

# Recommended Settings for Ruggedcom RS400 and RS900 Series Switch

For use with Westrace MkII CBI, Microlok CBI, VHLC and EC5 CBI in a Fibre Ring Topology within ARTC Network

ESW-02-01

## Applicability

ARTC Network Wide    SMS

## Document Status

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## Amendment Record

Amendment Version #	Date Reviewed	Clause	Description of Amendment
1.0	21 December 2010		Initial Release – Paul Dunning
2.0	21 December 2017	Page 7, 17,19 and 35	Review by Paul Dunning <ul style="list-style-type: none"> <li>• Inclusion of VHLC and EC5 CBI and update to Approved Firmware Inclusion of RS900</li> <li>• Inclusion of Westrace MkII CBI</li> <li>• Time Zone Setting</li> <li>• Ethernet Port Settings</li> <li>• Addressed Review Comments</li> <li>• Document Rebranded</li> </ul>

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## 1 Introduction

### 1.1 Purpose

The purpose of this document is to provide a configuration base with settings on the Ruggedcom RS400 and RS900 Series Switch.

### 1.2 Scope

It is primarily directed for use with Microlok Interlockings, VHLC and EC5 Interlockings and Westrace MkII Interlocking using a fibre redundant ring system within ARTC network, but it is not necessarily limited to that use.

This document should be used in conjunction with a detailed Network design.

This document also describes other relevant information or limitations.

This document also includes information on utilisation for RS900 series switch within the same RS400 switch network.

### 1.3 Definitions

**Preferred setting** – **preferred** values to be set

**Optional setting** – **optional** values to be set dependent on a number of factors including network design

**(Assigned as per Network Design)** – **critical information** relating to values to be set

**(Comment on configuration setting)** – General comments or information

## 2 CONFIGURATION SETTINGS

### 2.1 Administration

#### IP Interfaces (ipIfCfg)

Provide the ability to configure IP interfaces.

1 of 16 entries used.

##### Type

Synopsis: { VLAN }

Default: VLAN

Specifies the type of the interface for which this IP interface is created.

##### ID

Synopsis: 1 to 4094

Default: 1 (Default is native VLAN) (Assigned as per the network design)

Specifies the ID of the interface for which this IP interface is created. If interface type is VLAN, represents VLAN ID.

##### Mgmt

Synopsis: { No, Yes }

Default: No (This setting is required to be turned on for access to management via Ethernet)

Specifies whether the IP interface is the device management interface.

##### IP Address Type

Synopsis: { Static, Dynamic, DHCP, BOOTP }

Default: Static

Specifies whether the IP address is static or dynamically assigned via DHCP or BOOTP. Option DYNAMIC is a common case of dynamically assigned IP address. It switches between BOOTP and DHCP until it gets the response from the relevant server.

Must be static for non-management interfaces

##### IP Address

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: 192.168.0.1 (Assigned as per the network design)

Specifies the IP address of this device. An IP address is a 32-bit number that is notated by using four numbers from 0 through 255, separated by periods. Only a unicast IP address is allowed which ranges from 1.0.0.0 to 233.255.255.255

##### Subnet

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: 255.255.255.0 (Assigned as per the network design)

Specifies the IP subnet mask of this device. An IP subnet mask is a 32-bit number that is notated by using four numbers from 0 through 255, separated by periods. Typically, subnet mask numbers use either 0 or 255 as values (e.g. 255.255.255.0) but other numbers can appear.

#### IP Gateways (GatewayCfg)

Provide the ability to configure gateways.

1 of 10 entries used. Multiple Path can be set

(Assigned as per the network design)

**Destination**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: (Assigned as per the network design)

Specifies the IP address of destination network or host. For default gateway, both the destination and subnet are 0.

**Subnet**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: (Assigned as per the network design)

Specifies the destination IP subnet mask. For default gateway, both the destination and subnet are 0.

**Gateway**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: (Assigned as per the network design)

Specifies the gateway to be used to reach the destination.

**IP Services (ipServices)**

Provide the ability to configure IP connection parameters such as address, network mask and gateway, and other IP services provided by the device.

