP switch has standard Ethernet ports. According to the link type, the switch use CAT 3, 4, 5,5e UTP cables to connect to any other network device (PCs, servers, switches, routers, or hubs). Please refer to the following table for cable specifications.

Cable Types and Specifications

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

4.1.1 100BASE-TX/10BASE-T Pin Assignments

With 100BASE-TX/10BASE-T cable, pins 1 and 2 are used for transmitting data, and pins 3 and 6 are used for receiving data.

10/100 P.S.E. Base-TX RJ-45 Pin Assignments (TYPE A)

Pin Number	Assignment
1	P.O.E Power input +
2	P.O.E Power input +
3	P.O.E Power input -
4	Not used
5	Not used
6	P.O.E Power input -
7	Not used
8	Not used

1000 Base-T RJ-45 Pin Assignments

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

The IGPS-7084GP switch supports auto MDI/MDI-X operation function. You can use a straight-through cable to connect PC to switch. The following table below shows the 10BASE-T/ 100BASE-TX MDI and MDI-X port pin outs.

10/100 Base-T MDI/MDI-X pins assignment

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

1000 Base-T MDI/MDI-X pins assignment

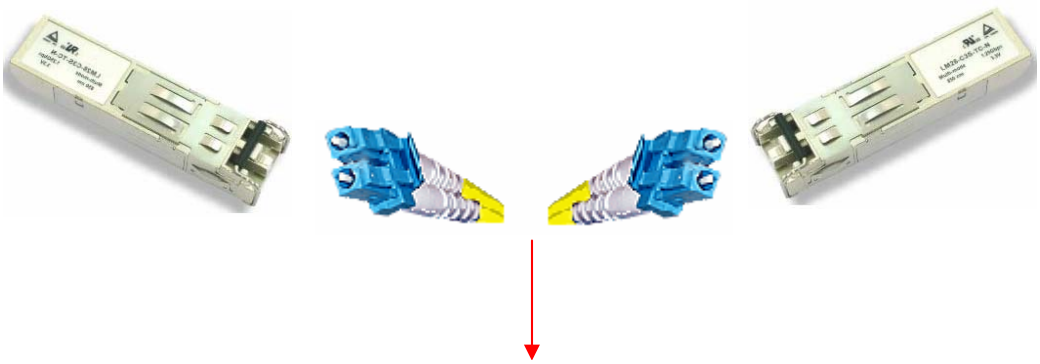
Pin Number	MDI port	MDI-X port
1	BI_DA+	BI_DB+
2	BI_DA-	BI_DB-
3	BI_DB+	BI_DA+
4	BI_DC+	BI_DD+
5	BI_DC-	BI_DD-
6	BI_DB-	BI_DA-
7	BI_DD+	BI_DC+
8	BI_DD-	BI_DC-

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

4.2 SFP

The Switch has fiber optical ports with SFP connectors. The fiber optical ports are in multi-mode (0 to 550M, 850 nm with 50/125 µm, 62.5/125 µm fiber) and single-mode with LC connector. Please remember that the TX port of Switch A should be connected to the RX port of Switch B.

Switch-A Switch-B

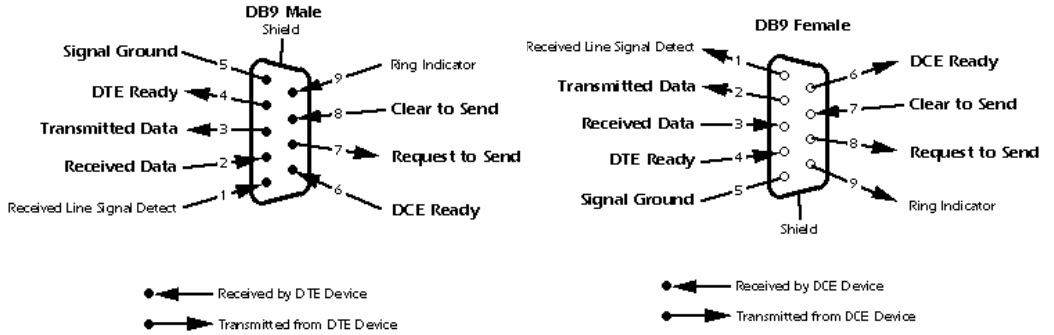


Fiber cord

4.3 Console Cable

IGPS-7084GP switch can be management by console port. The DB-9 to RJ-45 cable can be found in the package. You can connect them to PC via a RS-232 cable with DB-9 female connector and the other end (RJ-45 connector) connects to console port of switch.

PC pin out (male) assignment	RS-232 with DB9 female connector	DB9 to RJ 45
Pin #2 RD	Pin #2 TD	Pin #2
Pin #3 TD	Pin #3 RD	Pin #3
Pin #5 GD	Pin #5 GD	Pin #5



WEB Management

5.1 Configuration by Web Browser

This section introduces the configuration by Web browser.

5.1.1 About Web-based Management

An embedded HTML web site resides in flash memory on the CPU board. It contains advanced management features and allows you to manage the switch from anywhere on the network through a standard web browser such as Microsoft Internet Explorer.

The Web-Based Management function supports Internet Explorer 5.0 or later. It is based on Java Applets with an aim to reduce network bandwidth consumption, enhance access speed and present an easy viewing screen.

Note: By default, IE5.0 or later version does not allow Java Applets to open sockets. You need to explicitly modify the browser setting in order to enable Java Applets to use network ports.

Preparing for Web Management

The default value is as below:

IP Address: **192.168.10.1**

Subnet Mask: **255.255.255.0**

Default Gateway: **192.168.10.254**

User Name: **admin**

Password: **admin**

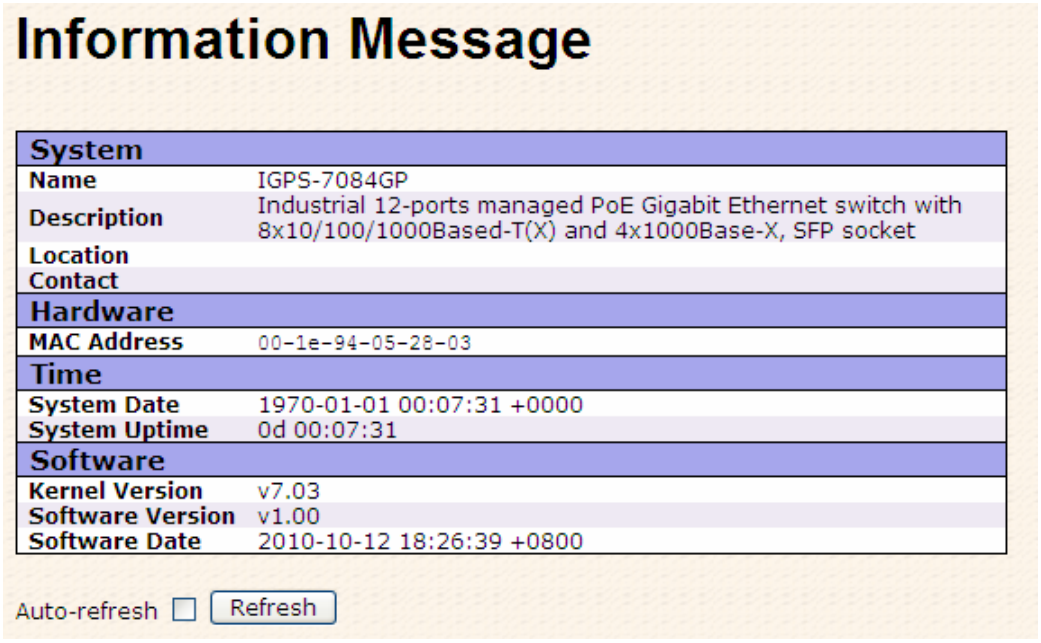
System Login

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

3. The login screen appears.
4. Key in the username and password. The default username and password is "**admin**".
5. Click "**Enter**" or "**OK**" button, then the main interface of the Web-based management appears.

Login screen

Main Interface

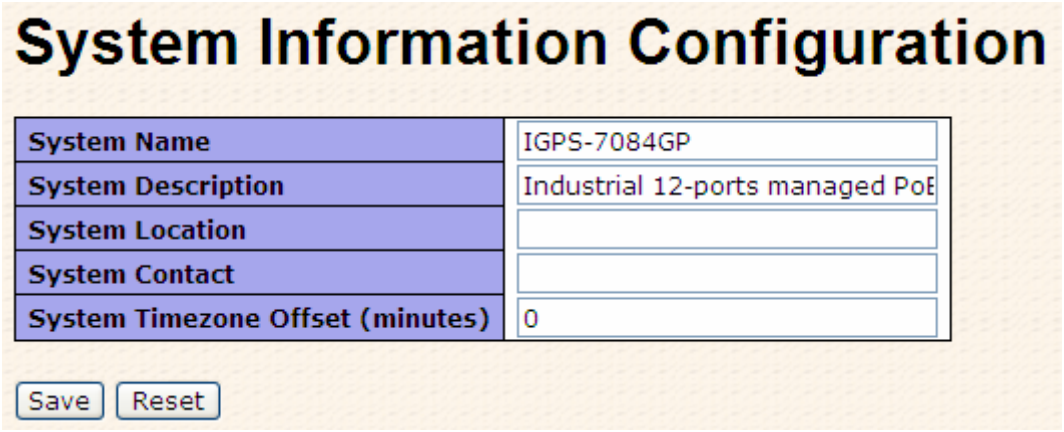


Main interface

5.1.2 Basic Setting

5.1.2.1 System Information

The switch system information is provided here.



System Information interface

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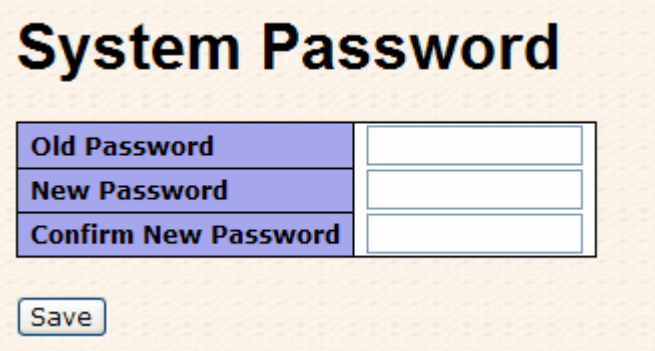
Label	Description
System Contact	The textual identification of the contact person for this managed node, together with information on how to contact this person. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
System Name	An administratively assigned name for this managed node. By convention, this is the node's fully-qualified domain name. A domain name is a text string drawn from the alphabet (A-Z, a-z), digits (0-9), minus sign (-). No space characters are permitted as part of a name. The first character must be an alpha character. And the first or last character must not be a minus sign. The allowed string length is 0 to 255.
System Location	The physical location of this node(e.g., telephone closet, 3rd floor). The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 32 to 126.
Timezone Offset	Enter the name of contact person or organization Provide the time zone offset relative to UTC/GMT. The offset is given in minutes east of GMT. The valid range is from -720 to 720 minutes.
Save	Click to save changes.

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

5.1.2.2 Admin & Password

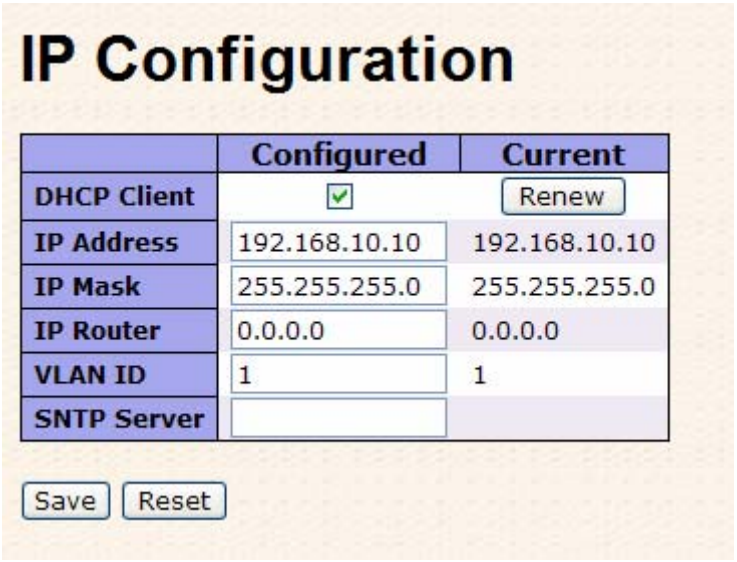
This page allows you to configure the system password required to access the web pages or log in from CLI.



Label	Description
Old Password	Enter the current system password. If this is incorrect, the new password will not be set.
New Password	The system password. The allowed string length is 0 to 31, and the allowed content is the ASCII characters from 32 to 126.
Confirm password	Re-type the new password.
Save	Click to save changes.

5.1.2.3 IP Setting

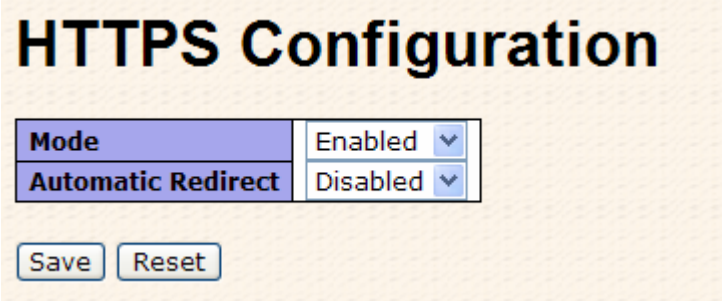
Configure the switch-managed IP information on this page.



Label	Description
DHCP Client	Enable the DHCP client by checking this box. If DHCP fails and the configured IP address is zero, DHCP will retry. If DHCP fails and the configured IP address is non-zero, DHCP will stop and the configured IP settings will be used. The DHCP client will announce the configured System Name as hostname to provide DNS lookup.
IP Address	Assign the IP address that the network is using. If DHCP client function is enabling, you do not need to assign the IP address. The network DHCP server will assign the IP address for the switch and it will be display in this column. The default IP is 192.168.10.1
IP Mask	Assign the subnet mask of the IP address. If DHCP client function is enabling, you do not need to assign the subnet mask
IP Router	Assign the network gateway for the switch. The default gateway is 192.168.10.254
VLAN ID	Provide the managed VLAN ID. The allowed range is 1 through 4095.
SNTP Server	SNTP is an acronym for Simple Network Time Protocol, a network protocol for synchronizing the clocks of computer systems. SNTP uses UDP (datagrams) as transport layer.

Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.
Renew	Click to renew DHCP. This button is only available if DHCP is enabled.

5.1.2.4 HTTPS



Label	Description
Mode	Indicates the HTTPS mode operation. Possible modes are: Enabled: Enable HTTPS mode operation. Disabled: Disable HTTPS mode operation.
Automatic Redirect	Indicates the HTTPS redirect mode operation. Automatic redirect web browser to HTTPS during HTTPS mode enabled. Possible modes are: Enabled: Enable HTTPS redirect mode operation. Disabled: Disable HTTPS redirect mode operation.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

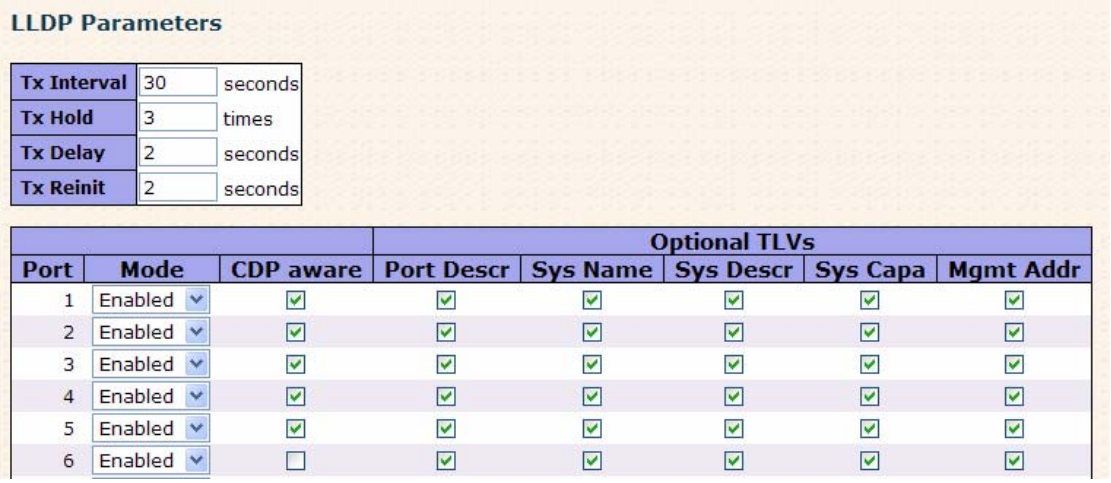
5.1.2.5 SSH

Label	Description
Mode	Indicates the SSH mode operation. Possible modes are: Enabled: Enable SSH mode operation. Disabled: Disable SSH mode operation.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

5.1.2.6 LLDP

LLDP Parameters

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



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

	seconds.
Tx Hold	Each LLDP frame contains information about how long the information in the LLDP frame shall be considered valid. The LLDP information valid period is set to Tx Hold multiplied by Tx Interval seconds. Valid values are restricted to 2 - 10 times.
Tx Delay	If some configuration is changed (e.g. the IP address) a new LLDP frame is transmitted, but the time between the LLDP frames will always be at least the value of Tx Delay seconds. Tx Delay cannot be larger than 1/4 of the Tx Interval value. Valid values are restricted to 1 - 8192 seconds.
Tx Reinit	When a port is disabled, LLDP is disabled or the switch is rebooted a LLDP shutdown frame is transmitted to the neighboring units, signaling that the LLDP information isn't valid anymore. Tx Reinit controls the amount of seconds between the shutdown frame and a new LLDP initialization. Valid values are restricted to 1 - 10 seconds.

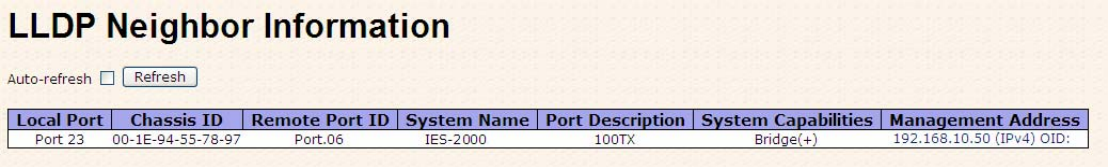
LLDP Port Configuration

Label	Description
Port	The switch port number of the logical LLDP port.
Mode	Select LLDP mode. Rx only The switch will not send out LLDP information, but LLDP information from neighbor units is analyzed. Tx only The switch will drop LLDP information received from neighbors, but will send out LLDP information. Disabled The switch will not send out LLDP information, and will drop LLDP information received from neighbors. Enabled The switch will send out LLDP information, and will analyze LLDP information received from neighbors.
CDP Aware	Select CDP awareness. The CDP operation is restricted to decoding incoming CDP frames (The switch doesn't transmit CDP frames). CDP frames are only decoded if LLDP for the port is enabled. Only CDP TLVs that can be mapped into a corresponding field in the LLDP neighbors table are decoded. All other TLVs are

	discarded (Unrecognized CDP TLVs and discarded CDP frame are not shown in the LLDP statistic. Only). CDP TLVs are mapped into LLDP neighbors table as shown below. CDP TLV "Device ID" is mapped into the LLDP "Chassis ID" field. CDP TLV "Address" is mapped into the LLDP "Management Address" field. The CDP address TLV can contain multiple addresses, but only the first address is shown in the LLDP neighbors table. CDP TLV "Port ID" is mapped into the LLDP "Port ID" field. CDP TLV "Version and Platform" is mapped into the LLDP "System Description" field. Both the CDP and LLDP supports "system capabilities", but the CDP capabilities cover capabilities that are not part of the LLDP. These capabilities are shown as "others" in the LLDP neighbors table. If all ports have CDP awareness disabled the switch forwards CDP frames received from neighbor devices. If at least one port has CDP awareness enabled all CDP frames are terminated by the switch. Note: When CDP awareness for a port is disabled the CDP information isn't removed immediately, but will be removed when the hold time is exceeded.
Port Descr	Optional TLV: When checked the "port description" is included in LLDP information transmitted.
Sys Name	Optional TLV: When checked the "system name" is included in LLDP information transmitted.
Sys Descr	Optional TLV: When checked the "system description" is included in LLDP information transmitted.
Sys Capa	Optional TLV: When checked the "system capability" is included in LLDP information transmitted.
Mgmt Addr	Optional TLV: When checked the "management address" is included in LLDP information transmitted.

LLDP Neighbor Information

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



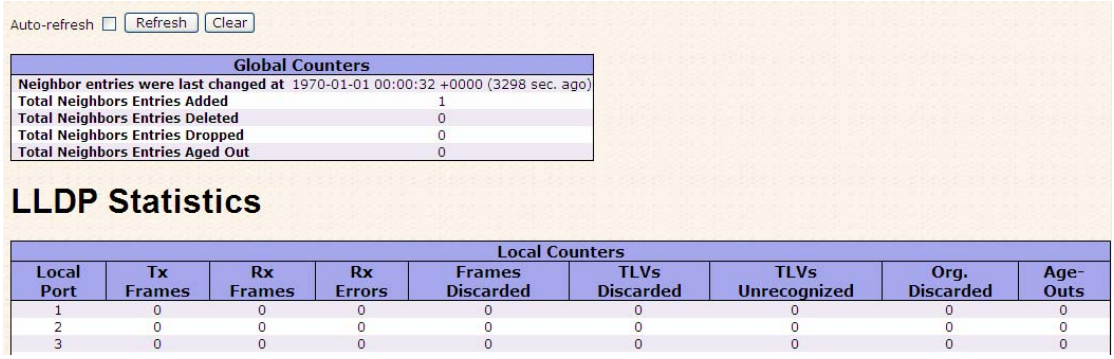
Label	Description
Local Port	The port on which the LLDP frame was received.
Chassis ID	The Chassis ID is the identification of the neighbor's LLDP frames.
Remote Port ID	The Remote Port ID is the identification of the neighbor port.
System Name	System Name is the name advertised by the neighbor unit.
Port Description	Port Description is the port description advertised by the neighbor unit.
System Capabilites	System Capabilities describes the neighbor unit's capabilities. The possible capabilities are: 1. Other 2. Repeater 3. Bridge 4. WLAN Access Point 5. Router 6. Telephone 7. DOCSIS cable device 8. Station only 9. Reserved When a capability is enabled, the capability is followed by (+). If the capability is disabled, the capability is followed by (-).
Management Address	Management Address is the neighbor unit's address that is used for higher layer entities to assist the discovery by the network management. This could for instance hold the neighbor's IP address.

Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

LLDP Statistics

This page provides an overview of all LLDP traffic.

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

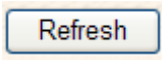
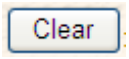
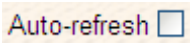


Global Counters

Label	Description
Neighbor entries were last changed at	Shows the time for when the last entry was last deleted or added. It is also shows the time elapsed since last change was detected.
Total Neighbors Entries Added	Shows the number of new entries added since switch reboot.
Total Neighbors Entries Deleted	Shows the number of new entries deleted since switch reboot.
Total Neighbors Entries Dropped	Shows the number of LLDP frames dropped due to that the entry table was full.
Total Neighbors Entries Aged Out	Shows the number of entries deleted due to Time-To-Live expiring.

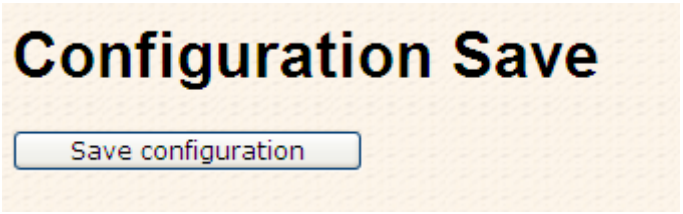
Local Counters

Label	Description
Local Port	The port on which LLDP frames are received or transmitted.
Tx Frames	The number of LLDP frames transmitted on the port.
Rx Frames	The number of LLDP frames received on the port.
Rx Errors	The number of received LLDP frames containing some kind of

	error.
Frames Discarded	If an LLDP frame is received on a port, and the switch's internal table has run full, the LLDP frame is counted and discarded. This situation is known as "Too Many Neighbors" in the LLDP standard. LLDP frames require a new entry in the table when the Chassis ID or Remote Port ID is not already contained within the table. Entries are removed from the table when a given port links down, an LLDP shutdown frame is received, or when the entry ages out.
TLVs Discarded	Each LLDP frame can contain multiple pieces of information, known as TLVs (TLV is short for "Type Length Value"). If a TLV is malformed, it is counted and discarded.
TLVs Unrecognized	The number of well-formed TLVs, but with an unknown type value.
Org. Discarded	The number of organizationally TLVs received.
Age-Outs	Each LLDP frame contains information about how long time the LLDP information is valid (age-out time). If no new LLDP frame is received within the age out time, the LLDP information is removed, and the Age-Out counter is incremented.
	Click to refresh the page immediately.
	Clears the local counters. All counters (including global counters) are cleared upon reboot.
	Check this box to enable an automatic refresh of the page at regular intervals.

5.1.2.7 Backup/Restore Configuration

You can save/view or load the switch configuration. The configuration file is in XML format with a hierarchy of tags:



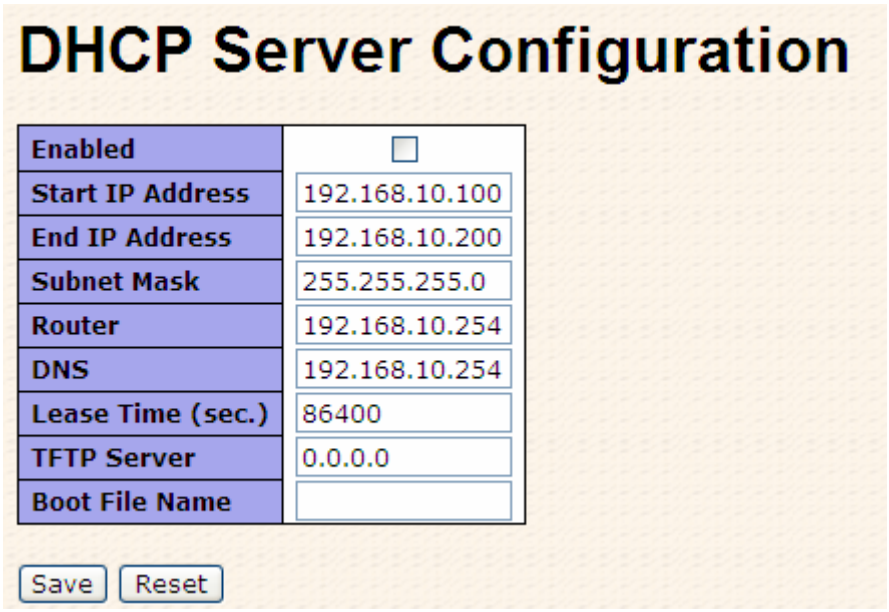
5.1.2.8 Firmware Update

This page facilitates an update of the firmware controlling the stack. switch.