**Inactivity Timeout**

Synopsis: 1 min to 60 min or {Disabled}

Default: 5 min

Specifies when the console will timeout and display the login screen if there is no user activity. A value of zero disables timeouts for console and Telnet users. For Web Server users maximum timeout value is limited to 30 minutes.

**Telnet Sessions Allowed**

Synopsis: 0 to 4

Default: 4

Limits the number of Telnet sessions. A value of zero prevents any Telnet access.

**Web Server Users Allowed**

Synopsis: 1 to 16

Default: 16

Limits the number of simultaneous web server users.

**TFTP Server**

Synopsis: { Disabled, Get Only, Enabled } (used by Maintenance Tools)

Default: Get Only

As TFTP is a very insecure protocol, this parameter allows user to limit or disable TFTP Server access.

DISABLED - disables read and write access to TFTP Server

GET ONLY - only allows to read files via TFTP Server

ENABLED - allows to read and write files via TFTP Server

**ModBus Address**

Synopsis: 1 to 254 or { Disabled }

Default: Disabled

Determines the Modbus address to be used for Management through Modbus.

**SSH Sessions Allowed**

Synopsis: 1 to 4

Default: 4

Limits the number of SSH sessions.

**RSH Server**

Synopsis: { Disabled, Enabled }

Default: Enabled

Disables/enables Remote Shell access.

**System Identification (systemId)**

Provide the ability to configure system identification parameters for the switch which makes it easier to identify the switch.

**System Name**

Synopsis: Any 24 characters

Default: System Name (Assigned as per the network design)

The system name is displayed in all RuggedSwitch menu screens. This can make it easier to identify the switches within your network provided that all switches are given a unique name

**Location**

Synopsis: Any 49 characters

Default: Location (Assigned as per the network design)

The location can be used to indicate the physical location of the switch. It is displayed in the login screen as another means to ensure you are dealing with the desired switch.

**Contact**

Synopsis: Any 49 characters

Default: Contact (Assigned as per the network design)

The contact can be used to help identify the person responsible for managing the switch. You can enter name, phone number, email, etc. It is displayed in the login screen so that this person may be contacted should help be required.

**Login Banner**

Synopsis: { Standard, Custom }

Default: Standard

Provides ability to select what banner to display on login screen.

User can configure device to display standard version of Ruggedcom banner, or the custom banner text provided in the file banner.txt.

**Passwords (passwordCfg)**

Provides ability to configure usernames&passwords and authorization/authentication type.

Passwords and usernames can be up to fifteen characters long and must not contain spaces.

Three groups of passwords and names can be programmed, which correspond to three access levels.

**Auth Type**

Synopsis: { Local, RADIUS, TACACS+, RADIUSorLocal, TACACS+orLocal }

Default: Local (Assigned as per the network design)

Password can be authenticated using locally configured values, or remote RADIUS or TACACS+ server. Setting value to any of combinations that involve RADIUS or TACACS+ require Security Server Table to be configured.

**Settings:**

Local - authentication from local Password Table

RADIUS - authentication using RADIUS server

TACACS+ - authentication using TACACS+ server

RADIUSOrLocal - authentication using RADIUS.

If server cannot be reached, authenticate from local Password Table

TACACS+OrLocal - authentication using TACACS+.

If server cannot be reached, authenticate from local Password Table

**Time and Date (timeDate)**

Allows the time and date to be viewed and set.

**Time**

Synopsis: HH:MM:SS

This parameter allows for both the viewing and setting of the local time.

**Date**

Synopsis: MMM DD, YYYY

This parameter allows for both the viewing and setting of the local date.

**Time Zone**

Synopsis: { UTC-12:00 (Eniwetok, Kwajalein), UTC-11:00 (Midway Island, Samoa), UTC-10:00 (Hawaii), UTC-9:00 (Alaska), UTC-8:00 (Los Angeles, Vancouver), UTC-7:00 (Calgary, Denver), UTC-6:00 (Chicago, Mexico City), UTC-5:00 (New York, Toronto), UTC-4:30 (Caracas), UTC-4:00 (Santiago), UTC-3:30 (Newfoundland), UTC-3:00 (Brasilia, Buenos Aires), UTC-2:00 (Mid Atlantic), UTC-1:00 (Azores), UTC-0:00 (Lisbon, London), UTC+1:00 (Berlin, Paris, Rome), UTC+2:00 (Athens, Cairo, Helsinki), ... }

Default: UTC+10:00 (Melbourne, Sydney)

This setting allows for the conversion of UTC (Universal Coordinated Time) to local time.

Time Zone setting refers to geographical location including use of Daylight Savings Time variable as required

**NTP Server Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default: (Assigned as per the network design)

This parameter specifies the IP address of an (S)NTP server ((Simple) Network Time Protocol); programming an address of '0.0.0.0' disables SNTP requests. This device is an SNTP client which allows for only one server. If an server address is programmed then a manual setting of the time will be overwritten at the next update period.

**NTP Update Period**

Synopsis: 1 min to 1440 min

Default: 60 min

This setting determines how frequently the (S)NTP server is polled for a time update. If the server cannot be reached, three attempts are made at one minute intervals and then an alarm is generated at which point the programmed rate is resumed.

**Time Source (TimeSyncSrc)**

Provides ability to configure the device time source.

**Primary Time Source**

Synopsis: { LOCAL CLK, IRIGB, NTP Server }

Default: NTP Server

To select primary time source for the device. Possible values are LOCAL CLK (local clock), IRIGB and NTP Server. Change in time source might result in step change in time.

**SNMP****SNMP Users (snmpV3UsersCfg)**

Configure users for the local SNMPv3 engine.

1 of 32 entries used.

**Name**

Synopsis: Any 32 characters (ARTC)

Default: initial

The name of the user. This is the User-based Security Model dependent security ID

**IP Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

(10.15.1.7) (Allow access from the 4site server)

Default:

The IP address of the user's SNMP management station if it is configured to receive traps and notifications.

**Auth Protocol**

Synopsis: { noAuth, HMACMD5 }

Default: noAuth

An indication of whether messages sent on behalf of this user to/from SNMP engine, can be authenticated, and if so, the type of authentication protocol which is used.

**Priv Protocol**

Synopsis: { noPriv, CBC-DES }

Default: noPriv

An Indication of whether messages sent on behalf of this user to/from SNMP engine can be protected from disclosure, and if so, the type of privacy protocol which is used.

**Auth Key**

Synopsis: 31 character ascii string

Default:

The secret authentication key (password) that must be shared with SNMP client. If the key is not an empty string, it must be at least 6 characters long

**Confirm Auth Key**

Synopsis: 31 character ascii string

The secret authentication key (password) that must be shared with SNMP client. If the key is not an empty string, it must be at least 6 characters long

**Priv Key**

Synopsis: 31 character ascii string

Default:

The secret encryption key (password) that must be shared with SNMP client. If the key is not an empty string, it must be at least 6 characters long



**Confirm Priv Key**

Synopsis: 31 character ascii string

The secret encryption key (password) that must be shared with SNMP client. If the key is not an empty string, it must be at least 6 characters long

**SNMP Security to Group Maps (vacmSecurityToGroupCfg)**

Provides ability to map configuration of security model and security name into a group name, which is used to define an access control policy.

1 of 32 entries used.

**Security Model**

Synopsis: { snmpV1, snmpV2c, snmpV3 } (4site uses v2)

Default: snmpV3

The Security Model that provides name referenced in this table.

**Name**

Synopsis: Any 32 characters

Default:

The user name which is mapped by this entry to the specified group name.

**Group**

Synopsis: Any 32 characters

Default:

The group name to which the security model and name belong. This name is used as index to SNMPv3 VACM Access Table.

**SNMP Access (snmpV3AccessCfg)**

Provides ability to configure access rights for groups.

To determine whether access is allowed, one entry from this table needs to be selected and the proper view Name from that entry must be used for access control checking.

View names are predefined:

noView - access is not allowed

V1Mib - SNMPv3 MIBs excluded

allOfMibs - all supported MIBs are included

1 of 32 entries used.

**Group**

Synopsis: Any 32 characters (read)

Default:

The group name to which the security model and name belong. This name is used as index to SNMPv3 VACM Access Table.

**SecurityModel**

Synopsis: { snmpV1, snmpV2c, snmpV3 }

Default: snmpV3

In order to gain the access rights allowed by this entry, configured security model must be in use.