5.1.3 DHCP Server

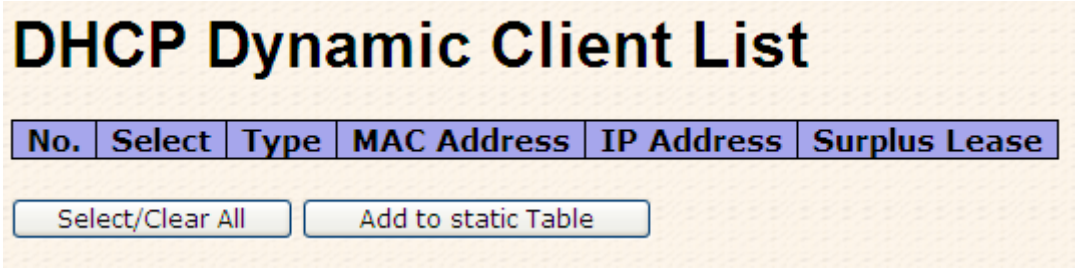
5.1.3.1 Setting

The system provides with DHCP server function. Enable the DHCP server function, the switch system will be a DHCP server.



5.1.3.2 DHCP Dynamic Client List

When the DHCP server function is activated, the system will collect the DHCP client information and display in here.



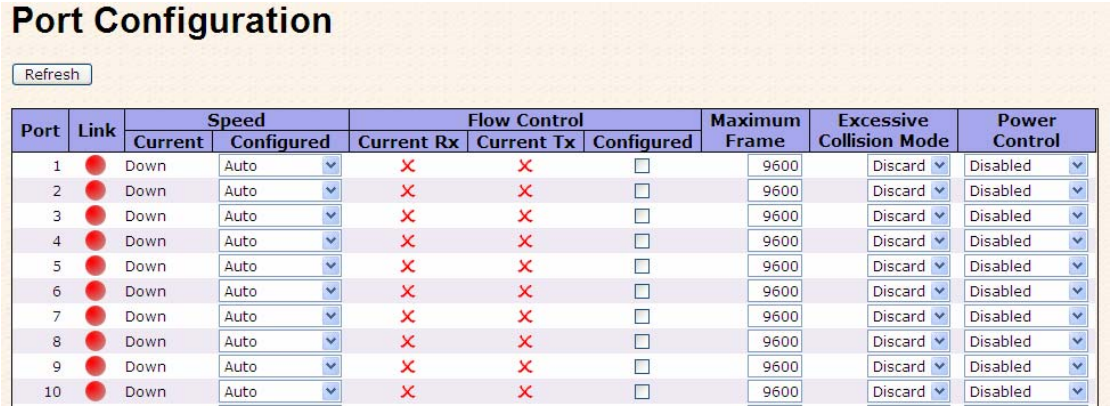
5.1.3.3 DHCP Client List

You can assign the specific IP address which is in the assigned dynamic IP range to the specific port. When the device is connecting to the port and asks for dynamic IP assigning, the system will assign the IP address that has been assigned before in the connected device.

5.1.4 Port Setting

5.1.4.1 Port Control

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

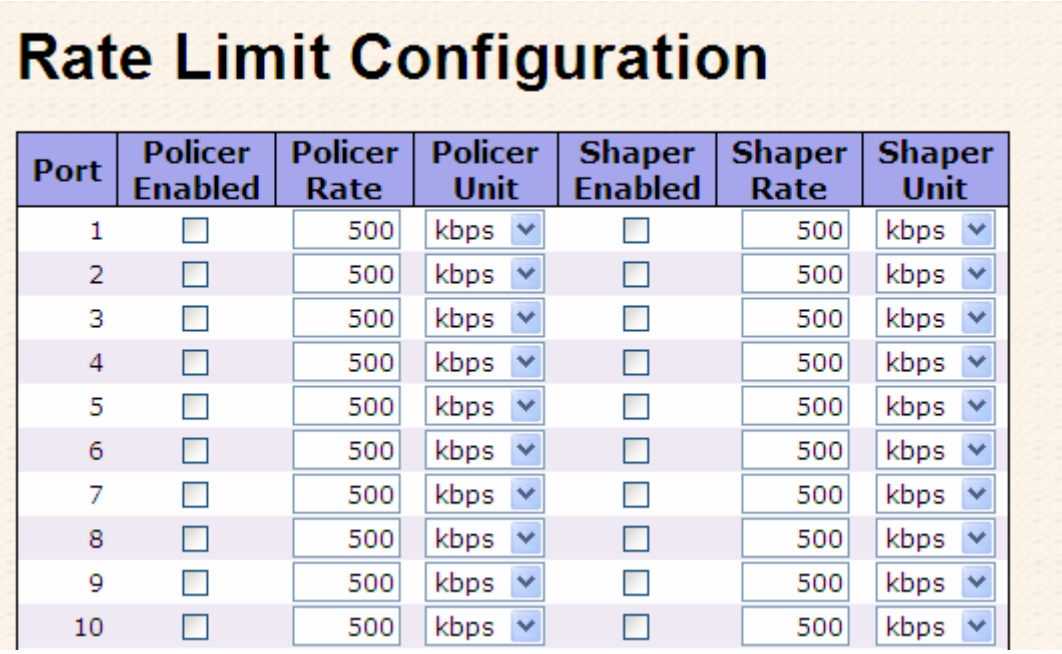


Label	Description
Port	This is the logical port number for this row.
Link	The current link state is displayed graphically. Green indicates the link is up and red that it is down.
Current Link Speed	Provides the current link speed of the port.
Configured Link Speed	Select any available link speed for the given switch port. Auto Speed selects the highest speed that is compatible with a link partner. Disabled disables the switch port operation.
Flow Control	When Auto Speed is selected for a port, this section indicates the flow control capability that is advertised to the link partner. When a fixed-speed setting is selected, that is what is used. The Current Rx column indicates whether pause frames on the port are obeyed, and the Current Tx column indicates whether pause frames on the port are transmitted. The Rx and Tx settings are determined by the result of the last Auto-Negotiation. Check the configured column to use flow control. This setting is related to the setting for Configured Link Speed.
Maximum Frame	Enter the maximum frame size allowed for the switch port, including FCS. The allowed range is 1518 bytes to 9600 bytes.
Excessive Collision Mode	Configure port transmit collision behavior. Discard: Discard frame after 16 collisions (default). Restart: Restart back-off algorithm after 16 collisions.

Power Control	The Usage column shows the current percentage of the power consumption per port. The Configured column allows for changing the power savings mode parameters per port. Disabled: All power savings mechanisms disabled. ActiPHY: Link down power savings enabled. PerfectReach: Link up power savings enabled. Enabled: Both link up and link down power savings enabled.
Total Power Usage	Total power usage in board, measured in percent.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.
Refresh	Click to refresh the page. Any changes made locally will be undone.

5.1.4.2 Rate Limit

Configure the switch port rate limit for Policers and Shapers on this page.



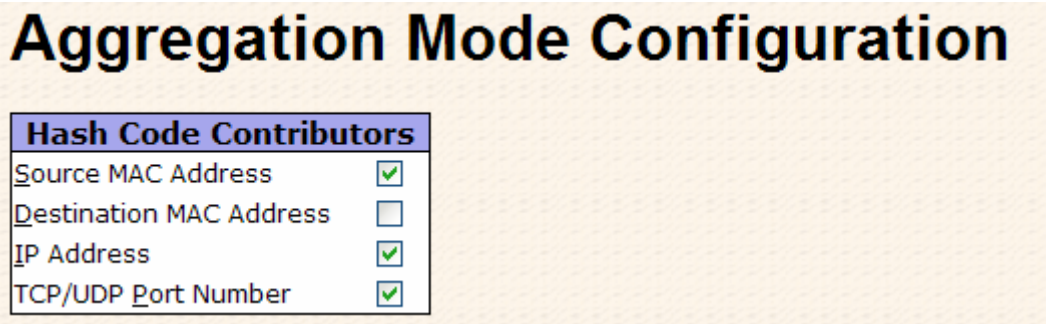
Label	Description
Port	The logical port for the settings contained in the same row.
Policer Enabled	Enable or disable the port policer. The default value is "Disabled".
Policer Rate	Configure the rate for the port policer. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is

	"kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"
Policer Unit	Configure the unit of measure for the port policer rate as kbps or Mbps. The default value is "kbps".
Shaper Enabled	Enable or disable the port shaper. The default value is "Disabled".
Shaper Rate	Configure the rate for the port shaper. The default value is "500". This value is restricted to 500-1000000 when the "Policer Unit" is "kbps", and it is restricted to 1-1000 when the "Policer Unit" is "Mbps"
Shaper Unit	Configure the unit of measure for the port shaper rate as kbps or Mbps. The default value is "kbps".
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

5.1.4.3 Port Trunk

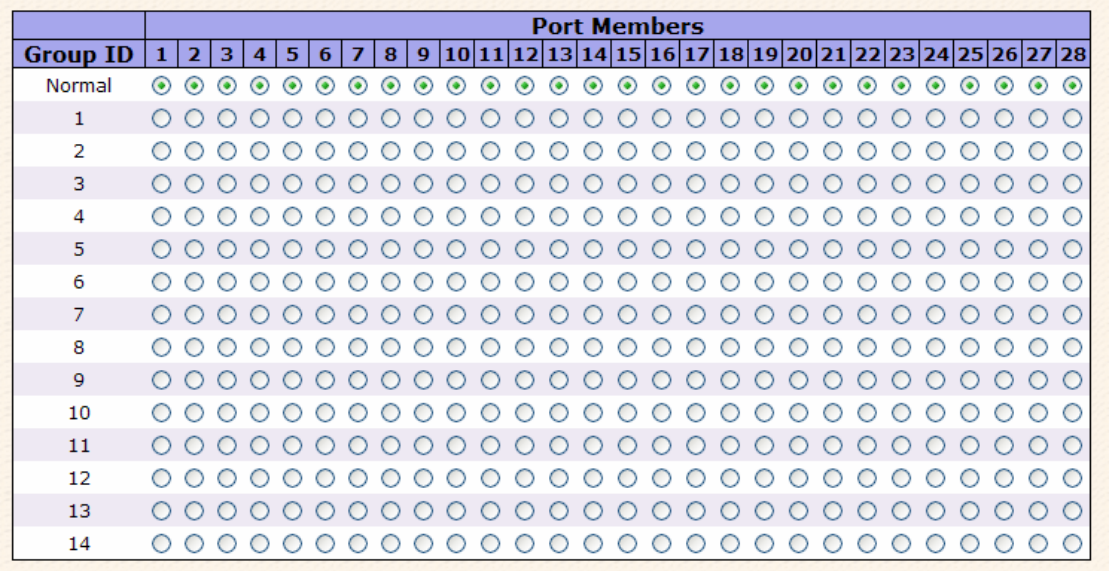
5.1.4.3.1 Trunk Configuration

This page is used to configure the Aggregation hash mode and the aggregation group.



Label	Description
Source MAC Address	The Source MAC address can be used to calculate the destination port for the frame. Check to enable the use of the Source MAC address, or uncheck to disable. By default, Source MAC Address is enabled.
Destination MAC Address	The Destination MAC Address can be used to calculate the destination port for the frame. Check to enable the use of the Destination MAC Address, or uncheck to disable. By default, Destination MAC Address is disabled.
IP Address	The IP address can be used to calculate the destination port for

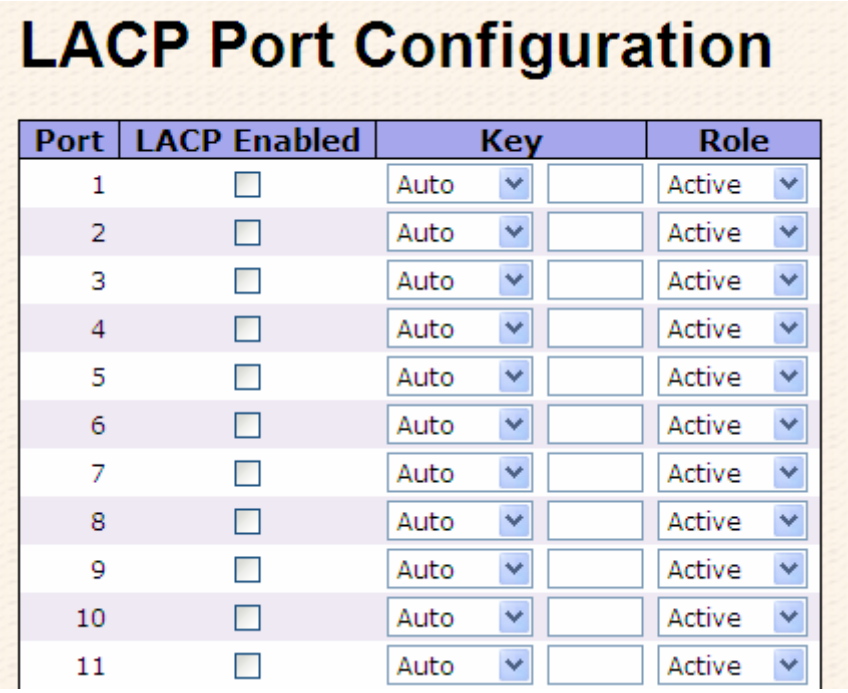
	the frame. Check to enable the use of the IP Address, or uncheck to disable. By default, IP Address is enabled.
TCP/UDP Port Number	The TCP/UDP port number can be used to calculate the destination port for the frame. Check to enable the use of the TCP/UDP Port Number, or uncheck to disable. By default, TCP/UDP Port Number is enabled.



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

5.1.4.3.2 LACP Port Configuration

This page allows the user to inspect the current LACP port configurations, and possibly change them as well.

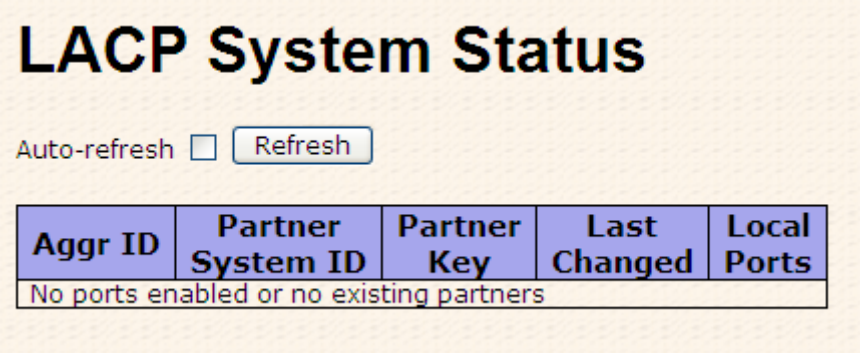


Label	Description
Port	Indicates the group ID for the settings contained in the same row. Group ID "Normal" indicates there is no aggregation. Only one group ID is valid per port.
LACP Enabled	Each switch port is listed for each group ID. Select a radio button to include a port in an aggregation, or clear the radio button to remove the port from the aggregation. By default, no ports belong to any aggregation group. Only full duplex ports can join an aggregation and ports must be in the same speed in each group.
Key	The Key value incurred by the port, range 1-65535 . The Auto setting will set the key as appropriate by the physical link speed, 10Mb = 1, 100Mb = 2, 1Gb = 3. Using the Specific setting, a user-defined value can be entered. Ports with the same Key value can participate in the same aggregation group, while ports with different keys cannot.
Role	The Role shows the LACP activity status. The Active will transmit LACP packets each second, while Passive will wait for a LACP packet from a partner (speak if spoken to).

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

5.1.4.3.3 LACP System Status

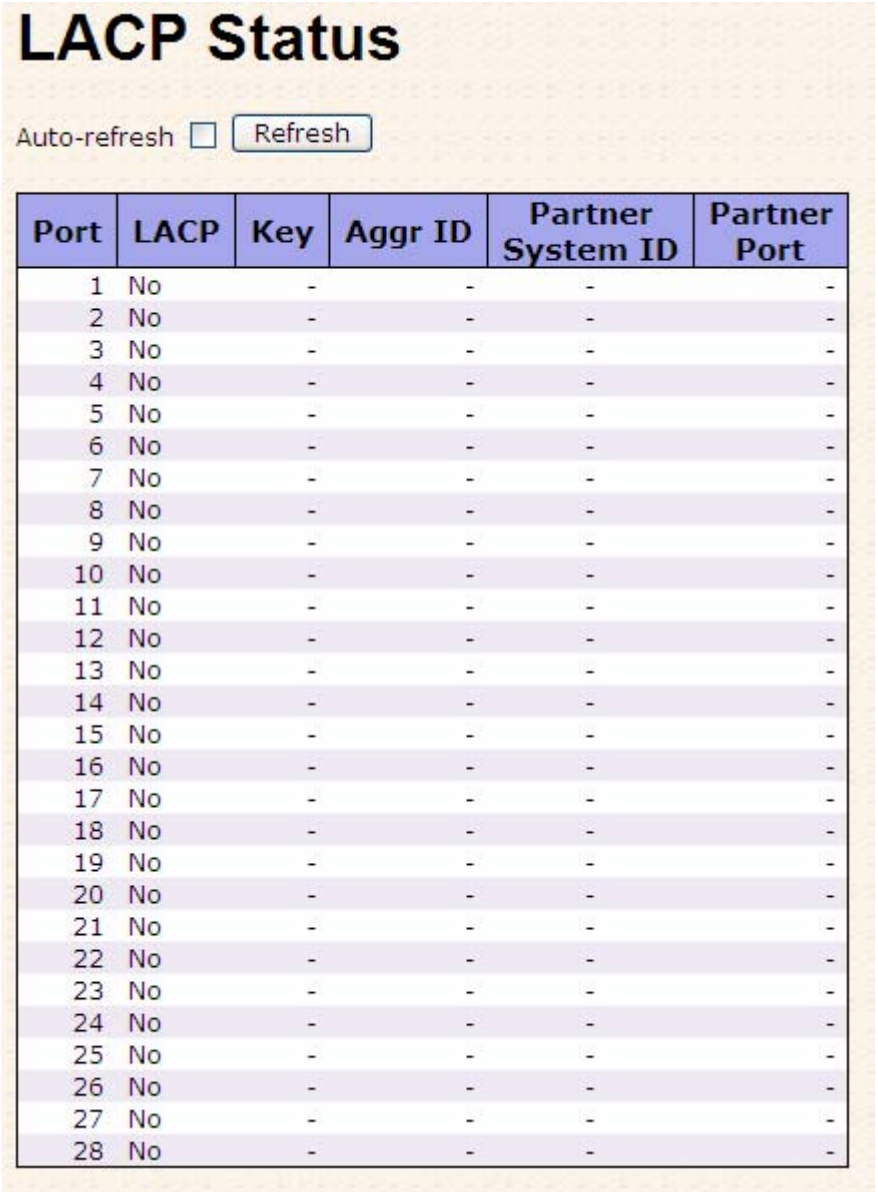
This page provides a status overview for all LACP instances.



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

5.1.4.3.4 LACP Status

This page provides a status overview for LACP status for all ports.



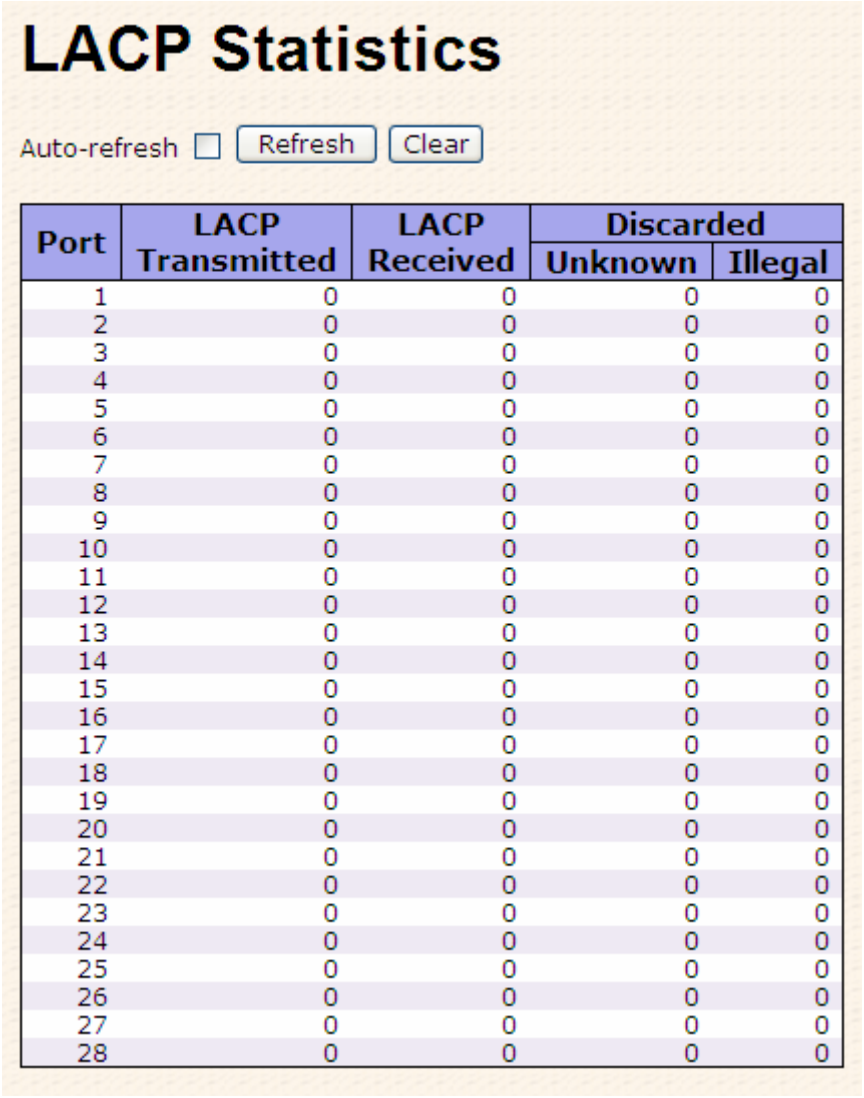
Port	LACP	Key	Aggr ID	Partner System ID	Partner Port
1	No	-	-	-	-
2	No	-	-	-	-
3	No	-	-	-	-
4	No	-	-	-	-
5	No	-	-	-	-
6	No	-	-	-	-
7	No	-	-	-	-
8	No	-	-	-	-
9	No	-	-	-	-
10	No	-	-	-	-
11	No	-	-	-	-
12	No	-	-	-	-
13	No	-	-	-	-
14	No	-	-	-	-
15	No	-	-	-	-
16	No	-	-	-	-
17	No	-	-	-	-
18	No	-	-	-	-
19	No	-	-	-	-
20	No	-	-	-	-
21	No	-	-	-	-
22	No	-	-	-	-
23	No	-	-	-	-
24	No	-	-	-	-
25	No	-	-	-	-
26	No	-	-	-	-
27	No	-	-	-	-
28	No	-	-	-	-

Label	Description
Port	The switch port number.
LACP	'Yes' means that LACP is enabled and the port link is up. 'No' means that LACP is not enabled or that the port link is down. 'Backup' means that the port could not join the aggregation group but will join if other port leaves. Meanwhile it's LACP status is disabled.
Key	The key assigned to this port. Only ports with the same key can aggregate together.