**SecurityLevel**

Synopsis: { noAuthNoPriv, authNoPriv, authPriv }

Default: noAuthNoPriv

The minimum level of security required in order to gain the access rights allowed by this entry. A security level of noAuthNoPriv is less than authNoPriv, which is less than authPriv.

**ReadViewName**

Synopsis: { noView, V1Mib, allOfMib }

Default: noView

This parameter identifies the MIB tree(s) to which this entry authorizes read access. If the value is noView, then no read access is granted.

**WriteViewName**

Synopsis: { noView, V1Mib, allOfMib }

Default: noView

This parameter identifies the MIB tree(s) to which this entry authorizes write access. If the value is noView, then no write access is granted.

**NotifyViewName**

Synopsis: { noView, V1Mib, allOfMib }

Default: noView

This parameter identifies the MIB tree(s) to which this entry authorizes access for notifications. If the value is noView, then no access for notifications is granted.

**Configure Security Server****RADIUS Server (radiusCfg) (NOT USED)**

These parameters provide the ability to configure RADIUS server for management and 802.1x authentication.

**Server**

Synopsis: Any 8 characters

Default: Primary

This field tells whether this configuration is for a Primary or a Backup Server

**IP Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

The Server IP Address.

**Auth UDP Port**

Synopsis: 1 to 65535

Default: 1812

The authentication Port on server.

**Auth Key**

Synopsis: 31 character ascii string

Default:

The authentication key to be shared with server.

**Confirm Auth Key**

Synopsis: 31 character ascii string

The authentication key to be shared with server.

**TACACS Plus Server (tacPlusCfg) (NOT USED)**

These parameters provide the ability to configure TACACS+ server for device access control.

**Server**

Synopsis: Any 8 characters

Default: Primary

This field tells whether this configuration is for a Primary or a Backup Server

**IP Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

The Server IP Address.

**Auth TCP Port**

Synopsis: 1 to 65535

Default: 49

The authentication Port on server.

**Auth Key**

Synopsis: 31 character ascii string

Default: mySecret

The authentication key to be shared with server.

**Confirm Auth Key**

Synopsis: 31 character ascii string

The authentication key to be shared with server.

**DHCP Relay Agent (dhcpRelayAgentCfg) (NOT USED)**

Provides the ability to configure the switch to act as DHCP Relay Agent (using DHCP Option 82).

**DHCP Server Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

IP address of the DHCP server to which DHCP queries will be forwarded from this Relay Agent.

**DHCP Client Ports**

Synopsis: Any combination of numbers valid for this parameter

Default: None

Ports where DHCP clients are connected.

Examples:

All - all ports of the switch can have DHCP clients connected.

2,4-6,8 - ports 2,4,5,6 and 8 can have DHCP clients connected

**Syslog****Local Syslog (LocalSyslogLevelCfg)**

This parameter provide the ability to configure local syslog level.

**Local Syslog Level**

Synopsis: { EMERGENCY, ALERT, CRITICAL, ERROR, WARNING, NOTICE, INFORMATIONAL , **DEBUGGING** }

Default: INFORMATIONAL

Syslog severity level - {EMERGENCY, ALERT, CRITICAL, ERROR, WARNING, NOTICE, INFORMATIONAL, DEBUGGING}.

**Remote Syslog Client (RemSyslogClntCfg)**

This parameter provide the ability to configure syslog client port number.

**UDP Port**

Synopsis: 1025 to 65535 or { 514 }

Default: **514**

The local UDP port through which client sends information to server(s).

**Remote Syslog Server (RemoteSyslogConfig) (NOT USED)**

Provides the ability to configure syslog server IP address, port number, facility name and severity level.

0 of 5 entries used.

**IP Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

Syslog server IP Address.

**UDP Port**

Synopsis: 1025 to 65535 or { 514 }

Default: 514

The UDP port number on which remote server listens.

**Facility**

Synopsis: { USER, LOCAL0, LOCAL1, LOCAL2, LOCAL3, LOCAL4, LOCAL5, LOCAL6, LOCAL7 }

Default: LOCAL7

Syslog facility name - { USER, LOCAL0, LOCAL1, LOCAL2, LOCAL3, LOCAL4, LOCAL5, LOCAL6, LOCAL7 }.

**Severity**

Synopsis: { EMERGENCY, ALERT, CRITICAL, ERROR, WARNING, NOTICE, INFORMATIONAL, DEBUGGING }

Default: DEBUGGING

Syslog severity level - {EMERGENCY, ALERT, CRITICAL, ERROR, WARNING, NOTICE, INFORMATIONAL, DEBUGGING}.

## 2.2 Serial Protocols

The Ruggedcom serial ports will be configured generally for three purposes for Microlok.

1. Microlok Vital Data

2. Microlok Non-Vital

3. Microlok Maintenance Port.

The Ruggedcom serial ports will be configured for RawSocket for VHLC and EC5

### Serial Ports (serPortCfg)

These parameters provide the ability to configure a protocol to be supported on the serial port and serial port settings.

**Port**

Synopsis: 1 to 4

Default: 1 (Assigned as per the network design)

The port number as seen on the front plate silkscreen of the switch.

**Name**

Synopsis: Any 15 characters

Default: Port 1 (Assigned as per the network design)

A descriptive name that may be used to identify the device connected on that port.

**Protocol**

Synopsis: { None, **RawSocket**, ModbusServer, ModbusClient, DNP, WIN, TIN, **Microlok**, Mirrored Bits, PreemptRawSocket }

Default: None

The serial protocol supported on this serial port.

**(Assigned as per the network design)**

**Dependant on intended use of port**

**Microlok = Vital Microlok**

**RawSocket = Non-Vital Microlok, Microlok Maintenance, VHLC or EC5**

**Type**

Synopsis: { **RS232**, RS485, **RS422** }

Default: RS232

A serial port interface type.

**(Assigned as per the network design)**

**Dependant on connected Microlok, VHLC or EC5 port.**

**ForceHD**

Synopsis: { On, Off }

Default: **Off**

Enables forcing half duplex mode of operation. While sending data out of the serial port all received data are ignored. This mode of operation is available only on ports that operate in full duplex mode.

**Baud**

Synopsis: 100 to 230400

Default: 9600

The baud rate at which to operate the port.

**(Assigned as per the network design)**

**Dependant on Microlok, VHLC or EC5 port configuration Baud rate**

**Data Bits**

Synopsis: { 7, 8 }

Default: **8**

The number of data bits to operate the port with.

**Stop**

Synopsis: { 1, 1.5, 2 }

Default: **1**

The number of stop bits to operate the port with.

**Parity**

Synopsis: { **None, Even**, Odd }

Default: None

The parity to operate the port with.

**Even only used for LCP with VHLC / EC5. None for all others.**

**Turnaround**

Synopsis: 0 ms to 1000 ms

Default: **0 ms**

The amount of delay (if any) to insert between the transmissions of individual messages out the serial port.

### DSCP

Synopsis: 0 to 63

Default: 0

DSCP - to set the DS byte in the IP header. DS byte setting is supported in the egress direction only.

## Configure Protocols

### Protocol (rawsockPortCfg)

These parameters provide the ability to configure RawSocket settings for ports. If no ports appear, then a RawSocket protocol must first be assigned to the port in the Configure Serial Protocol menu

This sets the raw socket protocol settings.

Use for Microlock Non Vital (Genisys), Microlock Maintenance,

VHLC/EC5 Vital (RP2000), VHLC/EC5 Non Vital (Genisys or LCP), VHLC/EC5 Maintenance.

### Port

Synopsis: 1 to 4

Default: 1 (Assigned as per the network design)

The port number as seen on the front plate silkscreen of the switch.

### Pack Char

Synopsis: 0 to 255 or { Off } 246

Default: 2

The character that can be used to force forwarding of accumulated data to the network. If a packetization character is not configured, accumulated data will be forwarded based upon the packetization timeout parameter.

246 for Genisys (All) and RP2000 (VHLC / EC5) Maintenance (Microlok)

10 for Maintenance (VHLC / EC5)

Off for LCP (VHLC / EC5)

### Pack Timer

Synopsis: 3 ms to 1000 ms

Default: 10 ms

The delay from the last received character until when data is forwarded.

50ms for RP2000 (VHLC / EC5)

10ms for all others

### Pack Size

Synopsis: 64 to 1400 or { Maximum }

Default: Maximum

Maximum number of bytes received from serial port to be packed in one IP packet.