Aggr ID	The Aggregation ID assigned to this aggregation group.
Partner System ID	The partners System ID (MAC address).
Partner Port	The partners port number connected to this port.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

5.1.4.3.5 LACP Statistics

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

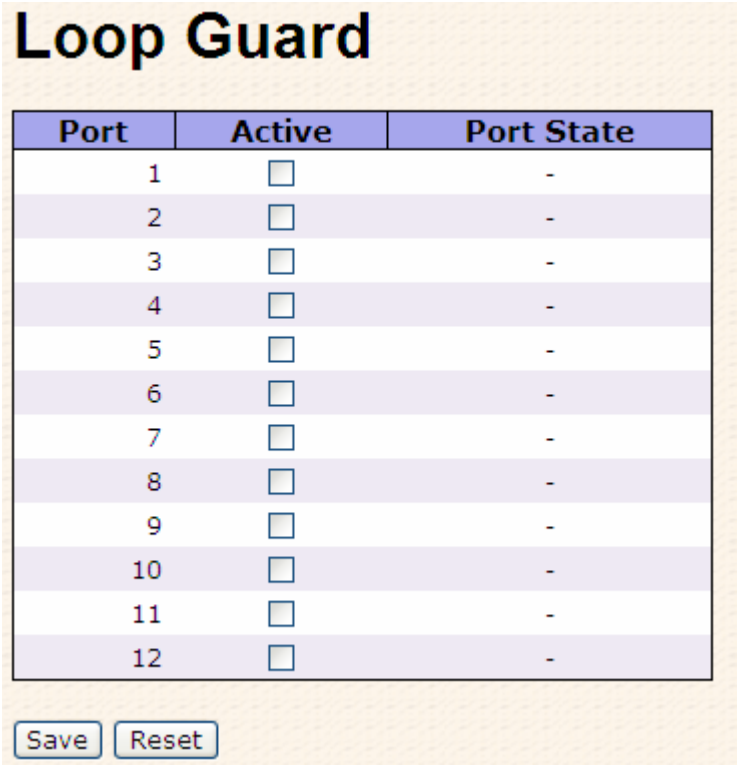


Port	LACP Transmitted	LACP Received	Discarded	
			Unknown	Illegal
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	0	0	0
7	0	0	0	0
8	0	0	0	0
9	0	0	0	0
10	0	0	0	0
11	0	0	0	0
12	0	0	0	0
13	0	0	0	0
14	0	0	0	0
15	0	0	0	0
16	0	0	0	0
17	0	0	0	0
18	0	0	0	0
19	0	0	0	0
20	0	0	0	0
21	0	0	0	0
22	0	0	0	0
23	0	0	0	0
24	0	0	0	0
25	0	0	0	0
26	0	0	0	0
27	0	0	0	0
28	0	0	0	0

Label	Description
Port	The switch port number
LACP Transmitted	Shows how many LACP frames have been sent from each port
LACP Received	Shows how many LACP frames have been received at each port.
Discarded	Shows how many unknown or illegal LACP frames have been discarded at each port.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.
Clear	Clears the counters for all ports

5.1.4.4 Port Trunk

Loop Guard is a looping detection/avoid strategy, it helps network administrator to avoid looping issue.(**Note: Loop Guard can not be used in Ring or Stp environment**)



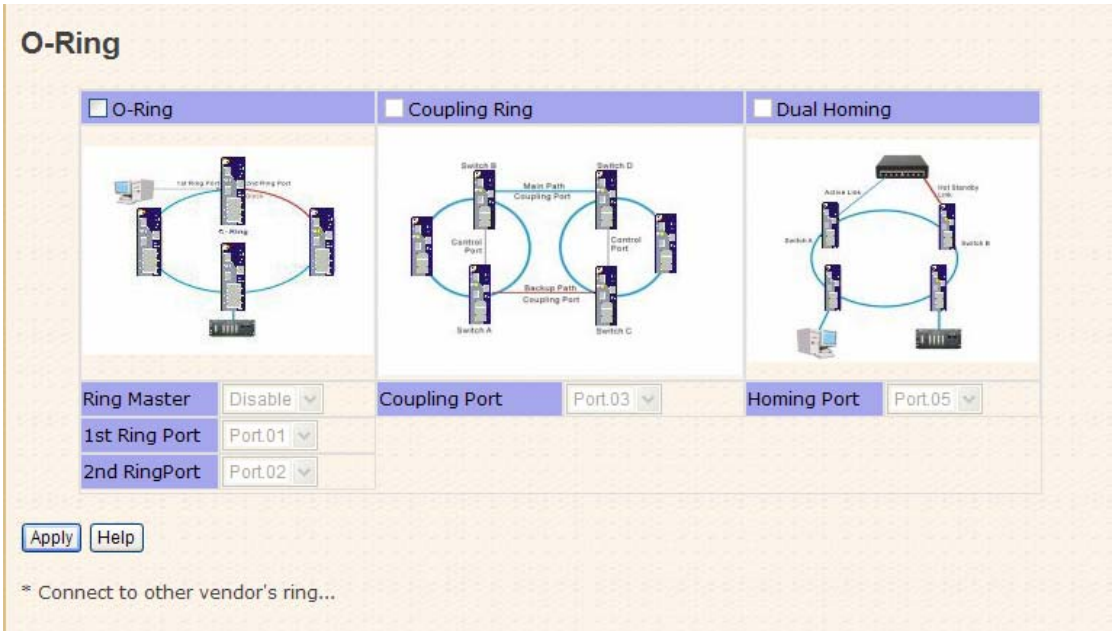
Label	Description
Active	Enable Loop Guard function.
Port State	Guarding:This port is protected against looping.

	Locked:This port has been locked to avoid looping.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

5.1.5 Redundancy

5.1.5.1 O-Ring

O-Ring is the most powerful Ring in the world. The recovery time of Ring is less than 20 ms. It can reduce unexpected damage caused by network topology change. Ring Supports 3 Ring topology: O-Ring, Coupling Ring and Dual Homing.



Ring interface

The following table describes the labels in this screen.

Label	Description
O-Ring	Mark to enable O-Ring ring redundancy technology
Ring Master	There should be one and only one Ring Master in a O-Ring. However if there are two or more switches which set Ring Master to enable, the switch with the lowest MAC address will be the actual Ring Master and others will be Backup Masters.

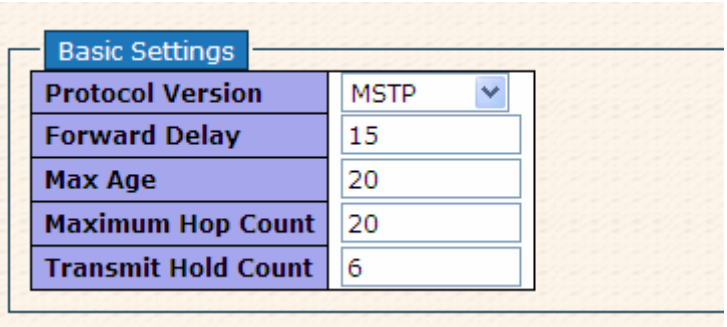
1st Ring Port	The primary port, when this switch is Ring Master.
2nd Ring Port	The backup port, when this switch is Ring Master.
Coupling Ring	Mark to enable Coupling Ring. Coupling Ring can be used to divide a big ring into two smaller rings to avoid effecting all switches when network topology change. It is a good application for connecting two Rings.
Coupling Port	Link to Coupling Port of the switch in another ring. Coupling Ring need four switch to build an active and a backup link. Set a port as coupling port. The coupled four ports of four switches will be run at active/backup mode.
Dual Homing	Mark to enable Dual Homing. By selecting Dual Homing mode, Ring will be connected to normal switches through two RSTP links (ex: backbone Switch). The two links work as active/backup mode, and connect each Ring to the normal switches in RSTP mode.
Apply	Click "**Apply**" to set the configurations.

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

5.1.5.2 MSTP

Bridge Settings

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

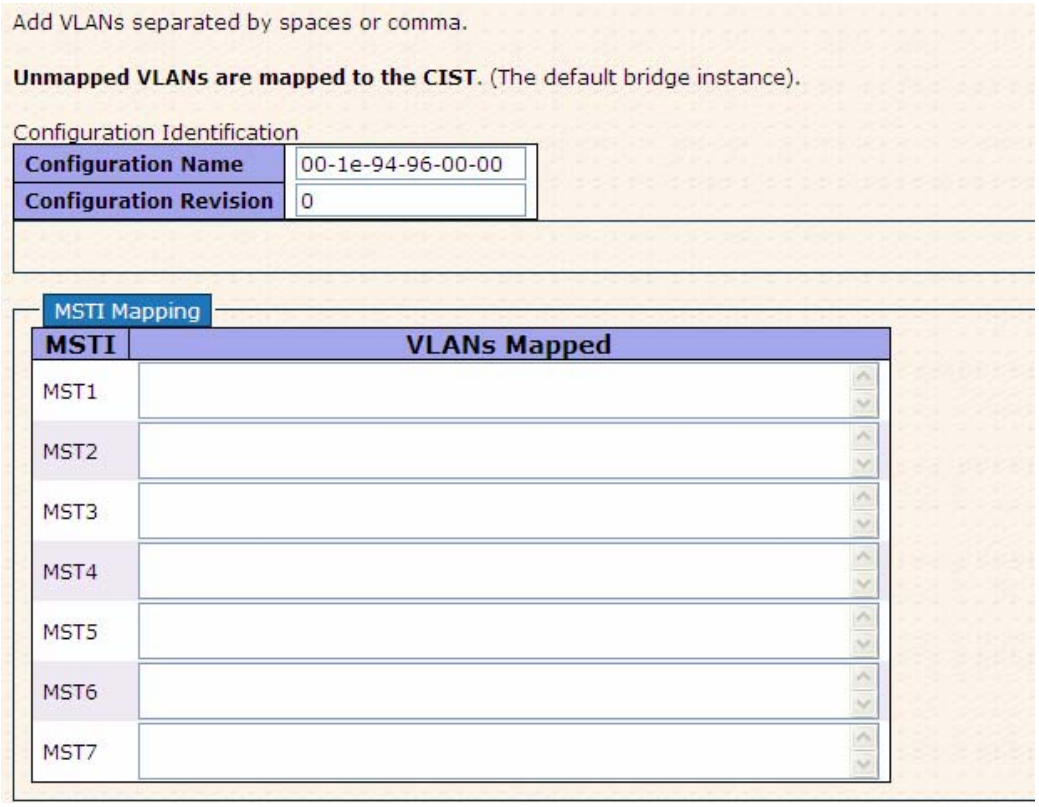


Label	Description
Protocol Version	The STP protocol version setting. Valid values are STP, RSTP and MSTP.
Forward Delay	The delay used by STP Bridges to transition Root and Designated Ports to Forwarding (used in STP compatible mode). Valid values are in the range 4 to 30 seconds.

Max Age	The maximum age of the information transmitted by the Bridge when it is the Root Bridge. Valid values are in the range 6 to 40 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Maximum Hop Count	This defines the initial value of remainingHops for MSTI information generated at the boundary of an MSTI region. It defines how many bridges a root bridge can distribute its BPDU information. Valid values are in the range 4 to 30 seconds, and MaxAge must be <= (FwdDelay-1)*2.
Transmit Hold Count	The number of BPDU's a bridge port can send per second. When exceeded, transmission of the next BPDU will be delayed. Valid values are in the range 1 to 10 BPDU's per second.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

MSTI Mapping

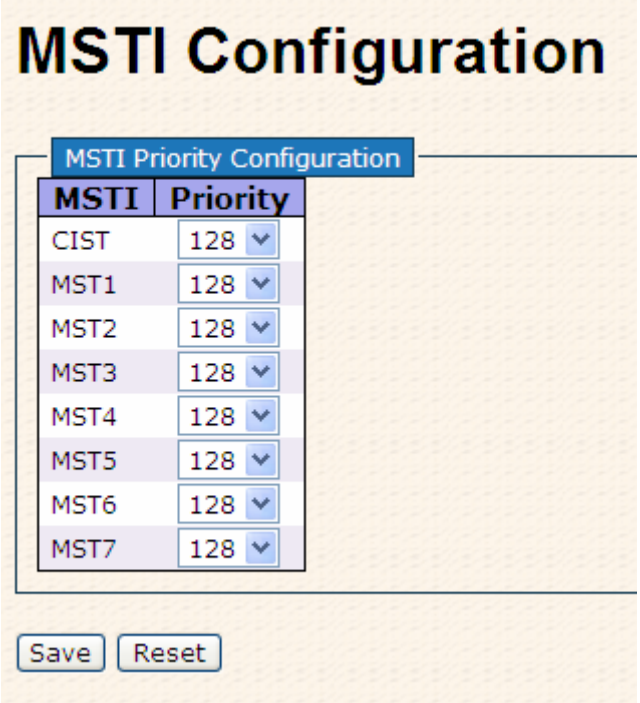
This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.



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

MSTI Priorities

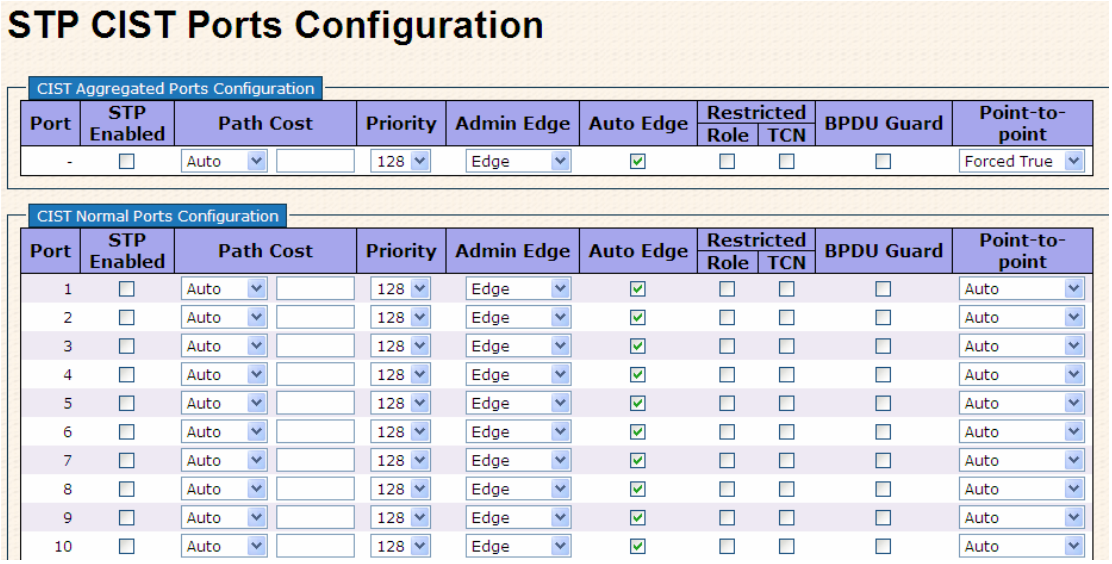
This page allows the user to inspect the current STP MSTI bridge instance priority configurations, and possibly change them as well.



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

CIST Ports

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



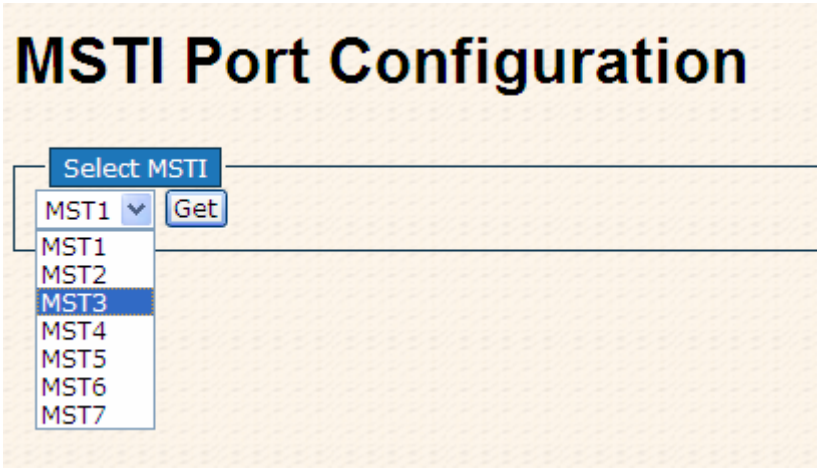
Label	Description
Port	The switch port number of the logical STP port.
STP Enabled	Controls whether STP is enabled on this switch port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined value can be entered. The path cost is used when establishing the active topology of the network. Lower path cost ports are chosen as forwarding ports in favor of higher path cost ports. Valid values are in the range 1 to 200000000.
Priority	Controls the port priority. This can be used to control priority of ports having identical port cost. (See above).
OpenEdge(setate flag)	Operational flag describing whether the port is connecting directly to edge devices. (No Bridges attached). Transitioning to the forwarding state is faster for edge ports (having operEdge true) than for other ports.
AdminEdge	Controls whether the operEdge flag should start as beeing set or cleared. (The initial operEdge state when a port is initialized).
AutoEdge	Controls whether the bridge should enable automatic edge detection on the bridge port. This allows operEdge to be derived from whether BPDU's are received on the port or not.
Restricted Role	If enabled, causes the port not to be selected as Root Port for the CIST or any MSTI, even if it has the best spanning tree priority vector. Such a port will be selected as an Alternate Port after the

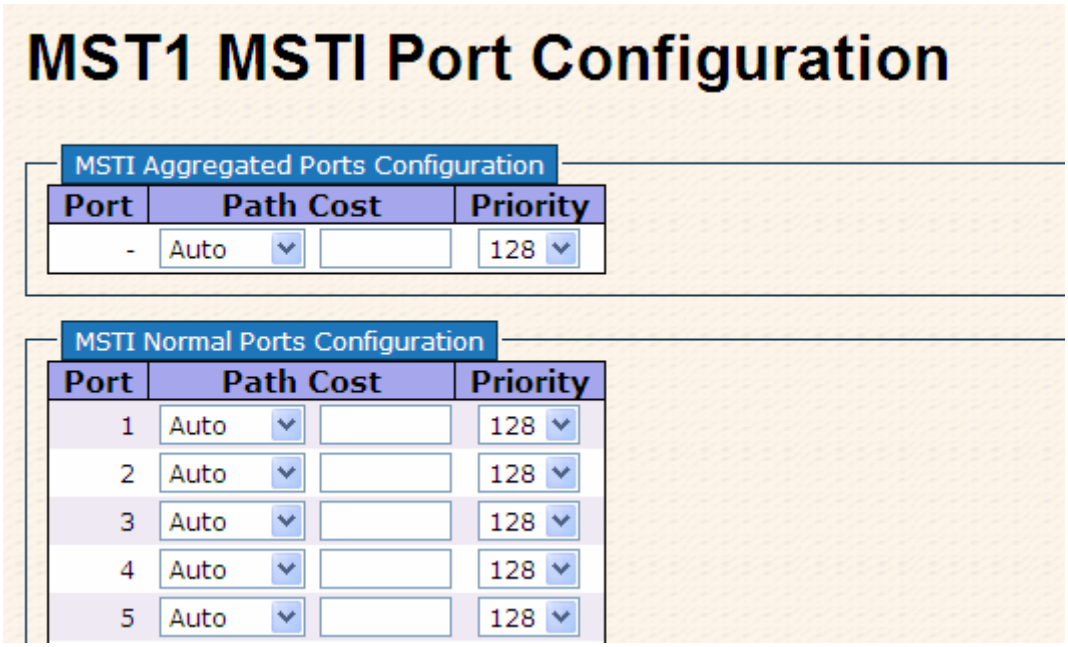
	Root Port has been selected. If set, it can cause lack of spanning tree connectivity. It can be set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator. This feature is also know as Root Guard.
Restricted TCN	If enabled, causes the port not to propagate received topology change notifications and topology changes to other ports. If set it can cause temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because those bridges are not under the full control of the administrator or is the physical link state for the attached LANs transitions frequently.
Point2Point	Controls whether the port connects to a point-to-point LAN rather than a shared medium. This can be automatically determined, or forced either true or false. Transition to the forwarding state is faster for point-to-point LANs than for shared media.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

MSTI Ports

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

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





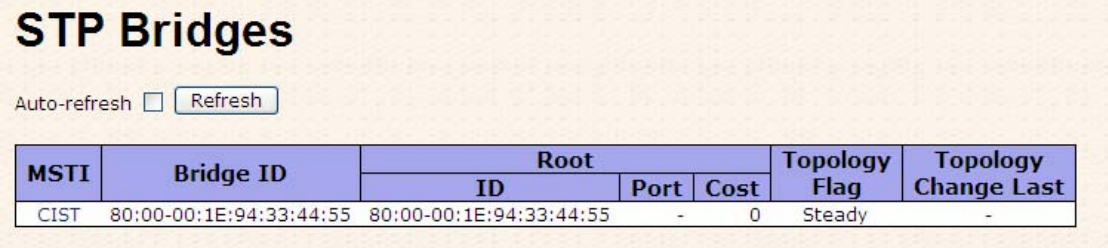
Label	Description
Port	The switch port number of the corresponding STP CIST (and MSTI) port.
Path Cost	Controls the path cost incurred by the port. The Auto setting will set the path cost as appropriate by the physical link speed, using the 802.1D recommended values. Using the Specific setting, a user-defined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

	ports having identical port cost. (See above).
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

STP Bridges

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

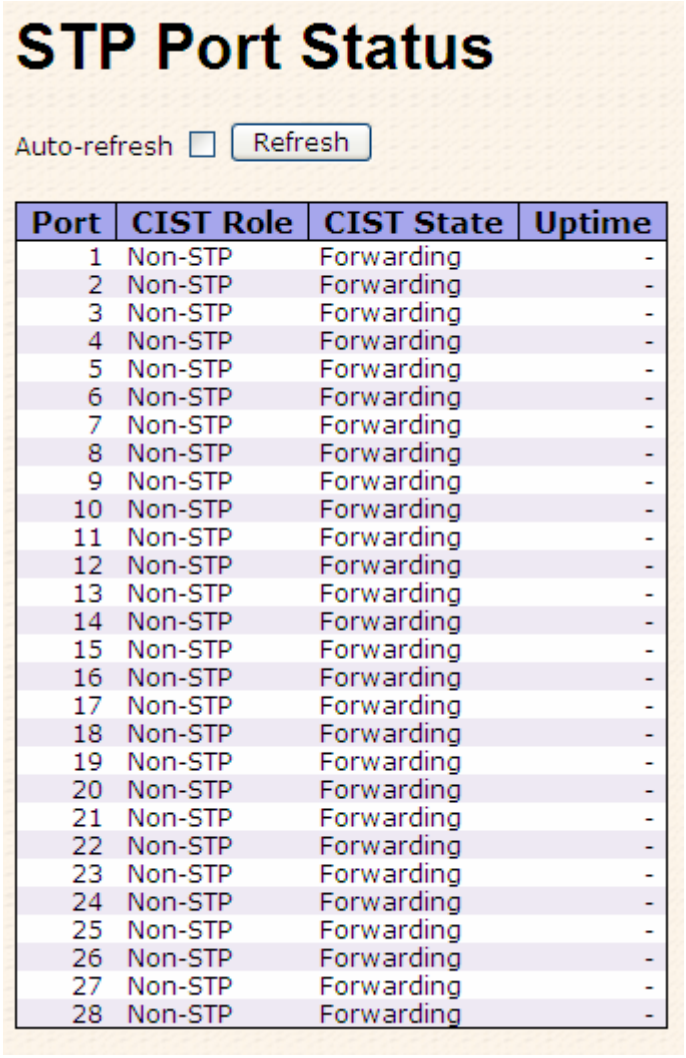
The displayed table contains a row for each STP bridge instance, where the column displays the following information:



Label	Description
MSTI	The Bridge Instance. This is also a link to the STP Detailed Bridge Status.
Bridge ID	The Bridge ID of this Bridge instance.
Root ID	The Bridge ID of the currently elected root bridge.
Root Port	The switch port currently assigned the root port role.
Root Cost	Root Path Cost. For the Root Bridge this is zero. For all other Bridges, it is the sum of the Port Path Costs on the least cost path to the Root Bridge.
Topology Flag	The current state of the Topology Change Flag for this Bridge instance.
Topology Change Last	The time since last Topology Change occurred.
Refresh	Click to refresh the page immediately.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

STP Port Status

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

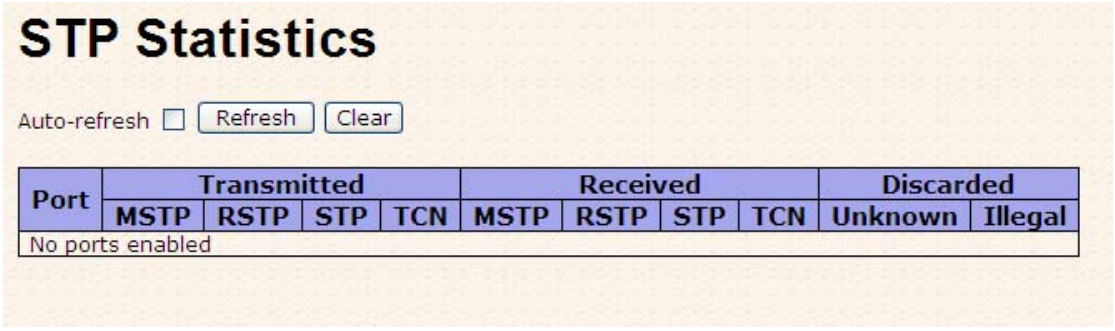


Label	Description
Port	The switch port number of the logical STP port.
CIST Role	The current STP port role of the CIST port. The port role can be one of the following values: AlternatePort BackupPort RootPort DesignatedPort.
State	The current STP port state of the CIST port. The port state can be one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

Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

STP Statistics

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

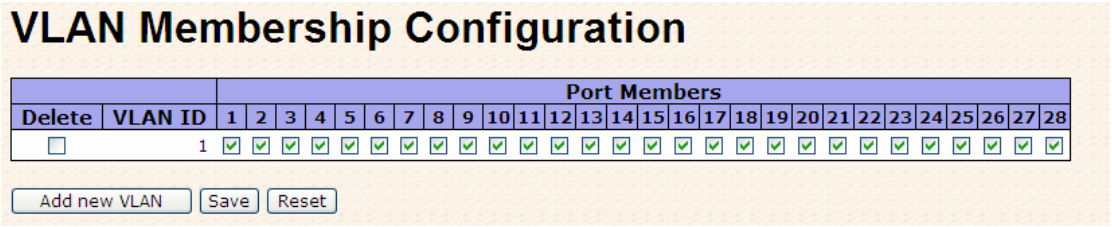


Label	Description
Port	The switch port number of the logical RSTP port.
RSTP	The number of RSTP Configuration BPDU's received/transmitted on the port.
STP	The number of legacy STP Configuration BPDU's received/transmitted on the port.
TCN	The number of (legacy) Topology Change Notification BPDU's received/transmitted on the port.
Discarded Unknown	The number of unknown Spanning Tree BPDU's received (and discarded) on the port.
Discarded Illegal	The number of illegal Spanning Tree BPDU's received (and discarded) on the port.
Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

5.1.6 VLAN

5.1.6.1 VLAN Membership Configuration

The VLAN membership configuration for the selected stack switch unit switch can be monitored and modified here. Up to 64 VLANs are supported. This page allows for adding and deleting VLANs as well as adding and deleting port members of each VLAN.



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

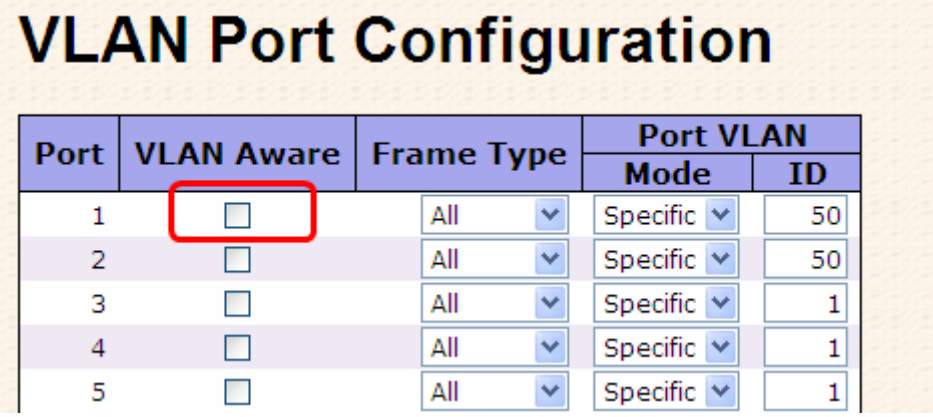
Example:

Portbased VLAN Setting

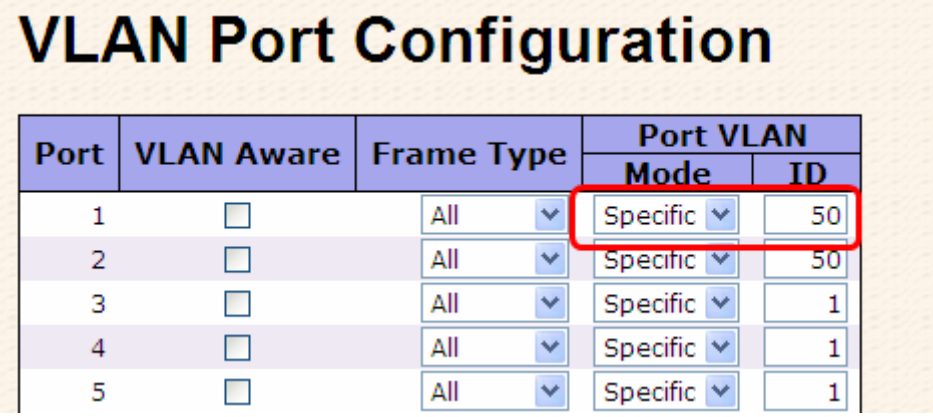
(For ingress port)

1. VLAN Membership Configuration setting port 1 & VID=50

2. VLAN Port 1 Configuration-->Disable VLAN Aware



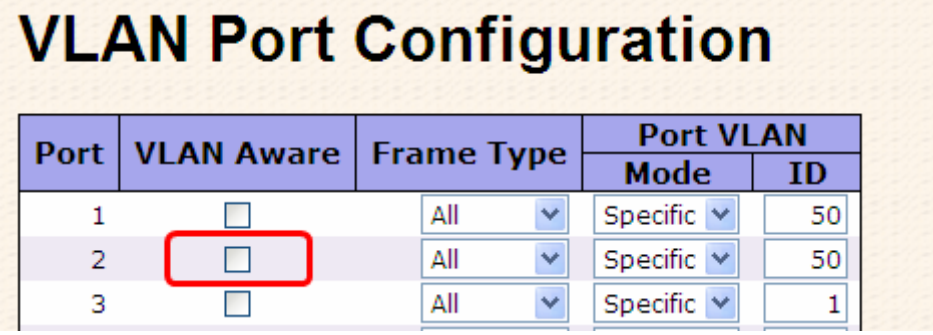
3. VLAN Port 1 Configuration-->Mode=specific,ID=50



(For egress port)

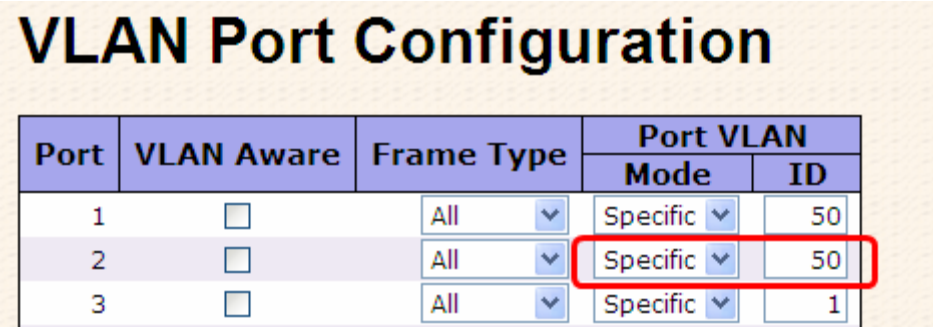
1. VLAN Membership Configuration setting port 2 & VID=50

2. VLAN Port 2 Configuration-->don't care VLAN Aware



3. VLAN Port 2 Configuration-->Mode=specific,ID=50

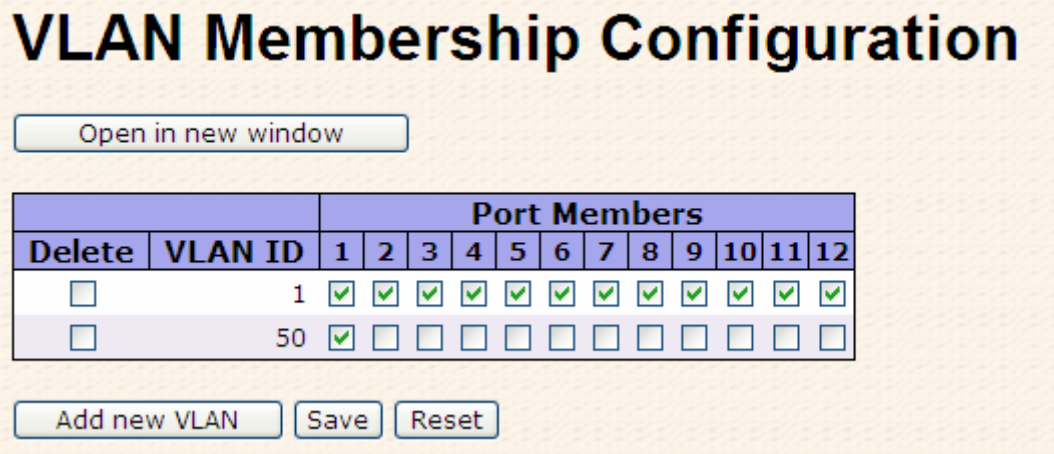
(any packet can enter egress port)



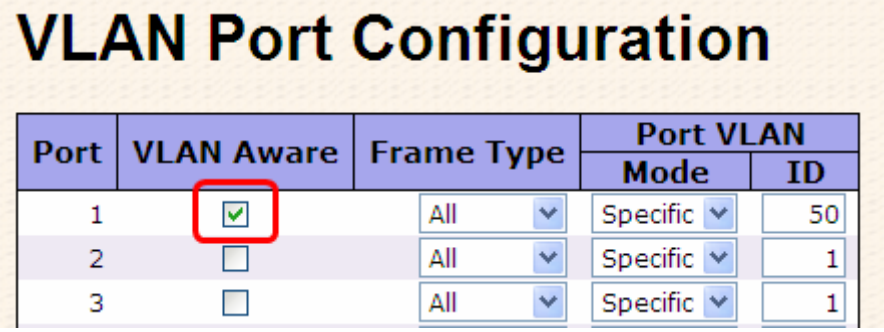
802.1Q Access port Setting

(For ingress port)

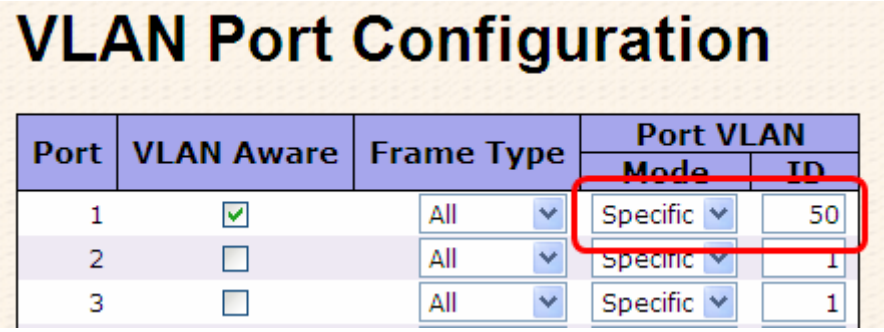
1. VLAN Membership Configuration setting port & VID=50



2. VLAN Port Configuration-->Enable VLAN Aware



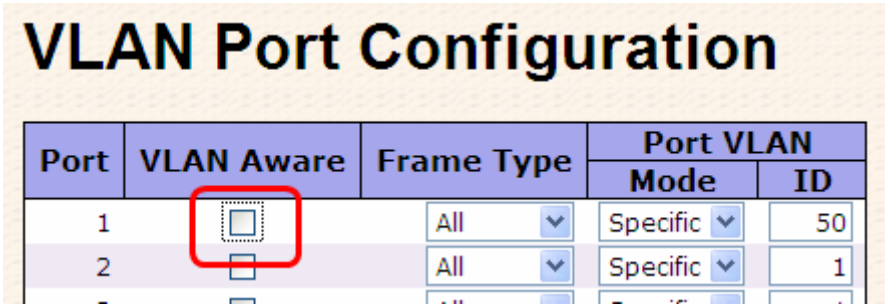
3. VLAN Port Configuration-->Mode=specific,ID=50



(For egress port)

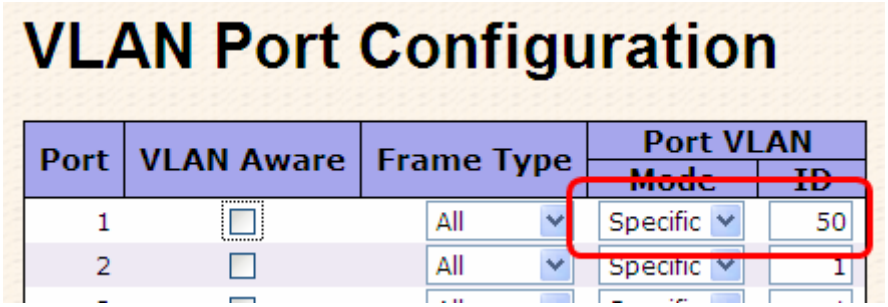
1. VLAN Membership Configuration setting port & VID=50

2. VLAN Port Configuration-->Disable VLAN Aware



3. VLAN Port Configuration-->Mode=specific,ID=50

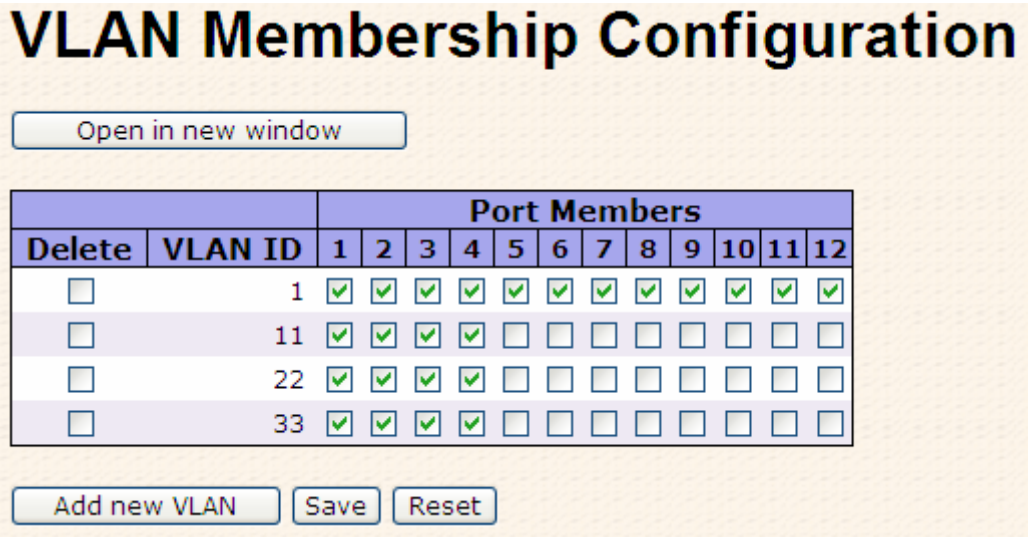
(untagged & tag=50 packet can enter egress port)



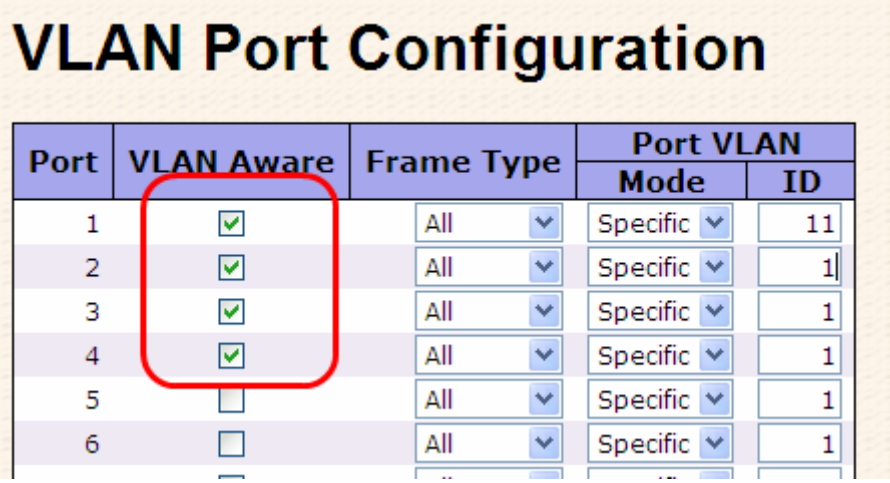
802.1Q Trunk port setting (multi-tag)

(For ingress port)

1. VLAN Membership Configuration setting port & VID=11,22,33



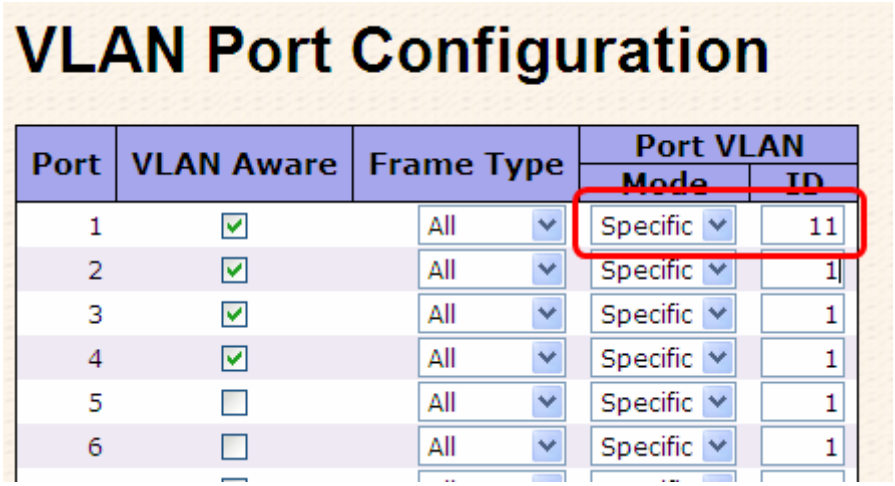
2. VLAN Port Configuration-->Enable VLAN Aware



3. VLAN Port Configuration-->Mode=specific,ID=11

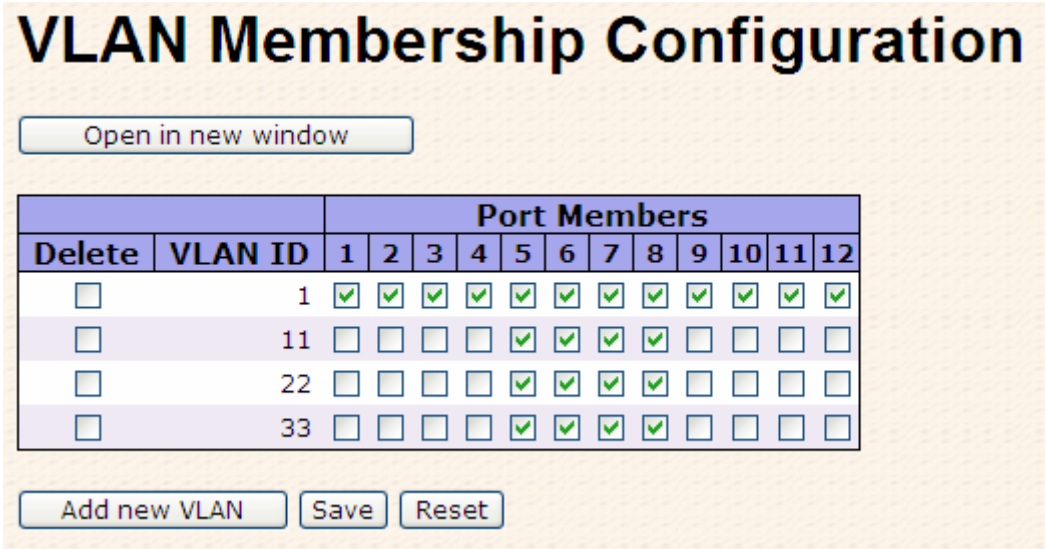
(when enterring packet is untagged frame, added tag = 11

When entering the tagged frame, only VID = 11,22,33 three kinds of packets can pass)

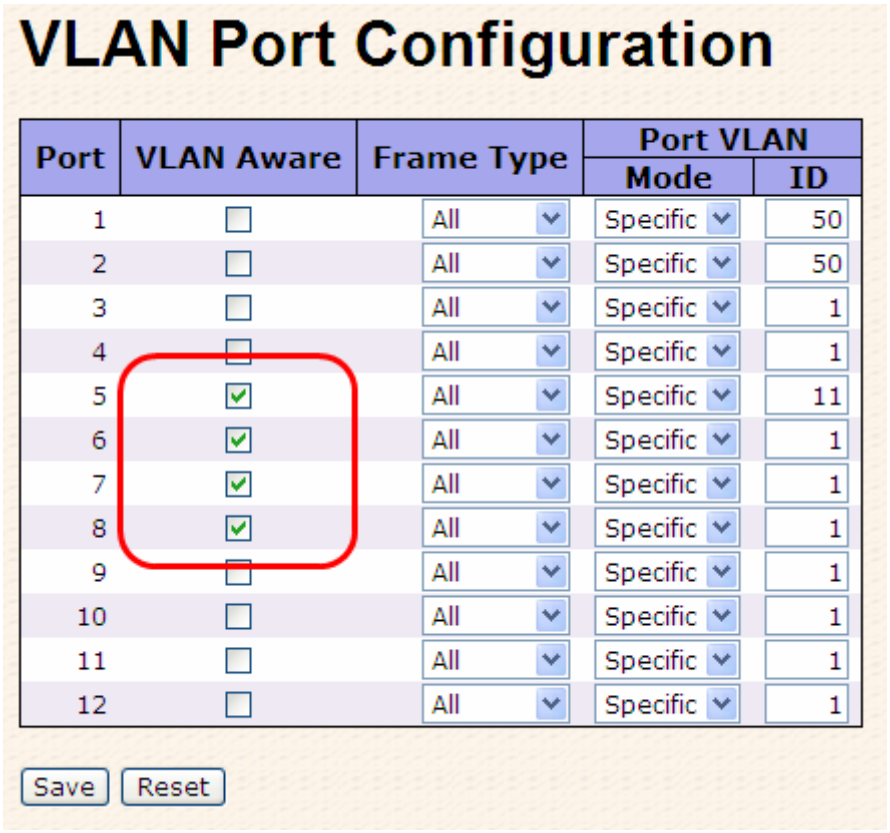


(For egress port)

1. VLAN Membership Configuration setting port, VID=11,22,33



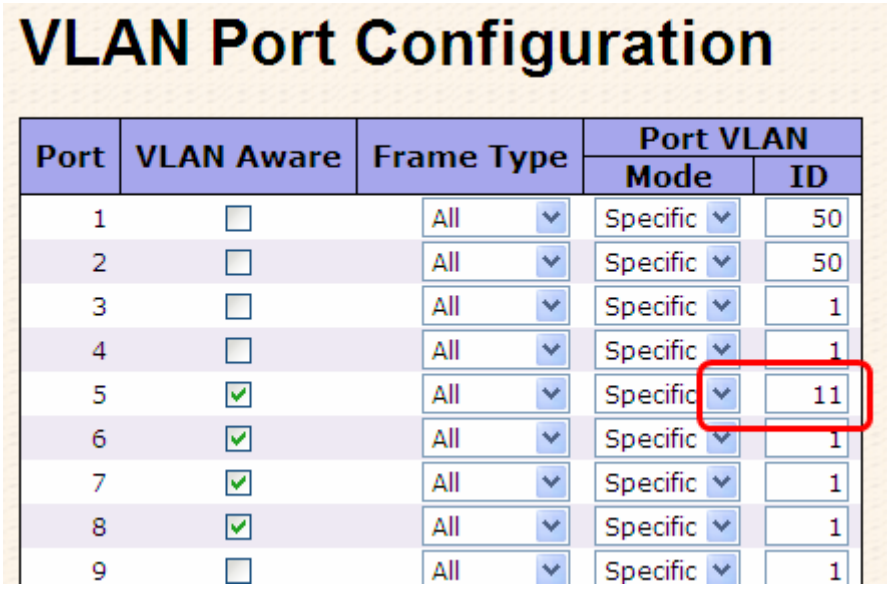
2. VLAN Port Configuration-->Enable VLAN Aware



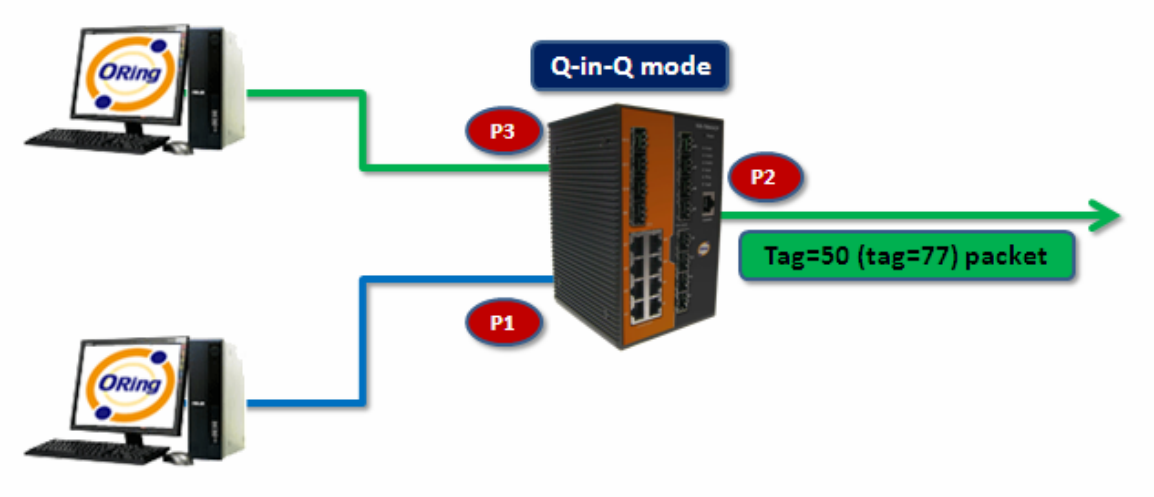
3. VLAN Port Configuration-->Mode=none

(egress port can receive tag=11,22,33 packet

In addition ,ony tag=11packet can enter egress port)



Q-in-Q VLAN Setting



ingress Port 1---------->egress Port 2

(For ingress port-----Port 1)

1. VLAN Membership Configuration setting port 1、2、3 & VID=50

VLAN Membership Configuration

Open in new window

Delete	VLAN ID	Port Members 1	2	3	4	5	6	7	8	9	10	11	12
☐	1	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑	☑
☐	50	☑	☑	☑	☐	☐	☐	☐	☐	☐	☐	☐	☐

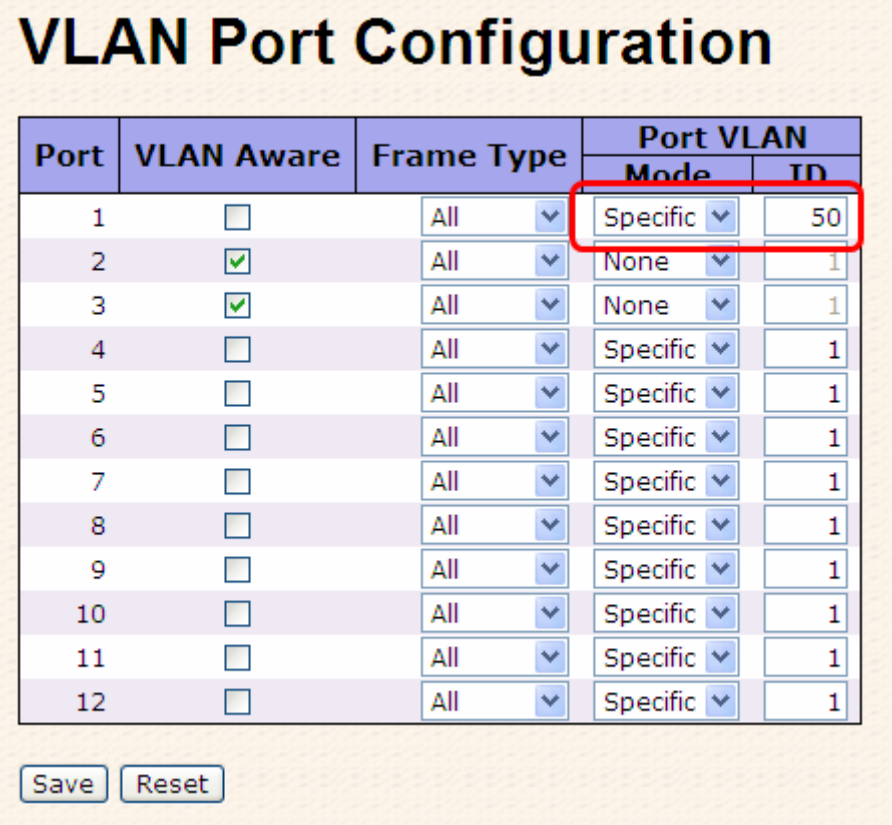
Add new VLAN | Save | Reset

2. VLAN Port Configuration-->Disable Port 1 VLAN Aware

VLAN Port Configuration

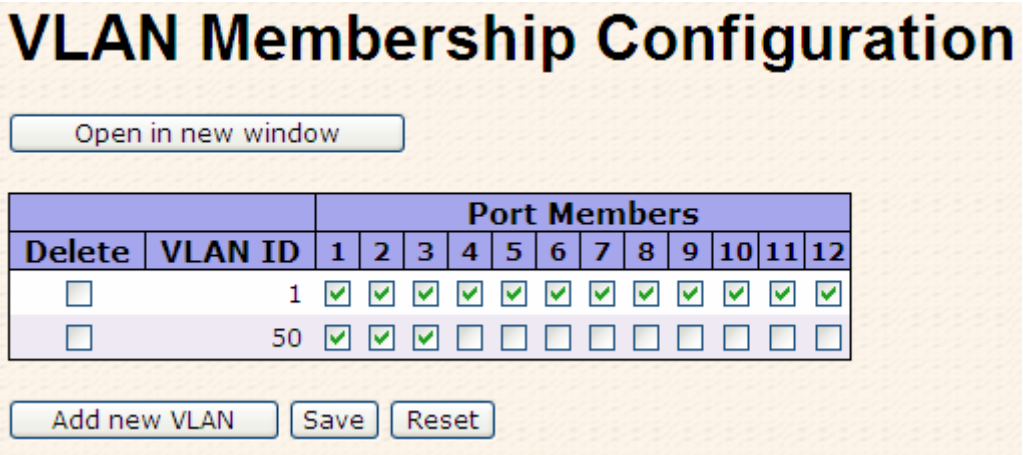
Port	VLAN Aware	Frame Type	Port VLAN Mode	Port VLAN ID
1	☐	All	Specific	50
2	☑	All	None	1
3	☑	All	None	1
4	☐	All	Specific	1