### Flow Control

Synopsis: { None, XON/XOFF }

Default: None

Whether to use XON-XOFF flowcontrol on the port.

**Transport**

Synopsis: { TCP, UDP }

Default: TCP

The network transport used to transport protocol data over IP network.

UDP for RP2000 (VHLC / EC5) and Genisys (EC5)

TCP for all Microlok and Maintenance / LCP (VHLC/EC5)

**Call Dir**

Synopsis: { In, Out, Both }

Default: In

Whether to accept an incoming connection, to place an outgoing connection, or to place outgoing connection and wait for incoming (both directions). This parameter is applicable only for TCP transport.

**Max Conns**

Synopsis: 1 to 64

Default: 1 As per requirements

The maximum number of allowed incoming TCP connections.

**Loc Port**

Synopsis: 1 to 65535 5000x where x=port number

Default: 50001

The local IP port to use when listening for an incoming connection or UDP data.

**Rem Port**

Synopsis: 1 to 65535 (Assigned as per the network design)

Default: 50000

The remote TCP port to use when placing an outgoing connection.

**IP Address (Assigned as per the network design)**

Synopsis: ###.###.###.### where ### ranges from 0 to 255 or { <empty string> }

Default:

For outgoing TCP connection (client) this is the remote IP address to communicate with.

For incoming TCP connection (server), this is the local interface IP address to listen to the local port for connection request. If empty string is configured, IP address of management interface is used.

For both, outgoing and incoming connections enabled (client or server), this is remote IP address where to place an outgoing TCP connection request or from which to accept calls.

</empty string>

**Link Stats**

Synopsis: { Disabled, Enabled }

Default: Enabled

Enables links statistics collection for protocol.

**Remote Hosts (rawSocketHostsCfg)**

(As per Network Design when UDP Transport used)

Provides the ability to configure RawSocket using UDP transport for communication with multiple remote hosts.

0 of 64 entries used.

**IP Address**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

The IP address of the remote host.

**IP Port**

Synopsis: 1 to 65535 or { Unknown }

Default: 50000

IP port that remote host listens to.

If this number is 0 (Unknown), the unit only receives from the remote host but not transmit to it.

**Port(s)**

Synopsis: Any combination of numbers valid for this parameter

Default: All

Local serial ports the remote host is allowed to communicate with.

Examples:

All - all of the serial ports

1 - serial port 1

2,4-6,8 - serial ports 2,4,5,6 and 8

**Microlok (microlokCfg)**

These parameters provide the ability to configure specific settings for Microlok protocol.

**Transport**

Synopsis: { TCP, UDP }

Default: **UDP**

The network transport used to transport protocol data over IP network.

**IP Port**

Synopsis: 1024 to 65535

Default: **60000**

A local port number on which protocol listens to UDP datagrams or TCP connections.

**Link Stats**

Synopsis: { Disabled, Enabled }

Default: **Enabled**

Enables links statistics collection for protocol.

**DSCP**

Synopsis: 0 to 63

Default: **0**

DSCP - to set the DS byte in the IP header. DS byte setting is supported in the egress direction only.

**Device Address Table (sdaConfigTable)**

**(Assigned as per the network design)**

**Settings for the Microlok peer to peer address locations and ports to be used**

These parameters provide ability to configure device addresses and local or remote locations.

2 of 1024 entries used.



**Protocol**

Synopsis: { ModbusServer, ModbusClient, DNP, WIN, TIN, Microlok }

Default: ModbusServer

The serial protocol for which this address is created.

**Address**

Synopsis: Any 31 characters

Default:

The destination (source) device address. Could be local or remote. Local address is the address of the device connected to the serial port on this device, and then serial port must be configured.

Remote address is the address of the device connected to the remote host's serial port. In that case Remote IP Address must be configured.

NOTE: The range and format of the address is defined by a protocol. For example:

Modbus: 1 to 254

Microlok: 1 to 65535, or 8 to 15 hexadecimal digits '1' to 'a'

DNP 3.0: 1 to 65520

WIN: 6 bit address (0 to 63)

TIN: String 'wdr' for wayside data radio (TIN mode 2), or 32 bit address (8 hexadecimal digits '0' to 'f'). All zeros are not allowed.