3. VLAN Port Configuration-->Port 1 Mode=specific,ID=50

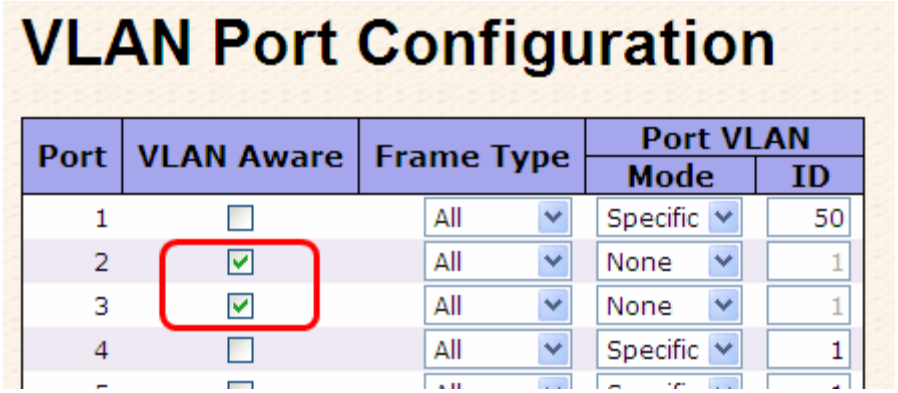


(For egress port ----Port 2)

1. VLAN Membership Configuration setting port & VID=50

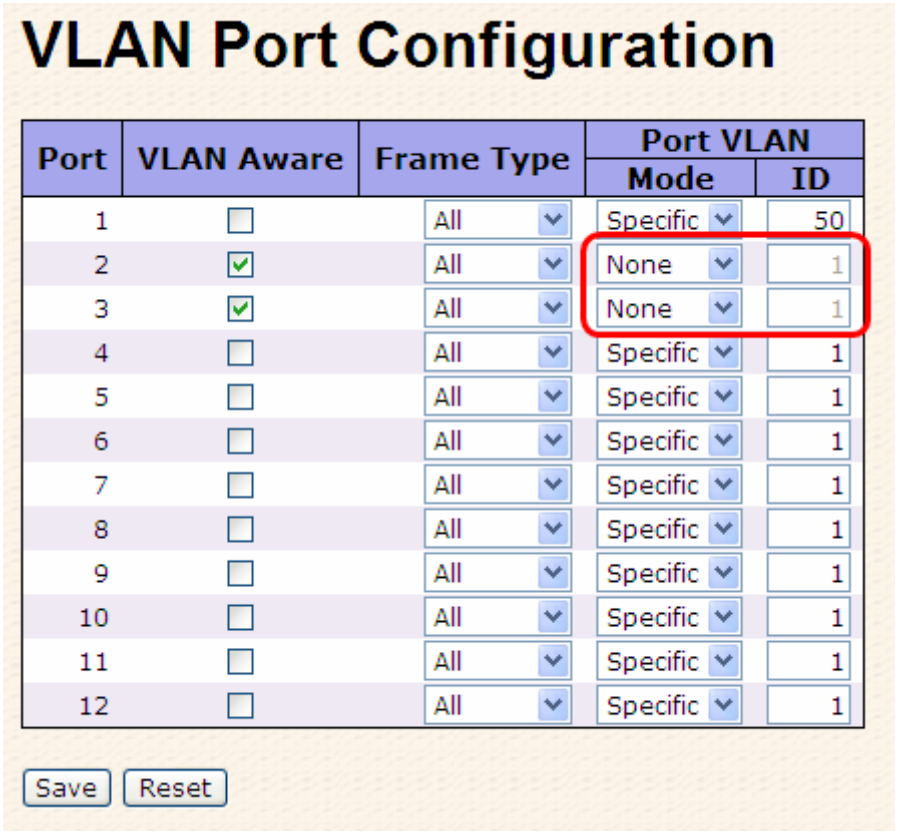


2. VLAN Port Configuration-->Enable Port 2、3 VLAN Aware.



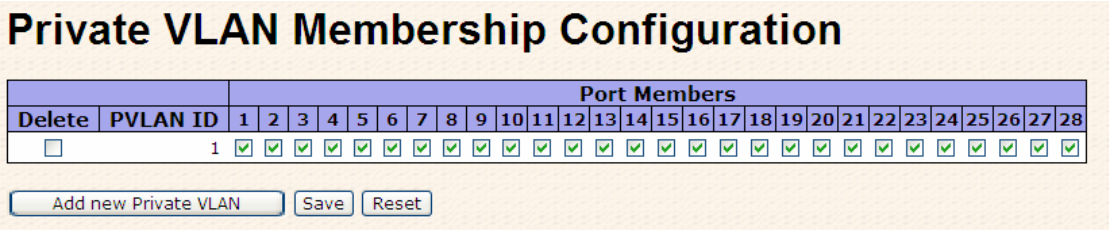
3. VLAN Port Configuration-->Mode=none

(only tag=50 packet can enter egress port)

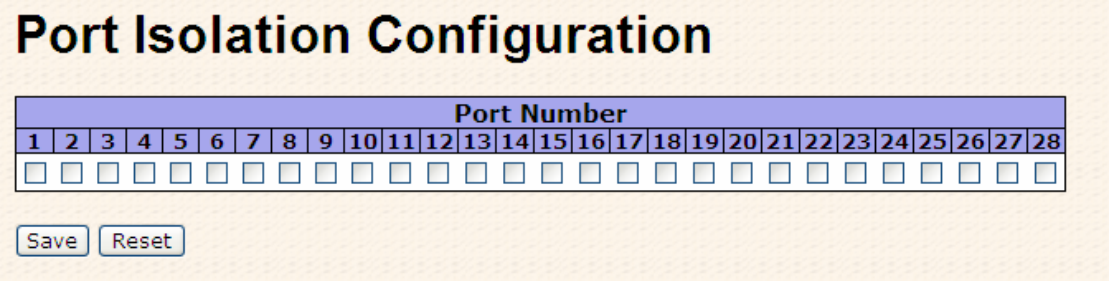


5.1.6.2 Private VLAN

The Private VLAN membership configurations for the switch can be monitored and modified here. Private VLANs can be added or deleted here. Port members of each Private VLAN can be added or removed here. Private VLANs are based on the source port mask, and there are no connections to VLANs. This means that VLAN IDs and Private VLAN IDs can be identical. A port must be a member of both a VLAN and a Private VLAN to be able to forward packets. By default, all ports are VLAN unaware and members of VLAN 1 and Private VLAN 1.
A VLAN unaware port can only be a member of one VLAN, but it can be a member of multiple Private VLANs.



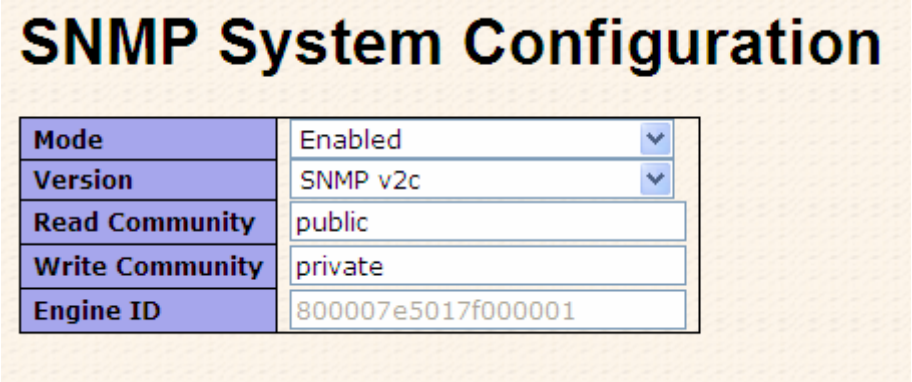
Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Private VLAN ID	Indicates the ID of this particular private VLAN.
MAC Address	The MAC address for the entry.
Port Members	A row of check boxes for each port is displayed for each private VLAN ID. To include a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



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

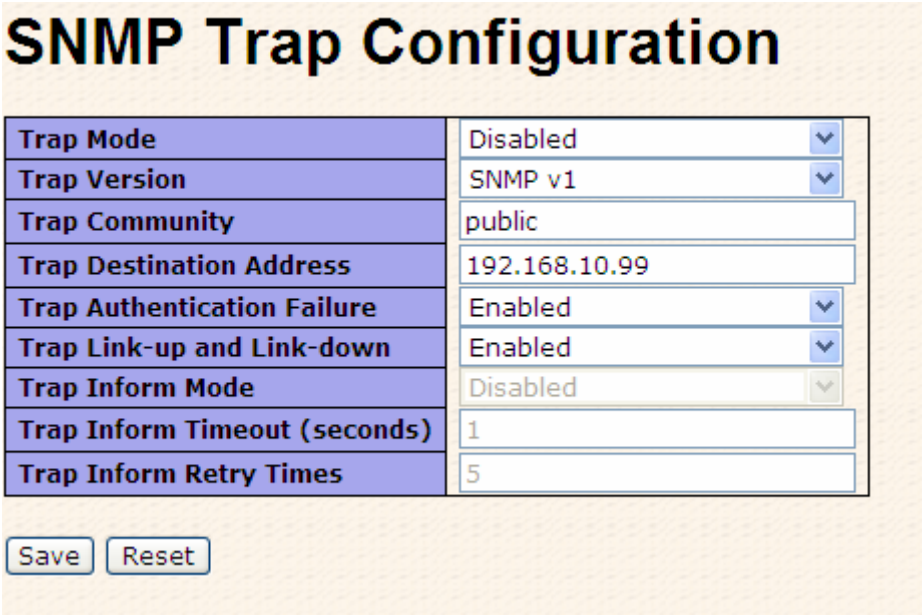
5.1.7 SNMP

5.1.7.1 SNMP-System



Label	Description
Mode	Indicates the SNMP mode operation. Possible modes are: Enabled: Enable SNMP mode operation. Disabled: Disable SNMP mode operation.
Version	Indicates the SNMP supported version. Possible versions are: SNMP v1: Set SNMP supported version 1. SNMP v2c: Set SNMP supported version 2c. SNMP v3: Set SNMP supported version 3.
Read Community	Indicates the community read access string to permit access to SNMP agent. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126. The field only suits to SNMPv1 and SNMPv2c. SNMPv3 is using

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



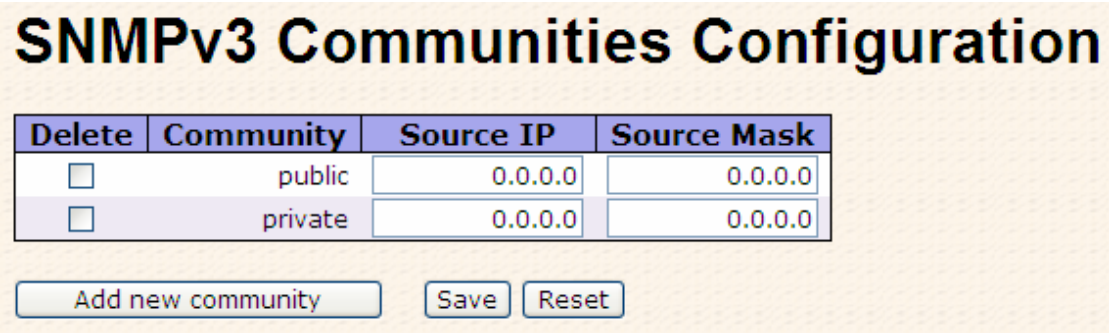
Label	Description
Trap Mode	Indicates the SNMP trap mode operation. Possible modes are: Enabled: Enable SNMP trap mode operation. Disabled: Disable SNMP trap mode operation.
Trap Version	Indicates the SNMP trap supported version. Possible versions are: SNMP v1: Set SNMP trap supported version 1. SNMP v2c: Set SNMP trap supported version 2c. SNMP v3: Set SNMP trap supported version 3.
Trap Community	Indicates the community access string when send SNMP trap packet. The allowed string length is 0 to 255, and the allowed content is the ASCII characters from 33 to 126.

Trap Destination Address	Indicates the SNMP trap destination address. Trap Destination IPv6 Address
Trap Destination IPv6 Address	Provide the trap destination IPv6 address of this switch. IPv6 address is in 128-bit records represented as eight fields of up to four hexadecimal digits with a colon separates each field (:). For example, 'fe80:215:c5ff:fe03:4dc7'. The symbol '::' is a special syntax that can be used as a shorthand way of representing multiple 16-bit groups of contiguous zeros; but it can only appear once. It also used a following legally IPv4 address. For example, '::192.1.2.34'.
Trap Authentication Failure	Indicates the SNMP entity is permitted to generate authentication failure traps. Possible modes are: Enabled: Enable SNMP trap authentication failure. Disabled: Disable SNMP trap authentication failure.
Trap Link-up and Link-down	Indicates the SNMP trap link-up and link-down mode operation. Possible modes are: Enabled: Enable SNMP trap link-up and link-down mode operation. Disabled: Disable SNMP trap link-up and link-down mode operation.
Trap Inform Mode	Indicates the SNMP trap inform mode operation. Possible modes are: Enabled: Enable SNMP trap inform mode operation. Disabled: Disable SNMP trap inform mode operation.
Trap Inform Timeout(seconds)	Indicates the SNMP trap inform timeout. The allowed range is 0 to 2147.
Trap Inform Retry Times	Indicates the SNMP trap inform retry times. The allowed range is 0 to 255.
Trap Probe Security Engine ID	Indicates the SNMP trap probe security engine ID mode of operation. Possible values are: Enabled: Enable SNMP trap probe security engine ID mode of operation. Disabled: Disable SNMP trap probe security engine ID mode of operation.

Trap Security Engine ID	Indicates the SNMP trap security engine ID. SNMPv3 sends traps and informs using USM for authentication and privacy. A unique engine ID for these traps and informs is needed. When "Trap Probe Security Engine ID" is enabled, the ID will be probed automatically. Otherwise, the ID specified in this field is used. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed.
Trap Security Name	Indicates the SNMP trap security name. SNMPv3 traps and informs using USM for authentication and privacy. A unique security name is needed when traps and informs are enabled.

5.1.7.2 SNMP-Communities

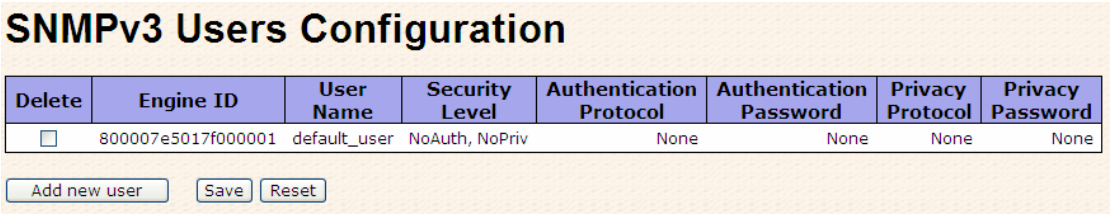
Configure SNMPv3 communities table on this page. The entry index key is Community.



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

5.1.7.3 SNMP-Users

Configure SNMPv3 users table on this page. The entry index keys are Engine ID and User Name.

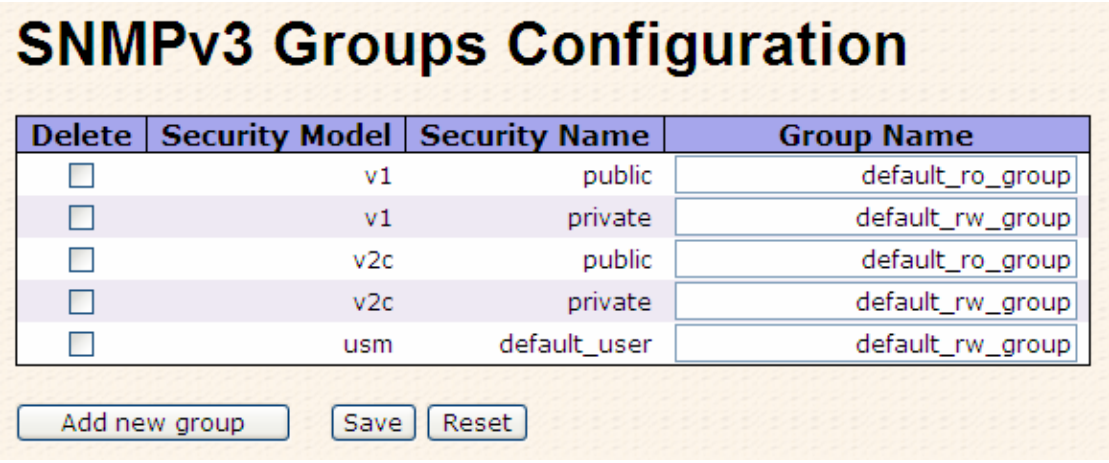


Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Engine ID	An octet string identifying the engine ID that this entry should belong to. The string must contain an even number between 10 and 64 hexadecimal digits, but all-zeros and all-'F's are not allowed. The SNMPv3 architecture uses the User-based Security Model (USM) for message security and the View-based Access Control Model (VACM) for access control. For the USM entry, the usmUserEngineID and usmUserName are the entry's keys. In a simple agent, usmUserEngineID is always that agent's own snmpEngineID value. The value can also take the value of the snmpEngineID of a remote SNMP engine with which this user can communicate. In othe words, if user engine ID equal system engine ID then it is local user; otherwize it's remote user.
User Name	A string identifying the user name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Protocol	Indicates the authentication protocol that this entry should belong to. Possible authentication protocols are: None: None authentication protocol.

	MD5: An optional flag to indicate that this user using MD5 authentication protocol. SHA: An optional flag to indicate that this user using SHA authentication protocol. The value of security level cannot be modified if entry already exists. That means must first ensure that the value is set correctly.
Authentication Password	A string identifying the authentication pass phrase. For MD5 authentication protocol, the allowed string length is 8 to 32. For SHA authentication protocol, the allowed string length is 8 to 40. The allowed content is the ASCII characters from 33 to 126.
Privacy Protocol	Indicates the privacy protocol that this entry should belong to. Possible privacy protocols are: None: None privacy protocol. DES: An optional flag to indicate that this user using DES authentication protocol.
Privacy Password	A string identifying the privacy pass phrase. The allowed string length is 8 to 32, and the allowed content is the ASCII characters from 33 to 126.

5.1.7.4 SNMP-Groups

Configure SNMPv3 groups table on this page. The entry index keys are Security Model and Security Name.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Security Model	Indicates the security model that this entry should belong to. Possible

	security models are: v1: Reserved for SNMPv1. v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Name	A string identifying the security name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.

5.1.7.5 SNMP-Views

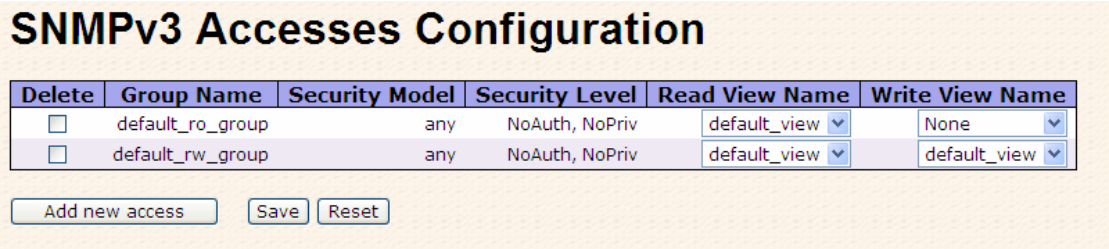
Configure SNMPv3 views table on this page. The entry index keys are View Name and OID Subtree.

Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
View Name	A string identifying the view name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
View Type	Indicates the view type that this entry should belong to. Possible view types are: included: An optional flag to indicate that this view subtree should be included. excluded: An optional flag to indicate that this view subtree should be excluded. General, if a view entry's view type is 'excluded', it should be exist

	another view entry which view type is 'included' and it's OID subtree overstep the 'excluded' view entry.
OID Subtree	The OID defining the root of the subtree to add to the named view. The allowed OID length is 1 to 128. The allowed string content is digital number or asterisk(*).

5.1.7.6 SNMP-Accesses

Configure SNMPv3 accesses table on this page. The entry index keys are Group Name, Security Model and Security Level.



Label	Description
Delete	Check to delete the entry. It will be deleted during the next save.
Group Name	A string identifying the group name that this entry should belong to. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Security Model	Indicates the security model that this entry should belong to. Possible security models are: any: Accepted any security model (v1|v2c|usm). v1: Reserved for SNMPv1. v2c: Reserved for SNMPv2c. usm: User-based Security Model (USM).
Security Level	Indicates the security model that this entry should belong to. Possible security models are: NoAuth, NoPriv: None authentication and none privacy. Auth, NoPriv: Authentication and none privacy. Auth, Priv: Authentication and privacy.
Read View Name	The name of the MIB view defining the MIB objects for which this request may request the current values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.
Write View Name	The name of the MIB view defining the MIB objects for which this

	request may potentially SET new values. The allowed string length is 1 to 32, and the allowed content is the ASCII characters from 33 to 126.

5.1.8 Traffic Prioritization

5.1.8.1 Port Configuration

This page allows you to configure QoS settings for each port.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

The classification is controlled by a QCL that is assigned to each port.

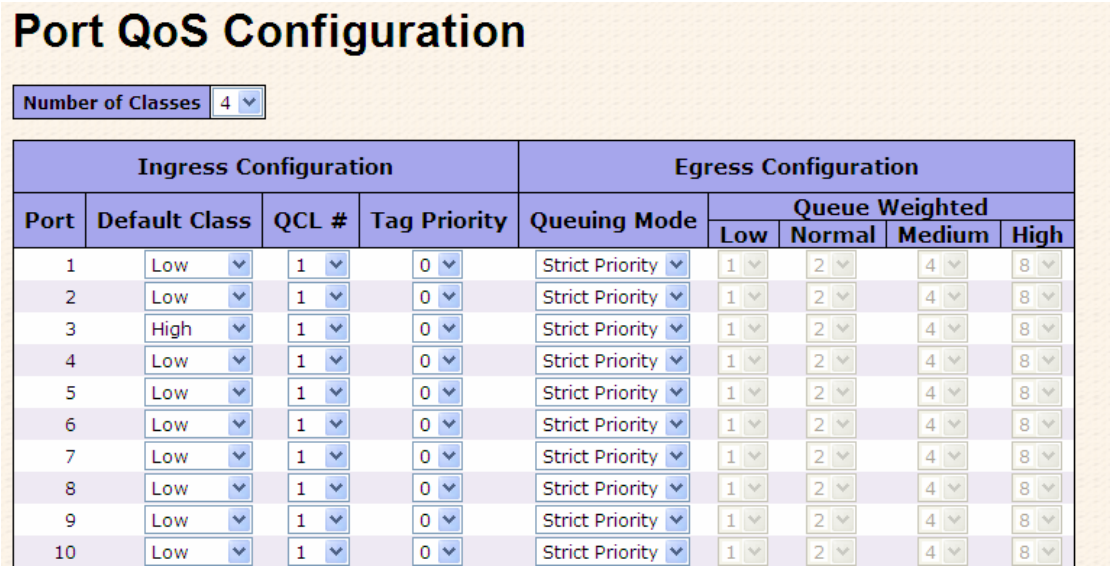
A QCL consists of an ordered list of up to 12 QCEs.

Each QCE can be used to classify certain frames to a specific QoS class.

This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority.

Frames not matching any of the QCEs are classified to the default QoS class for the port.

Port QoS Configuration



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

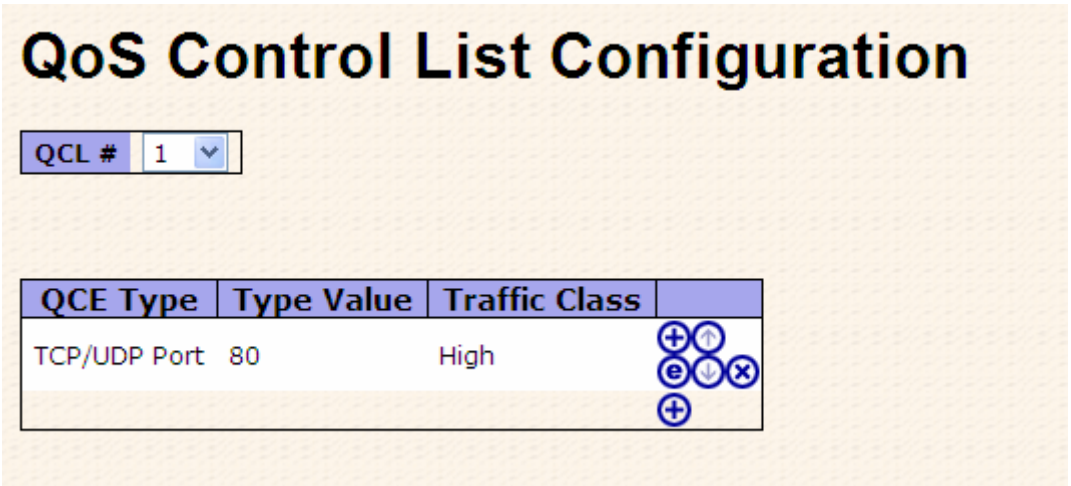
Default Class	Configure the default QoS class for the port, that is, the QoS class for frames not matching any of the QCEs in the QCL.
QCL#	Select which QCL to use for the port.
Tag Priority	Select the default tag priority for this port when adding a Tag to the untagged frames.
Queuing Mode	Select which Queuing mode for this port.
Queue Weighted	Setting Queue weighted (Low = Normal, Medium = High) if the "Queuing Mode" is "Weighted".

5.1.8.2 QoS Control List

This page lists the QCEs for a given QCL.

Frames can be classified by 4 different QoS classes: Low, Normal, Medium, and High.

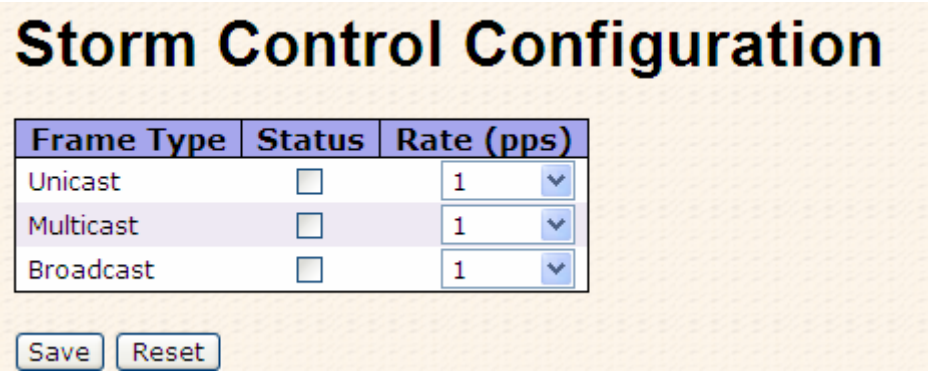
The classification is controlled by a QoS assigned to each port.
A QCL consists of an ordered list of up to 12 QCEs.
Each QCE can be used to classify certain frames to a specific QoS class.
This classification can be based on parameters such as VLAN ID, UDP/TCP port, IPv4/IPv6 DSCP or Tag Priority. Frames not matching any of the QCEs are classified to the default QoS Class for the port.



Label	Description
QCL#	Select a QCL to display a table that lists all the QCEs for that particular QCL.
QCE Tyep	Specifies which frame field the QCE processes to determine the QoS class of the frame. The following QCE types are supported: Ethernet Type: The Ethernet Type field. If frame is tagged, this is the Ethernet Type that follows the tag header. VLAN ID: VLAN ID. Only applicable if the frame is VLAN tagged. TCP/UDP Port: IPv4 TCP/UDP source/destination port. DSCP: IPv4 and IPv6 DSCP. ToS: The 3 precedence bit in the ToS byte of the IPv4/IPv6 header (also known as DS field). Tag Priority: User Priority. Only applicable if the frame is VLAN tagged or priority tagged.
Type Value	Indicates the value according to its QCE type. Ethernet Type: The field shows the Ethernet Type value. VLAN ID: The field shows the VLAN ID. TCP/UDP Port: The field shows the TCP/UDP port range. DSCP: The field shows the IPv4/IPv6 DSCP value.
Traffic Class	The QoS class associated with the QCE.
Modification Buttons	You can modify each QCE in the table using the following buttons: : Inserts a new QCE before the current row. : Edits the QCE. : Moves the QCE up the list. : Moves the QCE down the list. : Deletes the QCE. : The lowest plus sign adds a new entry at the bottom of the list of QCL.

5.1.8.3 Storm Control

Storm control for the switch is configured on this page.



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

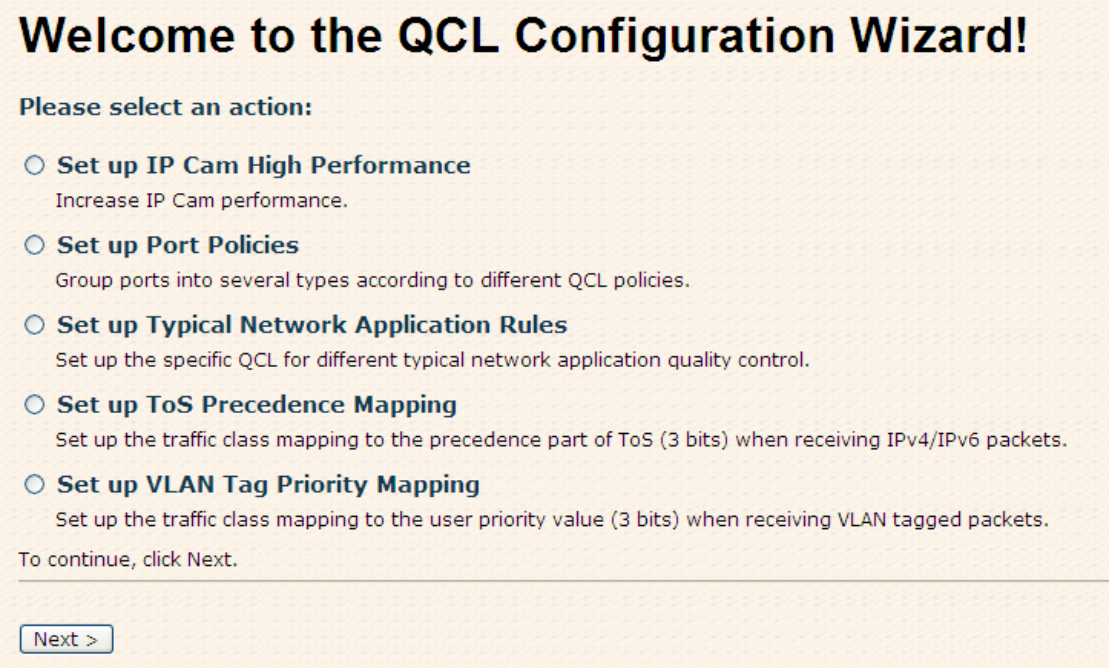
The rate is 2^n, where n is equal to or less than 15, or "No Limit". The unit of the rate can be either pps (packets per second) or kpps (kilo packets per second). The configuration indicates the permitted packet rate for unicast, multicast, or broadcast traffic across the switch.

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

Label	Description
Frame Type	The settings in a particular row apply to the frame type listed here: unicast, multicast, or broadcast.
Status	Enable or disable the storm control status for the given frame type.
Rate	The rate unit is packet per second (pps), configure the rate as 1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1K, 2K, 4K, 8K, 16K, 32K, 64K, 128K, 256K, 512K, or 1024K. The 1 kpps is actually 1002.1 pps.

5.1.8.4 Wizard

This handy wizard helps you set up a QCL quickly.

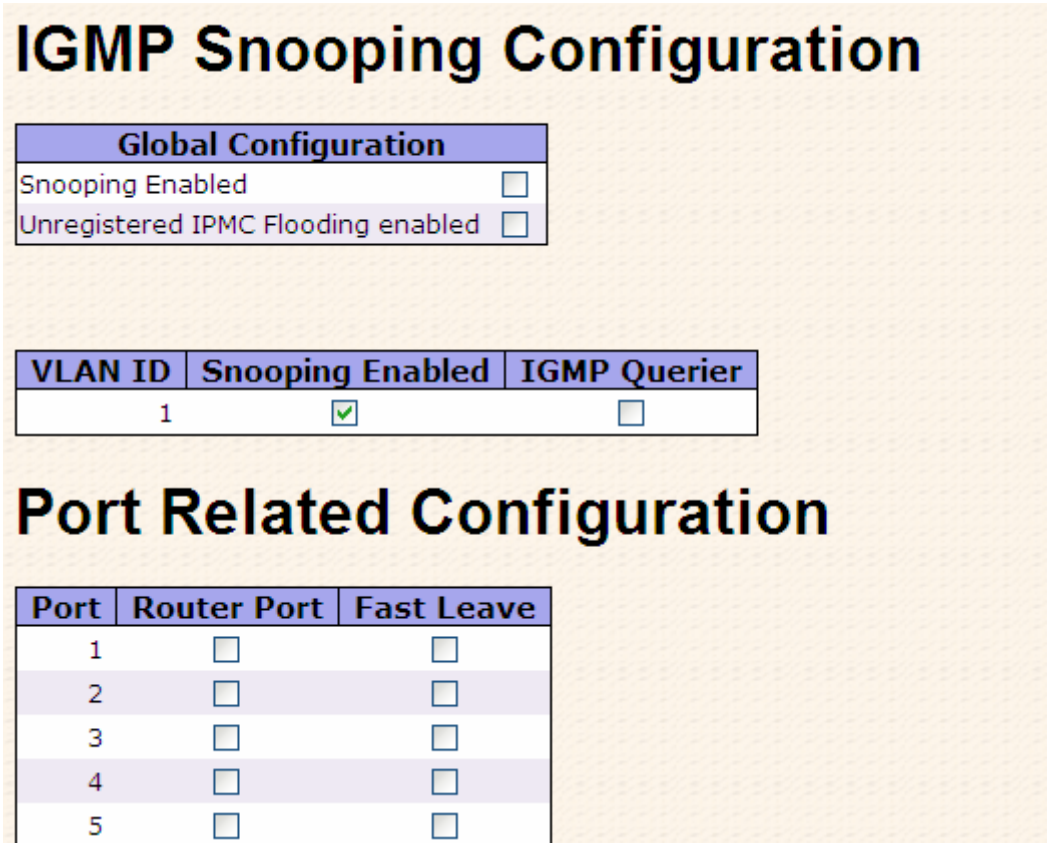


Label	Description
Set up Port Policies	Group ports into several types according to different QCL policies.
Set up Typical Network Application Rules	Set up the specific QCL for different typical network application quality control.
Setup ToS Precedence Mapping	Set up the traffic class mapping to the precedence part of ToS (3 bits) when receiving IPv4/IPv6 packets.
Set up VLAN Tag Priority Mapping	Set up the traffic class mapping to the User Priority value (3 bits) when receiving VLAN tagged packets.

5.1.9 IGMP Snooping

5.1.9.1 IGMP Snooping

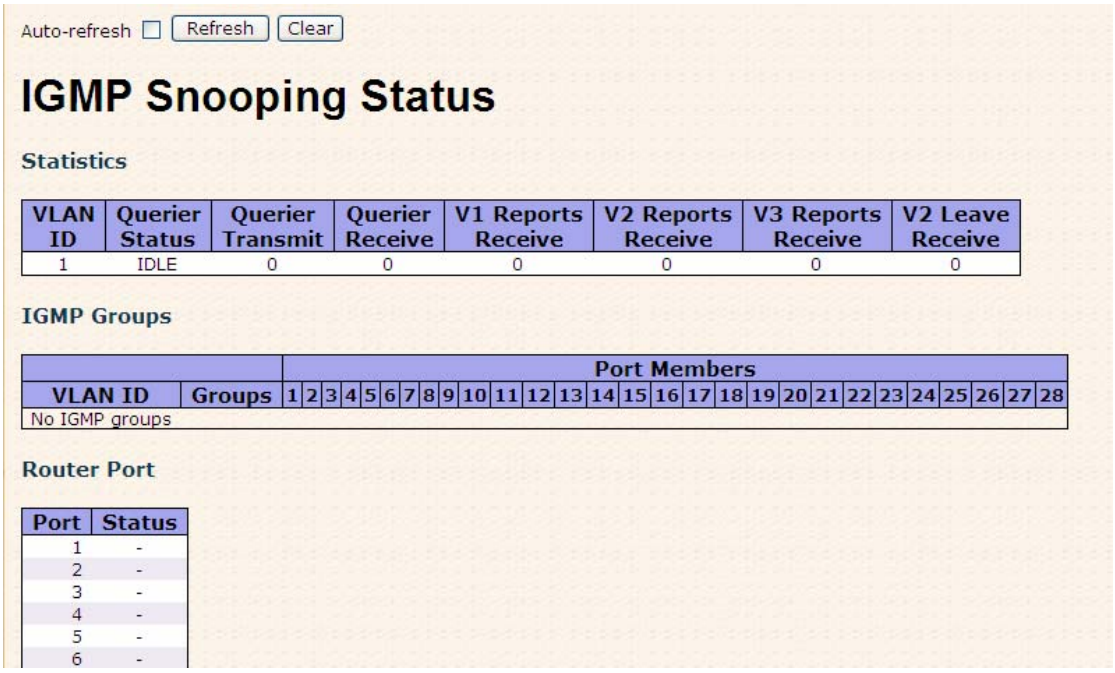
This page provides IGMP Snooping related configuration.



Label	Description
Snooping Enabled	Enable the Global IGMP Snooping.
Unregistered IPMC Flooding enabled	Enable unregistered IPMC traffic flooding.
VLAN ID	The VLAN ID of the entry.
IGMP Snooping Enabled	Enable the per-VLAN IGMP Snooping.
IGMP Querier	Enable the IGMP Querier in the VLAN. The Querier will send out if no Querier received in 255 seconds after IGMP Querier Enabled. Each Querier's interval is 125 second, and it will stop act as an IGMP Querier if received any Querier from other devices.
Router Port	Specify which ports act as router ports. A router port is a port on the Ethernet switch that leads towards the Layer 3 multicast device or IGMP querier.

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

5.1.9.2 IGMP Snooping Status

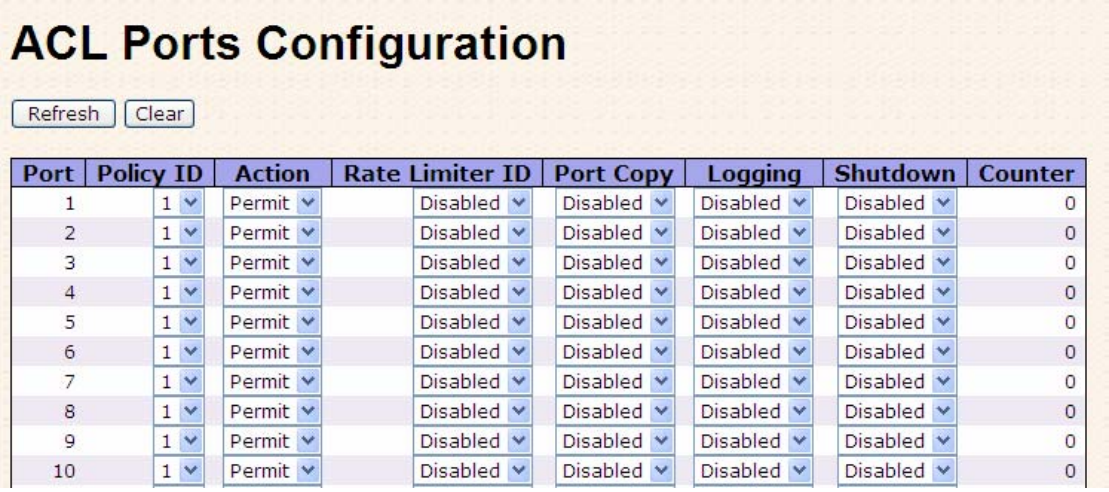


Label	Description
VLAN ID	The VLAN ID of the entry.
Groups	The present IGMP groups. Max. are 128 groups for each VLAN.
Port Members	The ports that are members of the entry.
Querier Status	Show the Querier status is "ACTIVE" or "IDLE".
Querier Receive	The number of Transmitted Querier.
V1 Reports Receive	The number of Received V1 Reports.
V2 Reports Receive	The number of Received V2 Reports.
V3 Reports Receive	The number of Received V3 Reports.
V2 Leave Receive	The number of Received V2 Leave.
Refresh	Click to refresh the page immediately.
Clear	Clears all Statistics counters.
Auto-refresh	Check this box to enable an automatic refresh of the page at regular intervals.

5.1.10 Security

5.1.10.1 ACL

Configure the ACL parameters (ACE) of each switch port. These parameters will affect frames received on a port unless the frame matches a specific ACE.

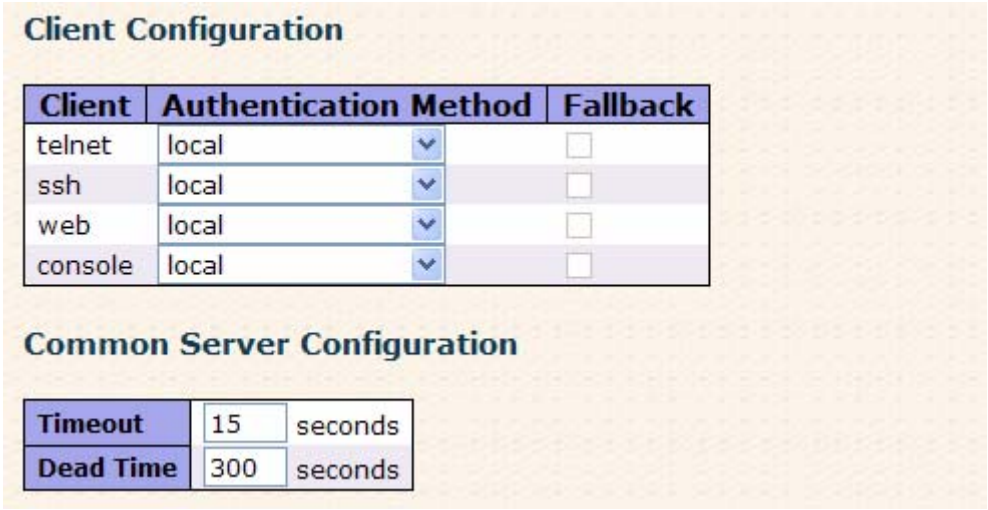


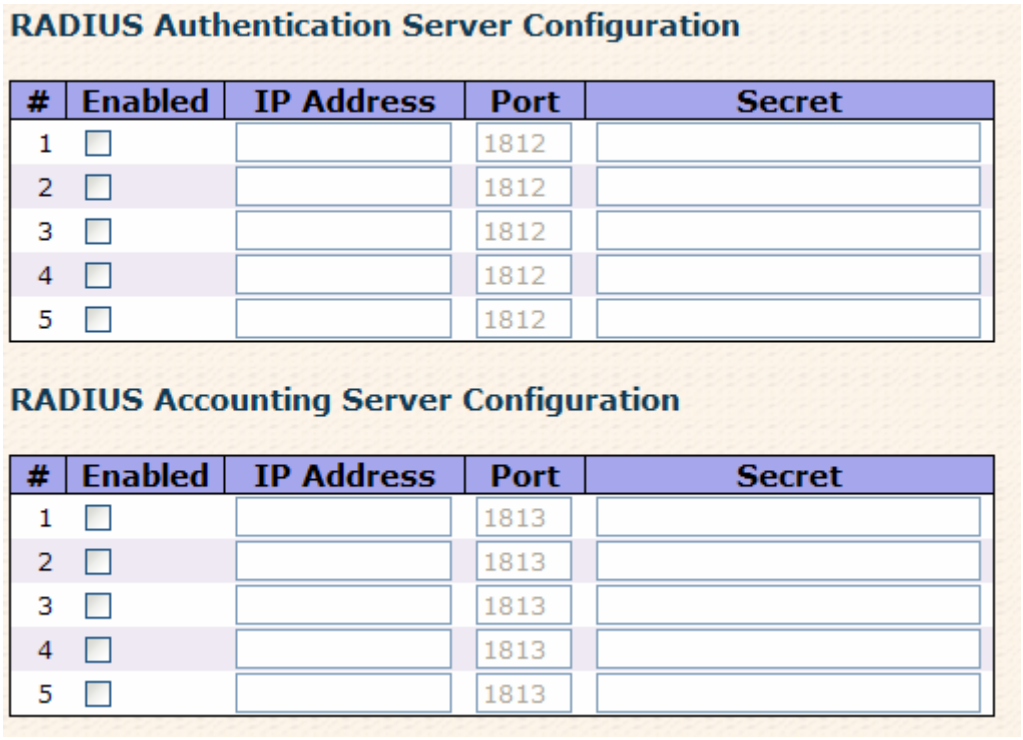
Label	Description
Port	The logical port for the settings contained in the same row.
Policy ID	Select the policy to apply to this port. The allowed values are 1 through 8. The default value is 1.
Action	Select whether forwarding is permitted ("Permit") or denied ("Deny"). The default value is "Permit".
Rate Limiter ID	Select which rate limiter to apply to this port. The allowed values are Disabled or the values 1 through 15. The default value is "Disabled".
Port Copy	Select which port frames are copied to. The allowed values are Disabled or a specific port number. The default value is "Disabled".
Logging	Specify the logging operation of this port. The allowed values are: Enabled: Frames received on the port are stored in the System Log. Disabled: Frames received on the port are not logged. The default value is "Disabled". Please note that the System Log memory size and logging rate is limited.

Shutdown	Specify the port shut down operation of this port. The allowed values are: Enabled: If a frame is received on the port, the port will be disabled. Disabled: Port shut down is disabled. The default value is "Disabled".
Counter	Counts the number of frames that match this ACE.

5.1.10.2 802.1x

This page allows you to configure how an administrator is authenticated when he logs into the switch stack via TELNET, SSH or the web pages.





Client Configuration

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

Label	Description
Client	The Client for which the configuration below applies.
Authentication Metohd	Authentication Method can be set to one of the following values: none : authentication is disabled and login is not possible. local : use the local user database on the switch stack for authentication. radius : use a remote RADIUS server for authentication. tacacs+ : use a remote TACACS+ server for authentication.
Fallback	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

Common Server Configuration

These setting are common for all of the Authentication Servers.

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

RADIUS Authentication Server Configuration

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

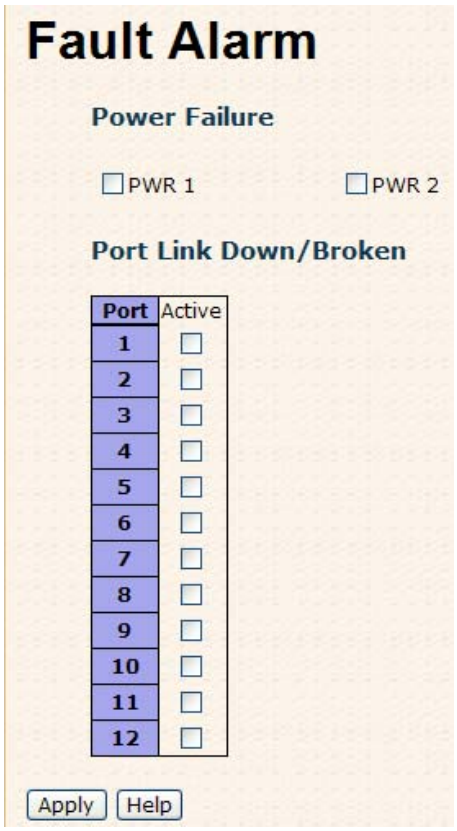
Label	Description
#	The RADIUS Authentication Server number for which the configuration below applies.
Enable	Enable the RADIUS Authentication Server by checking this box.
IP Address	Enable fallback to local authentication by checking this box. If none of the configured authentication servers are alive, the local user database is used for authentication. This is only possible if the Authentication Method is set to something else than 'none or 'local'.

Port	The UDP port to use on the RADIUS Authentication Server. If the port is set to 0 (zero), the default port (1812) is used on the RADIUS Authentication Server.
Secret	The secret - up to 29 characters long - shared between the RADIUS Accounting Server and the switchstack.

5.1.11 Warning

5.1.11.1 Fault Alarm

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



The following table describes the labels in this screen.

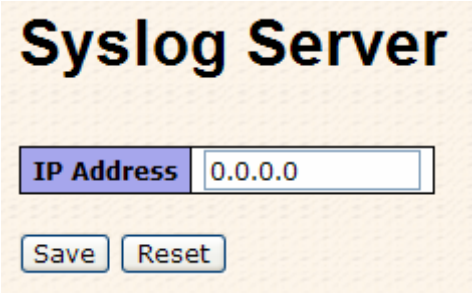
Label	Description
Power Failure	Mark the blank of PWR 1 or PWR 2 to monitor.
Port Link Down/Broken	Mark the blank of port 1 to port 8 to monitor.
Apply	Click "**Apply**" to set the configurations.
Help	Show help file.

5.1.11.2 System Warning

5.1.11.2.1 Syslog Setting

The SYSLOG is a protocol to transmit event notification messages across networks.

Please refer to RFC 3164 - The BSD SYSLOG Protocol

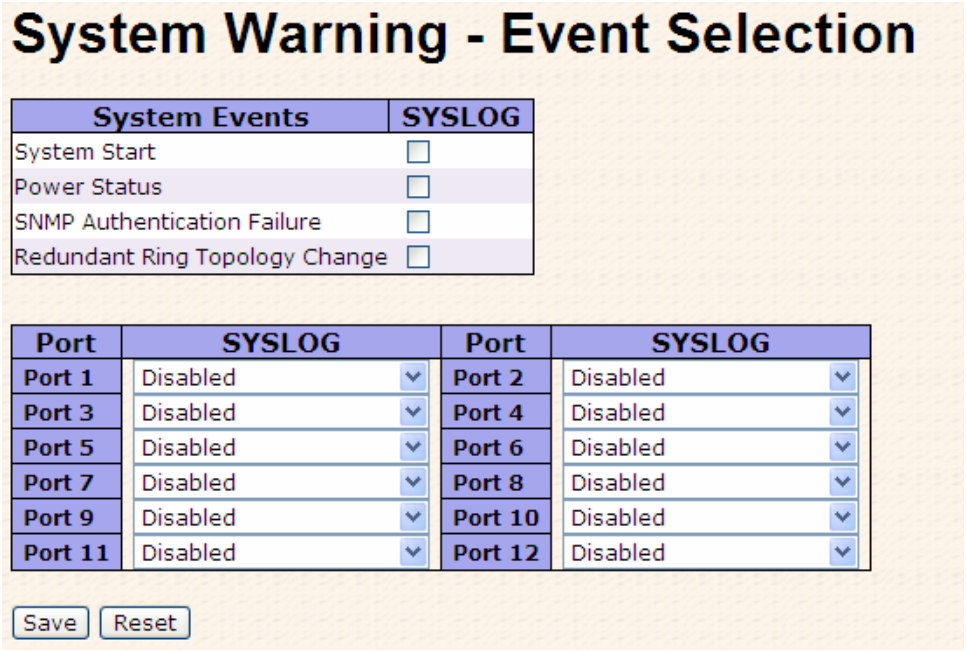


The following table describes the labels in this screen.

Label	Description
IP Address	The remote SYSLOG Server IP address.
Apply	Click "**Apply**" to set the configurations.
Help	Show help file.

5.1.11.2.2 Syslog Event

There is one warning way supported by system, that is SYSLOG. Check corresponding box will enable specific system event warning to SYSLOG. Note that the checkbox can not be checked when SYSLOG is disabled.