**Remote IP Addr**

Synopsis: ###.###.###.### where ### ranges from 0 to 255

Default:

The IP address of remote host where device with configured remote address is connected.

**Port**

Synopsis: 1 to 16 or { Unknown }

Default: Unknown

For ModbusClient:

The serial port to which master that is polling device with this address is attached.

For all other protocols:

The serial port to which device is attached. If the device with this address is attached to the serial port of remote host, the value of this parameter is 'Unknown'.

**Name**

Synopsis: Any 16 characters

Default:

The addressed device name.

## 2.3 Ethernet Ports

### Port Parameters (ethPortCfg)

Provides the ability to configure Ethernet ports.

**Port**

Synopsis: 1 to 4

Default: 0 (Assigned as per the network design)

The port number as seen on the front plate silkscreen of the switch.

**Name**

Synopsis: Any 15 characters

Default: Port x (Assigned as per the network design)

A descriptive name that may be used to identify the device connected on that port.

**Media** **Dependant on Port**

Synopsis: { 100TX, 10FL, 100FX, 1000X, 1000T, 802.11g, EoVDSL, 100TX }

The type of the port media.

**RS400**

Ports 1 and 2 (Fibre) = 100FX

Ports 3 and 4 (Copper) = 100TX

**RS900**

Ports 7 and 8 (Fibre) = 100FX

Ports 1 to 6 (Copper) = 100TX

**RS900G**

Ports 9 and 10 (Fibre) = 1000X

Ports 1 and 8 (Copper) = 100TX

**State**

Synopsis: { Disabled, Enabled }

Default: Enabled

Disabling a port will prevent all frames from being sent and received on that port. Also, when disabled link integrity signal is not sent so that the link/activity LED will never be lit. You may want to disable a port for troubleshooting or to secure it from unauthorized connections.

**(Assigned as per the network design)**

**Any port that is not in use can be disabled if unauthorised use is desired.**

**AutoN**

Synopsis: { On, Off }

Default: On

Enable or disable IEEE 802.3 auto-negotiation. Enabling auto-negotiation results in speed and duplex being negotiated upon link detection; both end devices must be auto-negotiation compliant for the best possible results. 10Mbps and 100Mbps fibre optic media do not support auto-negotiation so these media must be explicitly configured to either half or full duplex. Full duplex operation requires that both ends are configured as such or else severe frame loss will occur during heavy network traffic

**Speed**

Synopsis: { Auto, 10M, 100M, 1000M }

Default: Auto

Speed (in Megabit-per-second or Gigabit-per-second). If auto-negotiation is enabled, this is the speed capability advertised by the auto-negotiation process. If auto-negotiation is disabled, the port is explicitly forced to this speed mode.

AUTO means advertise all supported speed modes.

**All connected device ports are recommended to be set to 100M speed except for :-**

**RS900G Gigabit Fibre Port = 1000M**

**Wetrace MK1 Ethernet Port = 10M.**

**Dupx**

Synopsis: { Auto, **Half**, **Full** }

Default: Auto

Duplex mode. If auto-negotiation is enabled, this is the duplex capability advertised by the auto-negotiation process. If auto-negotiation is disabled, the port is explicitly forced to this duplex mode.

AUTO means advertise all supported duplex modes.

All connected device ports are recommended to be set to Full Duplex except for :-  
Westrace MK1 Ethernet Port = Half

**FlowCtrl**

Synopsis: { On, Off }

Default: **Off**

Flow Control is useful for preventing frame loss during times of severe network traffic. Examples of this include multiple source ports sending to a single destination port or a higher speed port bursting to a lower speed port.

When the port is half-duplex it is accomplished using 'backpressure' where the switch simulates collisions causing the sending device to retry transmissions according to the Ethernet backoff algorithm. When the port is full-duplex it is accomplished using PAUSE frames which causes the sending device to stop transmitting for a certain period of time.

**LFI**

Synopsis: { Off }

Default: **Off**

Enabling Link-Fault-Indication (LFI) inhibits transmitting link integrity signal when the receive link has failed. This allows the device at far end to detect link failure under all circumstances.

NOTE: this feature must not be enabled at both ends of a link.

**Alarm**

Synopsis: { On, Off }

Default: **On**

Disabling link state alarms will prevent alarms and LinkUp and LinkDown SNMP traps from being sent for that port.