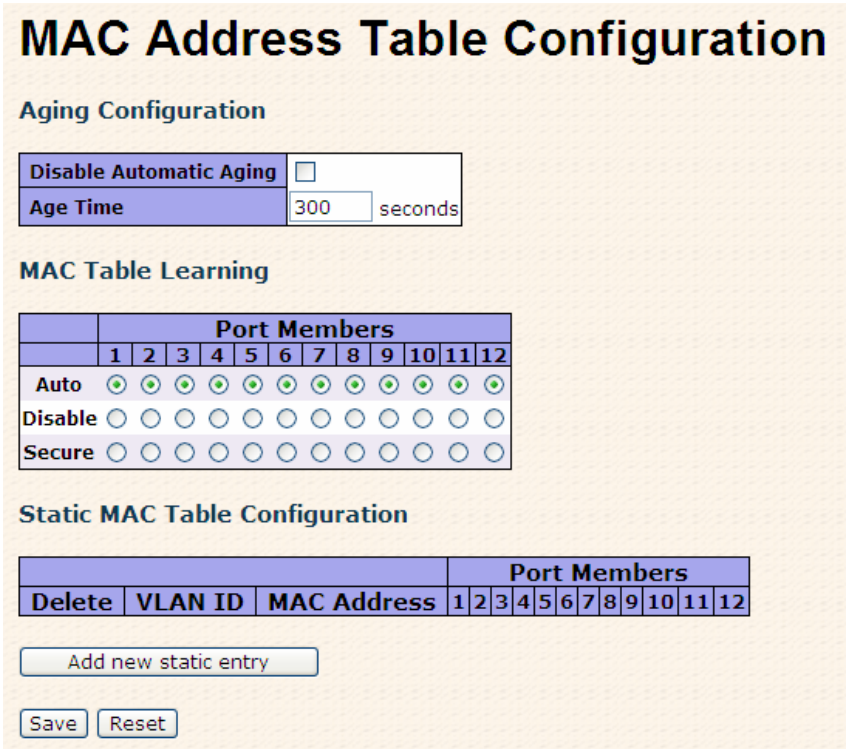


Label	Description
System Start	Alert when system restart.
Power Status	Alert when a power up or down.
SNMP Authentication Failure	Alert when SNMP authentication failure
Redundant Ring Topology Change	Alert when Ring topology change.
Port Event	Alert when Link Up, Link Down, or Link Up & Link Down.
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

5.1.12 Monitor and Diagnostics

5.1.12.1 MAC Table

The MAC Address Table is configured on this page. Set timeouts for entries in the dynamic MAC Table and configure the static MAC table here.



Aging Configuration

By default, dynamic entries are removed from the MAC after 300 seconds. This removal is also called aging.

Configure aging time by entering a value here in seconds; for example, **Age time** seconds.

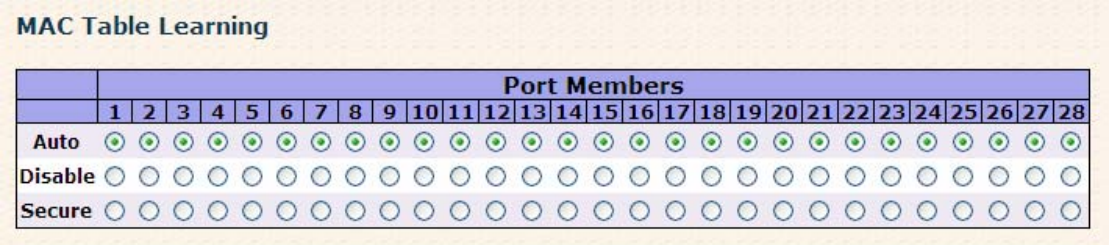
The allowed range is 10 to 1000000 seconds.

Disable the automatic aging of dynamic entries by checking **Disable automatic aging**.

MAC Table Learning

If the learning mode for a given port is grayed out, another module is in control of the mode, so that it cannot be changed by the user. An example of such a module is the MAC-Based Authentication under 802.1X.

Each port can do learning based upon the following settings:



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

Static MAC Table Configuration

The static entries in the MAC table are shown in this table. The static MAC table can contain 64 entries.

The maximum of 64 entries is for the whole stack, and not per switch.

The MAC table is sorted first by VLAN ID and then by MAC address.

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

5.1.12.2 Port Statistic

5.1.12.2.1 Traffic Overview

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

Port Statistics Overview

Auto-refresh ☐ Refresh Clear

Port	Packets		Bytes		Errors		Drops		Filtered
	Receive	Transmit	Receive	Transmit	Receive	Transmit	Receive	Transmit	Receive
1	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0
23	29900	19581	5833810	3310221	2	0	2	0	20
24	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0
28	0	0	0	0	0	0	0	0	0

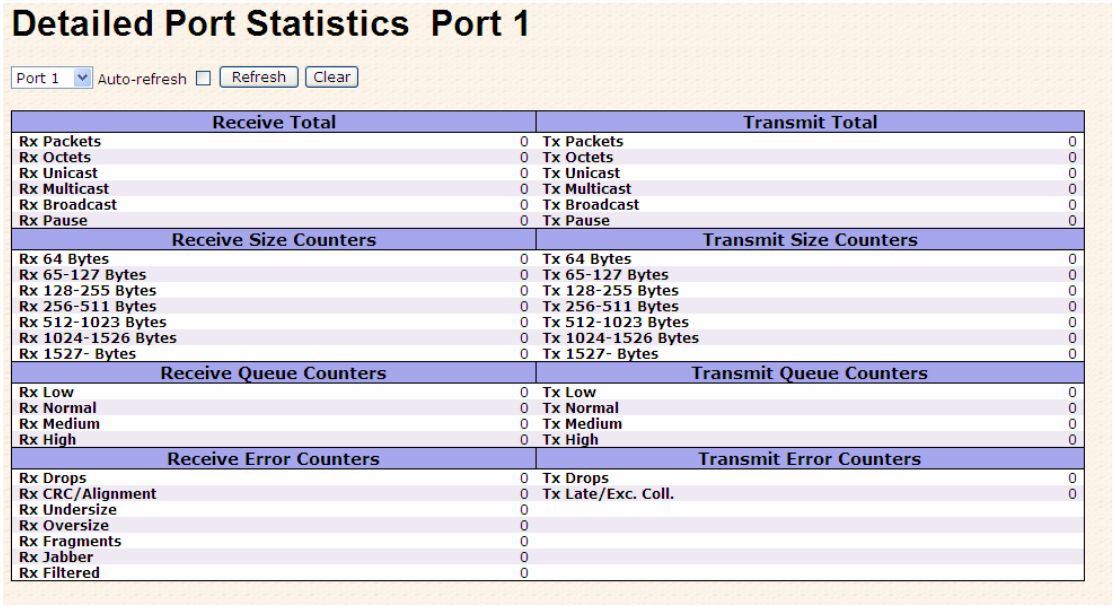
Label	Description
Port	The logical port for the settings contained in the same row.
Packets	The number of received and transmitted packets per port.
Bytes	The number of received and transmitted bytes per port.
Errors	The number of frames received in error and the number of incomplete transmissions per port.
Drops	The number of frames discarded due to ingress or egress congestion.
Filtered	The number of received frames filtered by the forwarding process.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the counters entries, starting from the current entry ID.
Clear	Flushes all counters entries.

5.1.12.2.2 Detailed Statistics

This page provides detailed traffic statistics for a specific switch port. Use the port select box to select which switch port details to display.

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

Detailed Statistics-Receive & Transmit Total



Label	Description
Rx and Tx Packets	The number of received and transmitted (good and bad) packets.
Rx and Tx Octets	The number of received and transmitted (good and bad) bytes. Includes FCS, but excludes framing bits.
Rx and Tx Unicast	The number of received and transmitted (good and bad) unicast packets.
Rx and Tx Multicast	The number of received and transmitted (good and bad) multicast packets.
Rx and Tx Broadcast	The number of received and transmitted (good and bad) broadcast packets.
Rx and Tx Pause	A count of the MAC Control frames received or transmitted on this port that have an opcode indicating a PAUSE operation.
Rx Drops	The number of frames dropped due to lack of receive buffers or egress congestion.
Rx CRC/Alignment	The number of frames received with CRC or alignment errors.
Rx Undersize	The number of short 1 frames received with valid CRC.
Rx Oversize	The number of long 2 frames received with valid CRC.
Rx Fragments	The number of short 1 frames received with invalid CRC.
Rx Jabber	The number of long 2 frames received with invalid CRC.
Rx Filtered	The number of received frames filtered by the forwarding process.

Tx Drops	The number of frames dropped due to output buffer congestion.
Tx Late / Exc.Coll.	The number of frames dropped due to excessive or late collisions.

Short frames are frames that are smaller than 64 bytes.

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

5.1.12.3 Port Mirroring

Configure port Mirroring on this page.

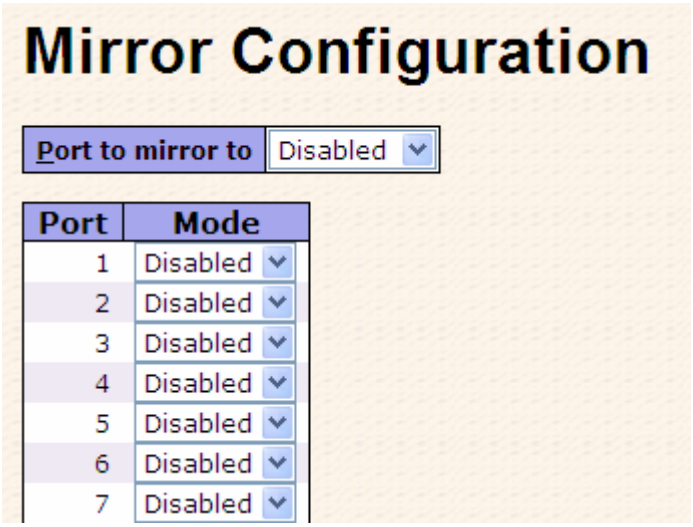
To debug network problems, selected traffic can be copied, or mirrored, to a mirror port where a frame analyzer can be attached to analyze the frame flow.

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

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

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

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



Label	Description
Port	The logical port for the settings contained in the same row.
Mode	Select mirror mode. Rx only : Frames received at this port are mirrored to the mirror port. Frames transmitted are not mirrored.

	Tx only :Frames transmitted from this port are mirrored to the mirror port. Frames received are not mirrored. Disabled : Neither frames transmitted nor frames received are mirrored. Enabled : Frames received and frames transmitted are mirrored to the mirror port. Note: For a given port, a frame is only transmitted once. It is therefore not possible to mirror Tx frames for the mirror port. Because of this, mode for the selected mirror port is limited to Disabled or Rx only.

5.1.12.4 System Log

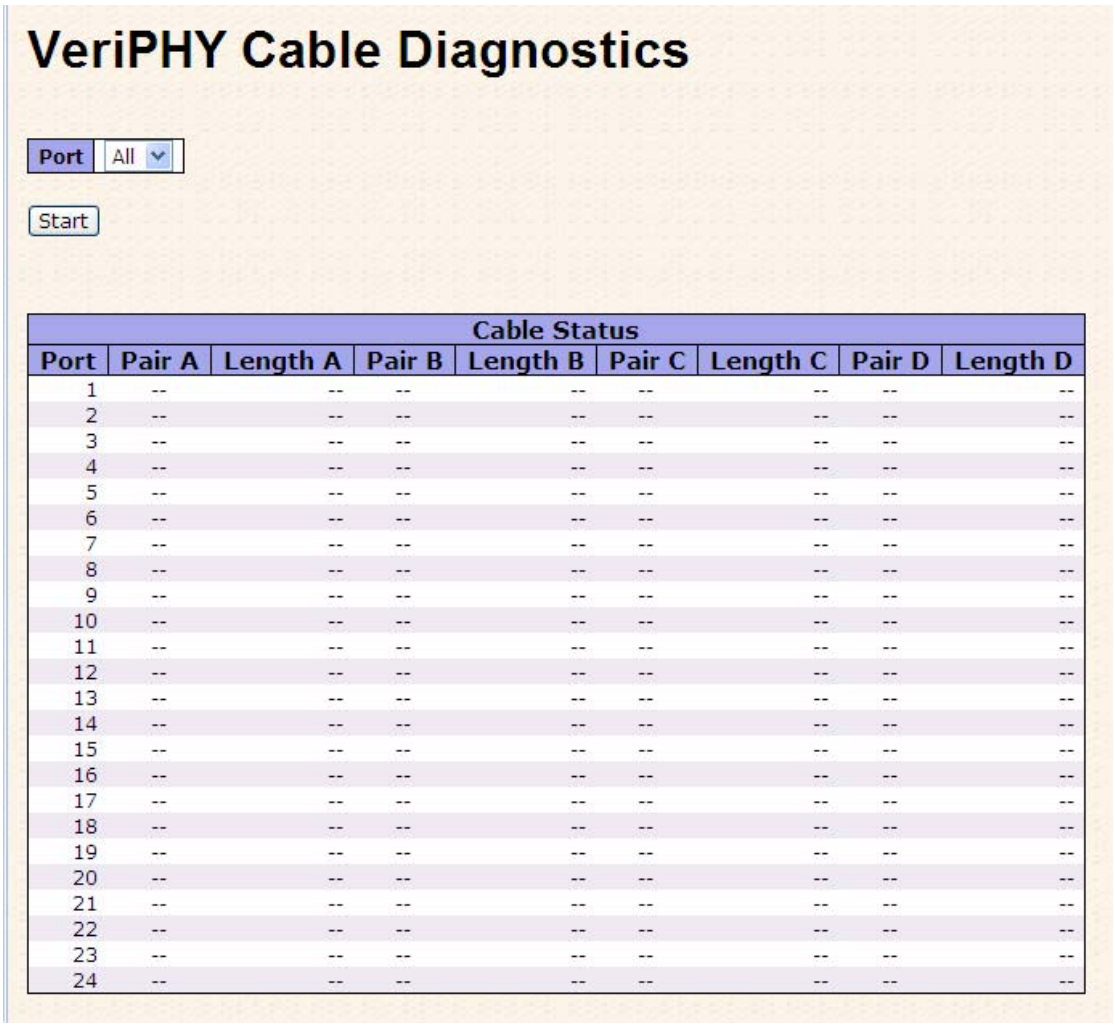
The switch system log information is provided here.

Label	Description
ID	The ID (>= 1) of the system log entry.
Level	The level of the system log entry. The following level types are supported: Info: Information level of the system log.

	Warning: Warning level of the system log. Error: Error level of the system log. All: All levels.
Time	The time of the system log entry.
Message	The MAC Address of this switch.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.
Refresh	Updates the system log entries, starting from the current entry ID.
Clear	Flushes all system log entries.
|<<	Updates the system log entries, starting from the first available entry ID.
<<	Updates the system log entries, ending at the last entry currently displayed.
>>	Updates the system log entries, starting from the last entry currently displayed.
>>|	Updates the system log entries, ending at the last available entry ID.

5.1.12.5 Cable Diagonstics

This page is used for running the VeriPHY Cable Diagnostics.



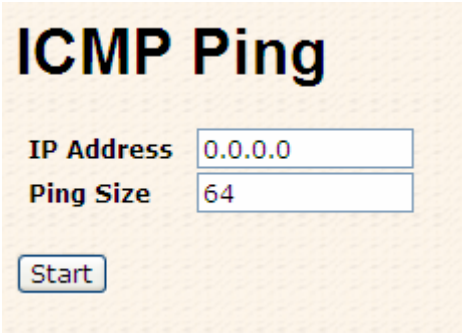
Press Start to run the diagnostics. This will take approximately 5 seconds. If all ports are selected, this can take approximately 15 seconds. When completed, the page refreshes automatically, and you can view the cable diagnostics results in the cable status table. Note that VeriPHY is only accurate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

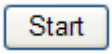
10 and 100 Mbps ports will be linked down while running VeriPHY. Therefore, running VeriPHY on a 10 or 100 Mbps management port will cause the switch to stop responding until VeriPHY is complete.

Label	Description
Port	The port where you are requesting VeriPHY Cable Diagnostics.
Cable Status	Port: Port number. Pair: The status of the cable pair. Length: The length (in meters) of the cable pair.

5.1.12.6 Ping

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



After you press 

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

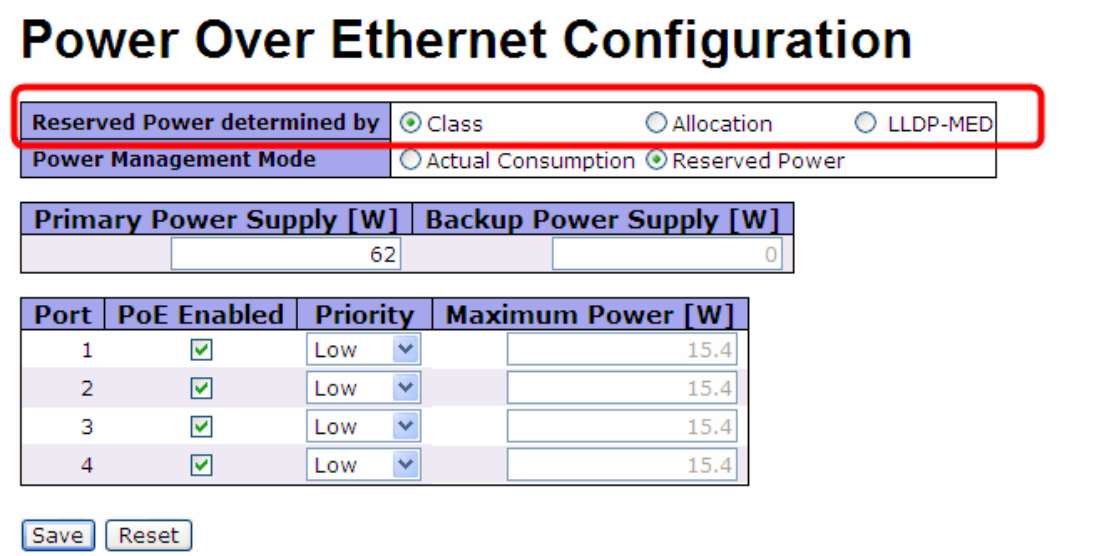
PING6 server ::10.10.132.20
64 bytes from ::10.10.132.20: icmp_seq=0, time=0ms
64 bytes from ::10.10.132.20: icmp_seq=1, time=0ms
64 bytes from ::10.10.132.20: icmp_seq=2, time=0ms
64 bytes from ::10.10.132.20: icmp_seq=3, time=0ms
64 bytes from ::10.10.132.20: icmp_seq=4, time=0ms
Sent 5 packets, received 5 OK, 0 bad
You can configure the following properties of the issued ICMP packets:

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

5.1.13 Power over Ethernet (P.O.E.)

5.1.13.1 PoE Configuration - Reserved Power determined

There are three modes for configuring how the ports/PDs may reserve power.



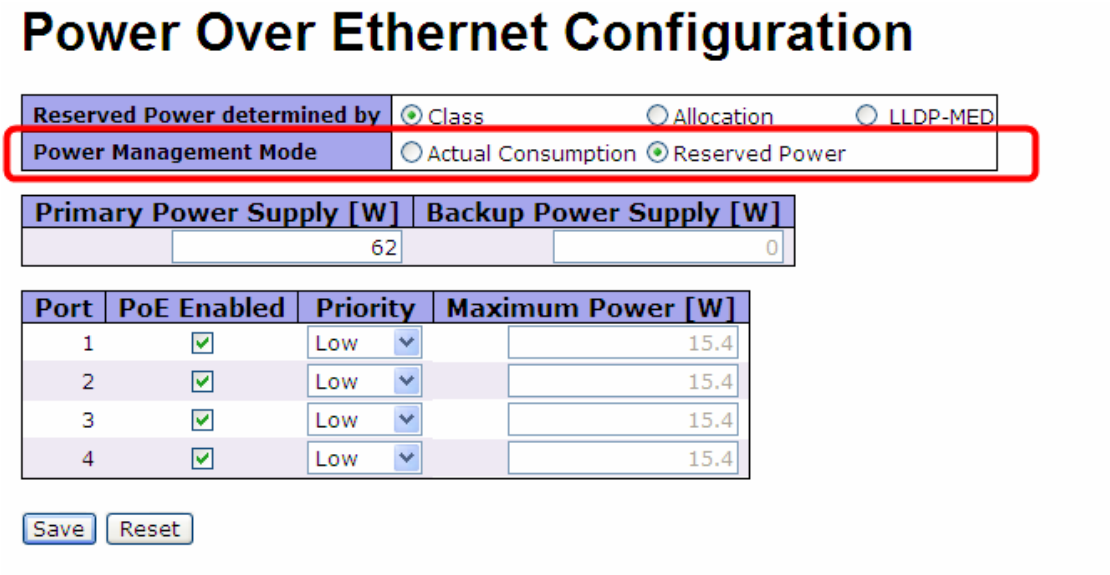
Label	Description
Allocated mode	In this mode the user allocates the amount of power that each port may reserve. The allocated/reserved power for each port/PD is specified in the Maximum Power fields.
Class mode	In this mode each port automatic determines how much power to reserve according to the class the connected PD belongs to, and reserves the power accordingly. Three different port classes exist and one for 4, 7 and 15.4 Watts. (In this mode the Maximum Power fields have no effect.)
LLDP-MED mode	This mode is similar to the Class mode expect that each port determine the amount power it reserves by exchanging PoE information using the LLDP protocol and reserves power accordingly. If no LLDP information is available for a port, the port will reserve power using the class mode.(In this mode the

	Maximum Power fields have no effect)

(For all mode : If a port uses more power than the reserved power for the port, the port is shut down.)

5.1.13.2 PoE Configuration - Power management Mode

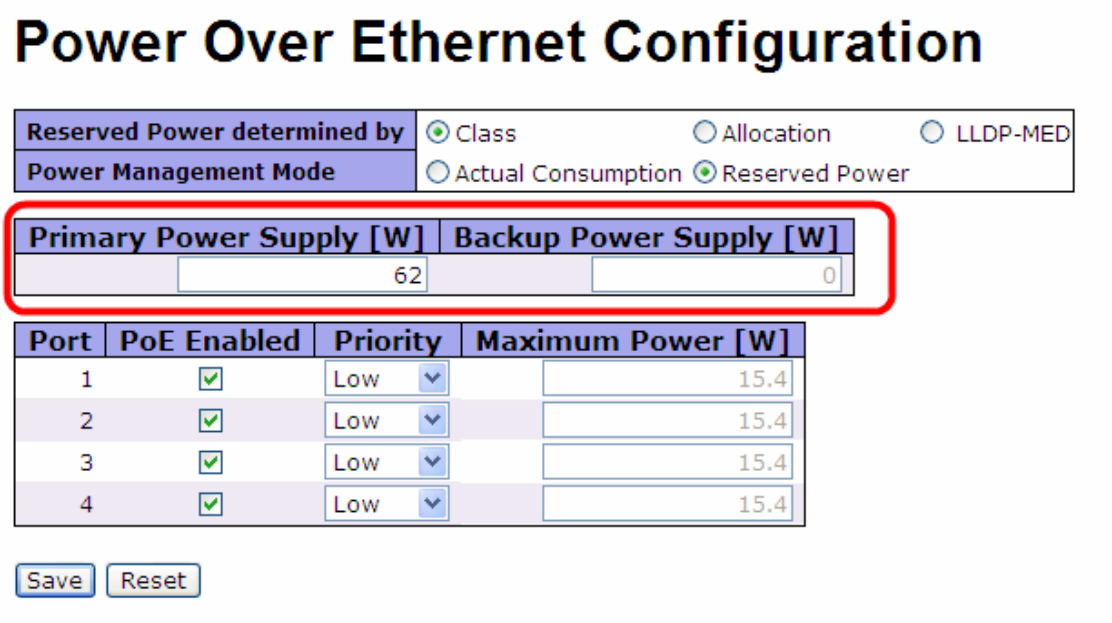
There are 2 modes for configuring when to the ports are shut down.



Label	Description
Actual Consumption	In this mode the ports are shut down when the actual power consumption for all ports exceeds the amount of power that the power supply can deliver or if the actual power consumption for a given port exceeds the reserved power for that port. The ports are shut down according to the ports priority. If two ports have the same priority the port with the highest port number is shut down.
Reserved Power	In this mode the ports are shut down when total reserved powered exceeds the amount of power that the power supply can deliver. In this mode the port power is not turned on if the PD requests more power the available.

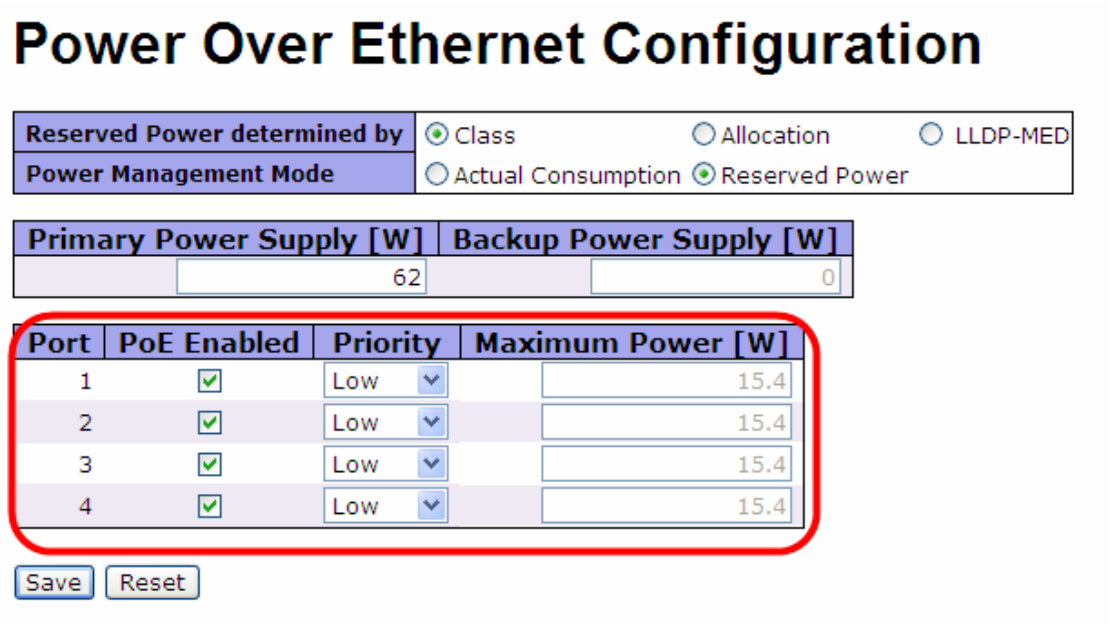
5.1.13.3 PoE Configuration - Primary/backup Power Supply

A PoE can have two power supplies. One is used as primary power source, and one as backup power source. In case that the primary power source fails the backup power source will take over. For being able to determine the amount of power the PD may use, it must be defined what amount of power the primary and backup power sources can deliver.



5.1.13.4 PoE Configuration - Port Configuration

User can configuration every port PoE Setting

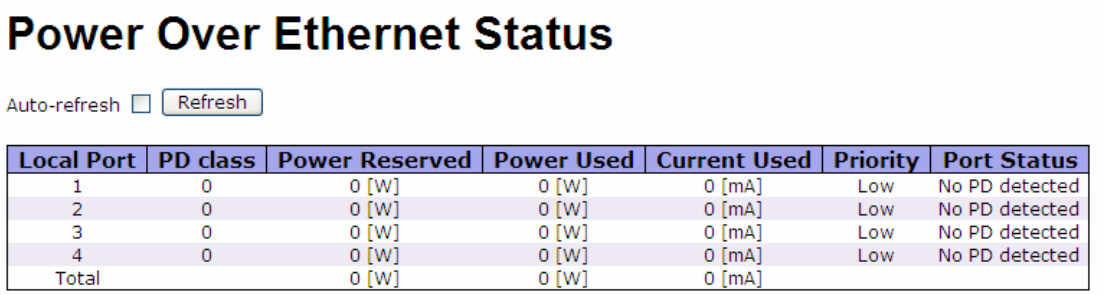


Label	Description
PoE Enable	The PoE Enabled represents whether the PoE is enable for the port.
Priority	The Priority represents the ports priority. There are three levels of

	power priority named Low, High and Critical. The priority is used in the case where the remote devices requires uses more power than power supply can deliver. In this case the port with the lowest priority will be turn off starting from the port with the lowest port number.
Maximum Power	The Maximum Power value contains a numerical value that indicates the maximum power in watts that can be delived to a remote device.(The maximum allowed value is 102.3 W.)
Save	Click to save changes.
Reset	Click to undo any changes made locally and revert to previously saved values.

5.1.13.5 Power over Ethernet Status

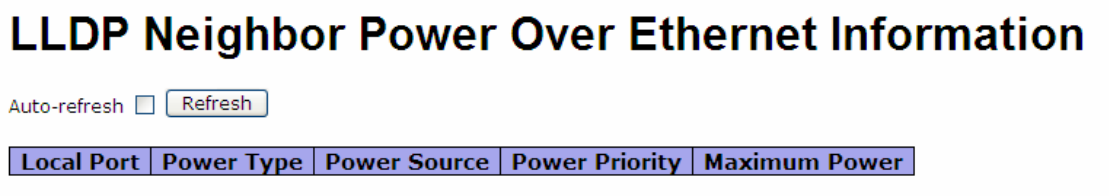
This page allows the user to inspect the current status for all PoE ports.



Label	Description
Local Port	This is the logical port number for this row.
Power Reserved	The Power Reserved shows how much the power the PD has reserved.
Power Used	The Power Used shows how much power the PD currently is using.
Current Used	The Power Used shows how much current the PD currently is using. P.O.E. ports
Priority	The Priority shows the port's priority configured by the user.
Port Status	The Port Status shows the port's status.

5.1.13.6 LLDP Power Over Ethernet Neighbor

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



Label	Description
Local Port	The port for this switch on which the LLDP frame was received.
Power Type	The Type represents whether the device is a Power Sourcing Entity (PSE) or Power Device (PD). If the Type is unknown it is represented as "Resevered".
Power Source	The Source represents the power source being utilized by a PSE or PD device. If the device is a PSE device it can either run on its Primary Power Source or its Backup Power Source. If it is unknown whether the PSE device is using its Primary Power Source or its Backup Power Source it is indicated as "Unknown" If the device is a PD device it can either run on its local power supply or it can use the PSE as power source. It can also use both its local power supply and the PSE. If it is unknown what power supply the PD device is using it is indicated as "Unknown"
Power Priority	The Power Used shows how much current the PD currently is using. P.O.E. ports
Power Priority	Power Priority represents the priority of the PD device, or the power priority associated with the PSE type device's port that is sourcing the power. There are three levels of power priority. The three levels are: Critical, High and Low. If the power priority is unknown it is indicated as "Unknown"

Maximum Power	The Power Value contains a numerical value that indicates the maximum power in watts required by a PD device from a PSE device, or the minimum power a PSE device is capable of sourcing over a maximum length cable based on its current configuration. The maximum allowed value is 102.3 W. If the device indicates value higher than 102.3 W, it is represented as "reserved"
Refresh	Click to refresh the page immediately.
Auto-refresh ☐	Check this box to enable an automatic refresh of the page at regular intervals.

System Reboot

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

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

Factory Defaults

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

Label	Description
Yes	Click to reset the configuration to Factory Defaults.
No	Click to return to the Port State page without resetting the configuration

Command Line Interface Management

6.1 About CLI Management

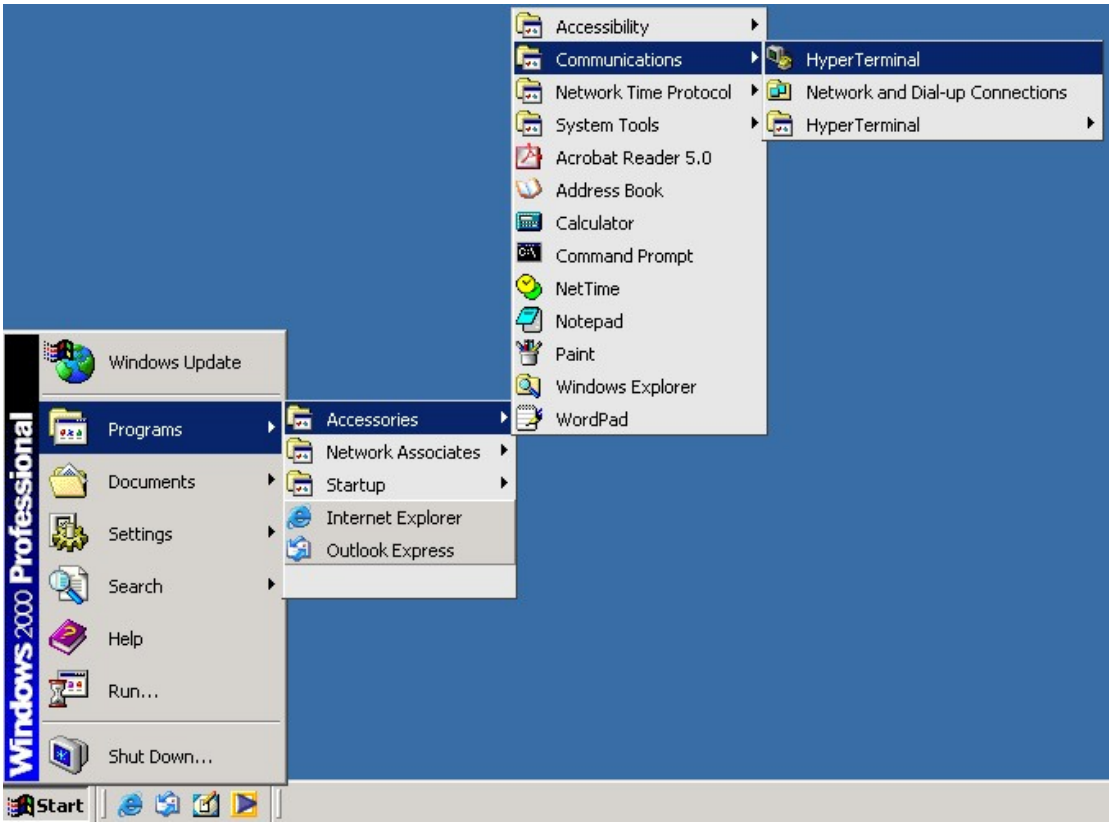
Besides WEB-based management, IGPS-7084GP also supports CLI management. You can use console or telnet to management switch by CLI.

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

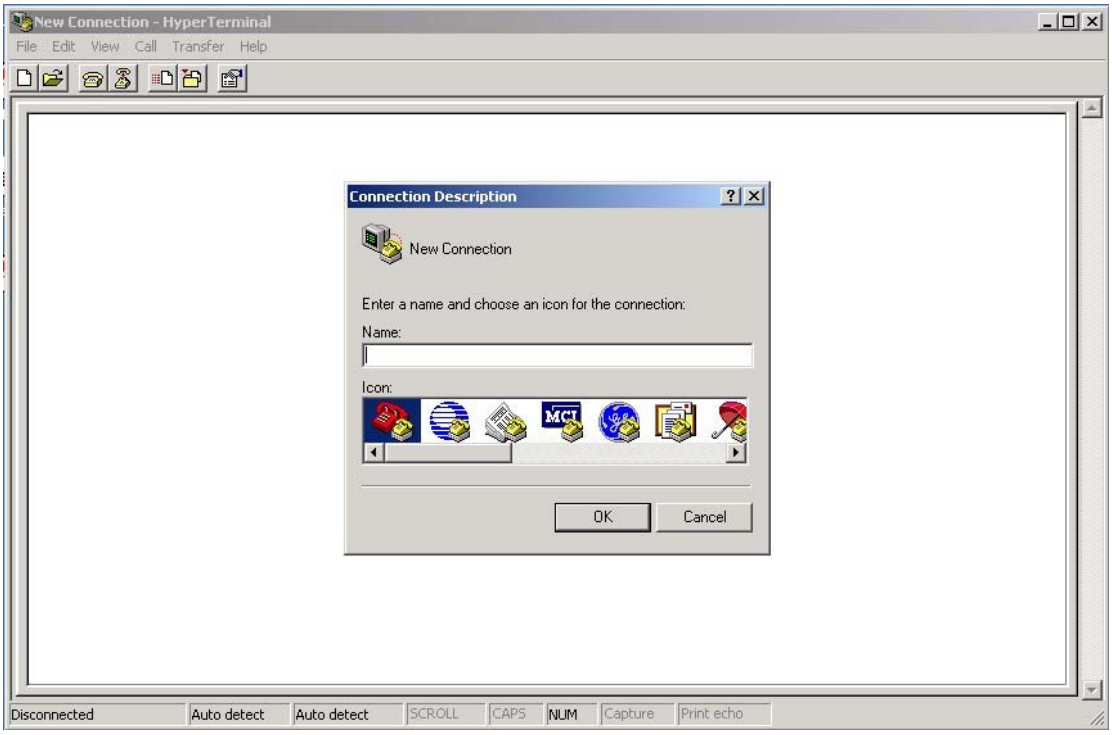
Before Configuring by RS-232 serial console, use an RJ45 to DB9-F cable to connect the Switches' RS-232 Console port to your PC's COM port.

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

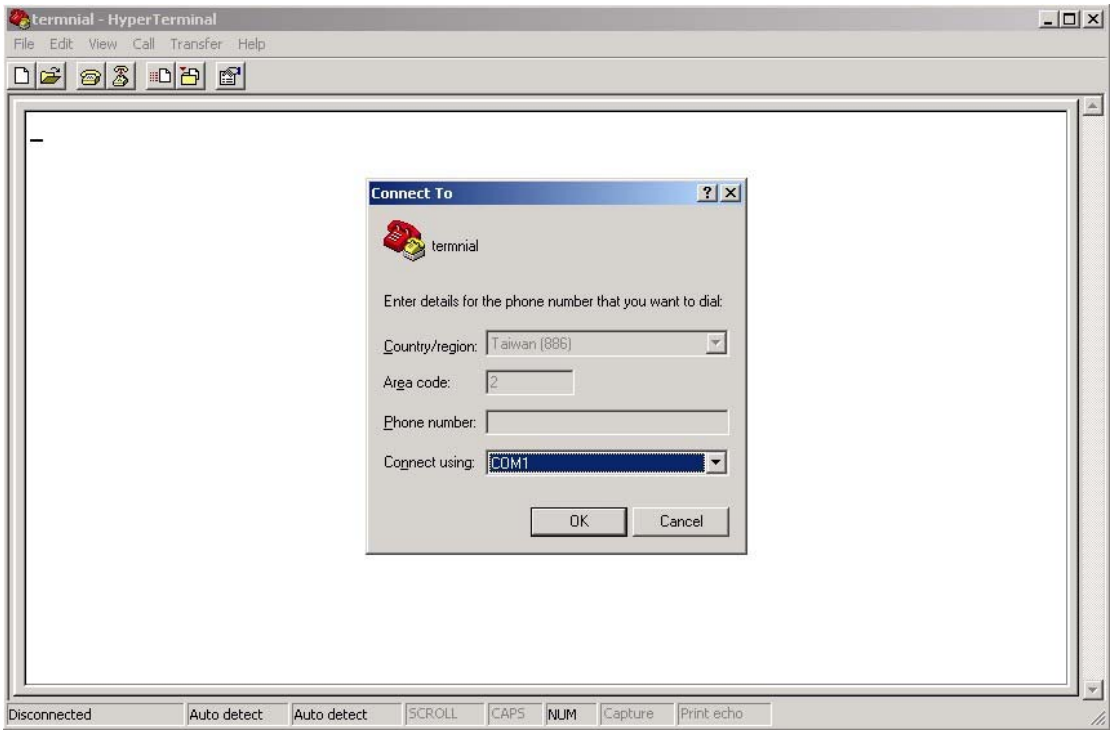
Step 1. From the Windows desktop, click on Start -> Programs -> Accessories -> Communications -> Hyper Terminal



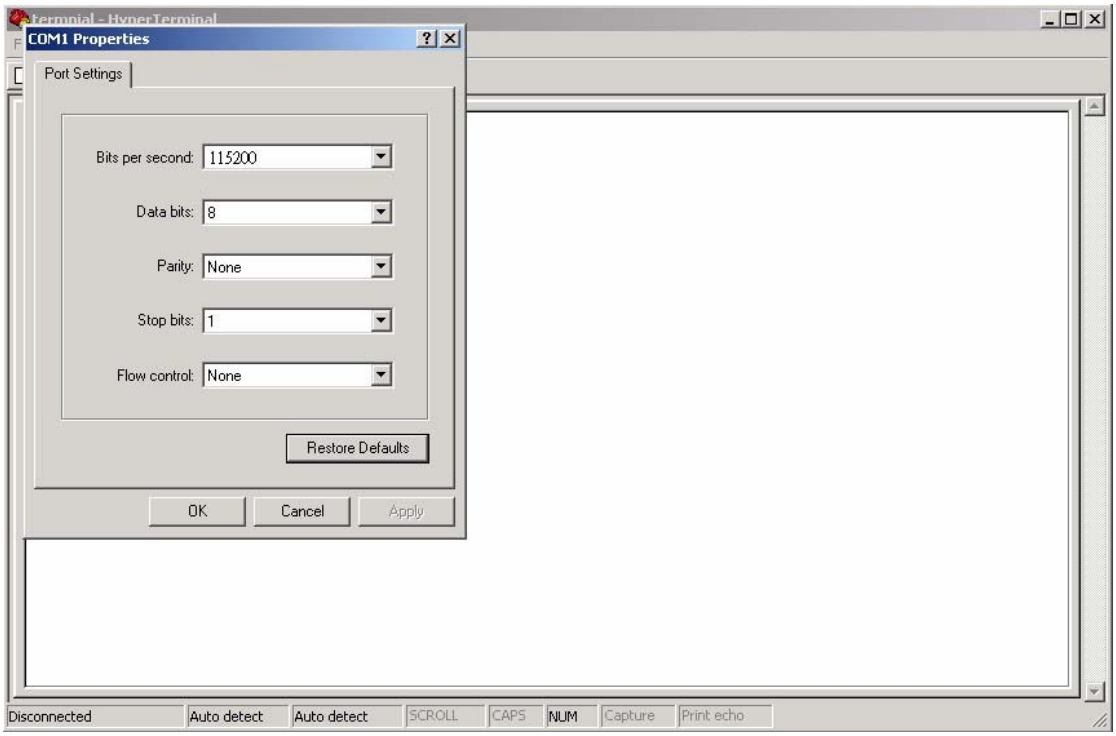
Step 2. Input a name for new connection



Step 3. Select to use COM port number



Step 4. The COM port properties setting, 115200 for Bits per second, 8 for Data bits, None for Parity, 1 for Stop bits and none for Flow control.



Step 5. The Console login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), then press "**Enter**".

```
+
RedBoot(tm) bootstrap and debug environment [ROMRAM]
Non-certified release, version 1_06-Vitesse - built 15:15:15, Dec  6 2007

Platform: LUTON28 system (ARM9) @178MHz
Copyright (C) 2000, 2001, 2002, 2003, 2004 Red Hat, Inc.
Copyright (C) 2003, 2004, 2005, 2006 eCosCentric Limited

RAM: 0x00000000-0x04000000, [0x0002c360-0x03fd1000] available
FLASH: 0x80000000 - 0x80800000, 128 blocks of 0x00020000 bytes each.
== Executing boot script in 1.000 seconds - enter ^C to abort
RedBoot> fis load -a managed
Image loaded from 0x00100000-0x00409c40
RedBoot> go

Username:
```

CLI Management by Telnet

Users can use "**TELNET**" to configure the switches.

The default value is as below:

IP Address: **192.168.10.1**

Subnet Mask: **255.255.255.0**

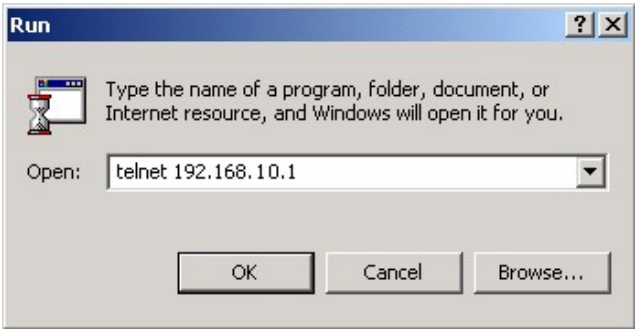
Default Gateway: **192.168.10.254**

User Name: **admin**

Password: **admin**

Follow the steps below to access the console via Telnet.

Step 1. Telnet to the IP address of the switch from the Windows "**Run**" command (or from the MS-DOS prompt) as below.



Step 2. The Login screen will appear. Use the keyboard to enter the Username and Password (The same with the password for Web Browser), and then press "**Enter**"

Commander Groups

```
Command Groups:
---------------
System     : System settings and reset options
Syslog     : Syslog Server Configuration
IP         : IP configuration and Ping
Auth       : Authentication
Port       : Port management
Aggr       : Link Aggregation
LACP       : Link Aggregation Control Protocol
STP        : Spanning Tree Protocol
Dot1x      : IEEE 802.1X port authentication
IGMP       : Internet Group Management Protocol snooping
LLDP       : Link Layer Discovery Protocol
MAC        : MAC address table
VLAN       : Virtual LAN
PVLAN      : Private VLAN
QoS        : Quality of Service
ACL        : Access Control List
Mirror     : Port mirroring
Config     : Load/Save of configuration via TFTP
SNMP       : Simple Network Management Protocol
Firmware   : Download of firmware via TFTP
Fault      : Fault Alarm Configuration
SFLOW      : SFLOW
```

System

System>	Configuration [all] [<port_list>]
	Reboot
	Restore Default [keep_ip]
	Contact [<contact>]
	Name [<name>]
	Location [<location>]
	Description [<description>]
	Password <password>
	Username [<username>]
	Timezone [<offset>]
	Log [<log_id>] [all|info|warning|error] [clear]

Syslog

Syslog>	ServerConfiguration [<ip_addr>]

IP

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

Auth

Auth>	Configuration
	Timeout [<timeout>]
	Deadtime [<dead_time>]
	RADIUS [<server_index>] [enable|disable] [<ip_addr_string>] [<secret>] [<server_port>]
	ACCT_RADIUS [<server_index>] [enable|disable] [<ip_addr_string>] [<secret>] [<server_port>]
	Client [console|telnet|ssh|web] [none|local|radius] [enable|disable]
	Statistics [<server_index>]

Port

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

Aggr

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

LACP

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

STP

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

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

Dot1x

Dot1x>	Configuration [<port_list>]
	Mode [enable|disable]
	State [<port_list>] [macbased|auto|authorized|unauthorized]
	Authenticate [<port_list>] [now]
	Reauthentication [enable|disable]
	Period [<reauth_period>]
	Timeout [<eapol_timeout>]
	Statistics [<port_list>] [clear|eapol|radius]
	Clients [<port_list>] [all|<client_cnt>]
	Agetime [<age_time>]
	Holdtime [<hold_time>]

IGMP

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

LLDP

LLDP>	Configuration [<port_list>]
	Mode [<port_list>] [enable|disable|rx|tx]
	Optional_TLV [<port_list>][port_descr|sys_name|sys_descr|sys_capa|mgmt_addr] [enable|disable]
	Interval [<interval>]
	Hold [<hold>]
	Delay [<delay>]
	Reinit [<reinit>]
	Info [<port_list>]
	Statistics [<port_list>] [clear]

MAC

MAC>	Configuration [<port_list>]
	Add <mac_addr> <port_list> [<vid>]
	Delete <mac_addr> [<vid>]
	Lookup <mac_addr> [<vid>]
	Agetime [<age_time>]
	Learning [<port_list>] [auto|disable|secure]
	Dump [<mac_max>] [<mac_addr>] [<vid>]
	Statistics [<port_list>]
	Flush

VLAN

VLAN>	Configuration [<port_list>]
	Aware [<port_list>] [enable|disable]
	PVID [<port_list>] [<vid>|none]
	FrameType [<port_list>] [all|tagged]
	Add <vid> [<port_list>]
	Delete <vid>
	Lookup [<vid>]

PVLAN

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

QOS

QoS>	Configuration [<port_list>]
	Classes [<class>]
	Default [<port_list>] [<class>]
	Tagprio [<port_list>] [<tag_prio>]
	QCL Port [<port_list>] [<qcl_id>]
	QCL Add [<qcl_id>] [<qce_id>] [<qce_id_next>] (etype <etype>) | (vid <vid>) | (port <udp_tcp_port>) | (dscp <dscp>) | (tos <tos_list>) | (tag_prio <tag_prio_list>) <class>
	QCL Delete <qcl_id> <qce_id>
	QCL Lookup [<qcl_id>] [<qce_id>]
	Mode [<port_list>] [strict|weighted]
	Weight [<port_list>] [<class>] [<weight>]
	Rate Limiter [<port_list>] [enable|disable] [<bit_rate>]
	Shaper [<port_list>] [enable|disable] [<bit_rate>]
	Storm Unicast [enable|disable] [<packet_rate>]
	Storm Multicast [enable|disable] [<packet_rate>]
	Storm Broadcast [enable|disable] [<packet_rate>]

ACL

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

Mirror

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

Config

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

SNMP

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

	User Add <engineid> <user_name> [MD5|SHA] [<auth_password>] [DES] [<priv_password>]
	User Delete <index>
	User Changekey <engineid> <user_name> <auth_password> [<priv_password>]
	User Lookup [<index>]
	Group Add <security_model> <security_name> <group_name>
	Group Delete <index>
	Group Lookup [<index>]
	View Add <view_name> [included|excluded] <oid_subtree>
	View Delete <index>
	View Lookup [<index>]
	Access Add <group_name> <security_model> <security_level> [<read_view_name>] [<write_view_name>] Access Delete <index>
	Access Lookup [<index>]

Firmware

Firmware>	Load <ip_addr_string> <file_name>

fault

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

SFLOW

SFLOW>	mode [enable|disable]
	version [v2|v5]
	rate [<integer>]
	interval [<integer>]
	coladdr [<ip_addr>]
	colport [<integer>]
	show

Technical Specifications

10/100/1000Base-T(X) RJ45 port indicator	Green for port Link/Act.
PoE indicator	Green for PoE enable indicator
Switch Model	**IGPS-7084GP**
Physical Ports	
Fault contact	
Relay	Relay output to carry capacity of 1A at 24VDC
1000Base-X SFP Port	4
Power	
Technology	
Power consumption (Typ.)	20Watts (power device not included)
Overload current protection	Present
Reverse polarity protection	Not Present
Physical Characteristic	
Enclosure	IP-30
Dimension (W x D x H)	96.4 (W) x 109.5 (D) x 154 (H) mm (3.8 x 4.2.7 x 6.06 inch)
Weight (g)	1400g
Environmental	
Storage Temperature	-40 to 85°C (-40 to 185°F)
Operating Temperature	-40 to 70°C (-40 to 158°F)
Operating Humidity	5% to 95% Non-condensing
Regulatory approvals	
EMI	FCC Part 15, CISPR (EN55022) class A
EMS	EN61000-4-2 (ESD), EN61000-4-3 (RS), EN61000-4-4 (EFT), EN61000-4-5 (Surge), EN61000-4-6 (CS), EN61000-4-8, EN61000-4-11
Shock	IEC60068-2-27
Free Fall	IEC60068-2-32
Vibration	IEC60068-2-6
Safety	EN60950-1
Warranty	5 years
Software Features	STP/RSTP/MSTP (IEEE 802.1D/w/s) Redundant Ring (O-Ring) with recovery time less than 20ms over 250 units TOS/Diffserv supported Quality of Service (802.1p) for real-time traffic VLAN (802.1Q) with VLAN tagging and GVRP supported IGMP Snooping IP-based bandwidth management Application-based QoS management DOS/DDOS auto prevention Port configuration, status, statistics, monitoring, security DHCP Client/Server
Network Redundancy	O-Ring STP / RSTP MSTP
RS-232 Serial Console Port	RS-232 in RJ45 connector with console cable. 115200bps, 8, N, 1
LED indicators	
Power indicator	Green : Power LED x 3
R.M. indicator	Green : indicate system operated in O-Ring Master mode
Ring indicator	Green : indicate system operated in O-Ring mode
Fault indicator	Amber : Indicate excepted event occurred