**Port Rate Limiting (ethPortRateLimitCfg)**

Provides the ability to limit the rates of Broadcast, Multicast and Unicast traffic on each port.

**Port**

Synopsis: 1 to 4

Default: 1

The port number as seen on the front plate silkscreen of the switch.

**Ingress Limit**

Synopsis: { Disabled, 128 Kbps, 256 Kbps, 512 Kbps, 1 Mbps, 2 Mbps, 4 Mbps, 8 Mbps }

Default: **1 Mbps**

The rate at which received frames (of the type described by the ingress frames parameter) will start to be discarded by the switch.

**Ingress Frames**

Synopsis: { Broadcast, Multicast, All }

Default: **Broadcast**

This parameter specifies the types of frames to rate-limit on this port. It applies only to received frames:

BROADCAST - only broadcast frames will be limited

MULTICAST - all multicast frames (including broadcast) will be limited

ALL - all frames (both multicast and unicast) will be limited

**Egress Limit**

Synopsis: { Disabled, 128 Kbps, 256 Kbps, 512 Kbps, 1 Mbps, 2 Mbps, 4 Mbps, 8 Mbps }

Default: **Disabled**

The maximum rate at which the switch will transmit (multicast, broadcast and unicast) frames on this port. The switch will discard frames in order to meet this rate if required.

**Port Mirroring (portMirrorCfg)**

Configure port mirroring.

**Generally not used. Only used for network diagnostics captures**

**Port Mirroring**

Synopsis: { Disabled, Enabled }

Default: **Disabled**

Enabling port mirroring causes all frames received and/or transmitted by the source port to be transmitted out of the target port.

**Source Port**

Synopsis: 1 to 4

Default: 1

The port(s) being monitored.

**Source Direction**

Synopsis: { Egress and Ingress, Egress Only }

Default: Egress and Ingress

Specifies monitoring whether both egress and ingress traffics or only egress traffic of the source port.

**Target Port**

Synopsis: 1 to 4

Default: 1

The port where a monitoring device should be connected.

**Link Detection (ethLinkDetect)**

Configure different options related to Ethernet link detection process.

### Fast Link Detection

Synopsis: { Off, On, On\_withPortGuard }

Default: On\_withPortGuard

This parameter provides protection against faulty end devices generating an improper link integrity signal. When a faulty end device or a mis-matching fibre port is connected to the unit, a large number of continuous link state changes could be reported in a short period of time. These large number of bogus link state changes could render the system unresponsive as most, if not all, of the system resources are used to process the link state changes. This could in turn cause a serious network problem as the unit's RSTP process may not be able to run, thus allowing network loop to form.

Three different settings are available for this parameter:

ON\_withPortGuard - This is the recommended setting. With this setting, an extended period (~2 minutes) of excessive link state changes reported by a port will prompt Port Guard feature to disable FAST LINK DETECTION on that port and raise an alarm. By disabling FAST LINK DETECTION on the problematic port, excessive link state changes can no longer consume substantial amount of system resources. However if FAST LINK DETECTION is disabled, the port will need a longer time to detect a link failure. This may result in a longer network recovery time of up to 2s. Once Port Guard disables FAST LINK DETECTION of a particular port, user can re-enable FAST LINK DETECTION on the port by clearing the alarm.

ON - In certain special cases where a prolonged excessive link state changes constitute a legitimate link operation, using this setting can prevent Port Guard from disabling FAST LINK DETECTION on the port in question. If excessive link state changes persist for more than 2 minutes, an alarm will be generated to warn user about the observed bouncing link. If the excessive link state changes condition is resolved later on, the alarm will be cleared automatically. Since this option does not disable FAST LINK DETECTION, a persistent bouncing link could continue affect the system in terms of response time. This setting should be used with caution.

OFF - Turning this parameter OFF will disable FAST LINK DETECTION completely. The switch will need a longer time to detect a link failure. This will result in a longer network recovery time of up to 2s.

## 2.4 Spanning Tree

### Bridge RSTP Parameters (rstpCfg)

Configure RSTP bridge level parameters.

#### State

Synopsis: { Disabled, Enabled }

Default: Enabled

Enable STP/RSTP/MSTP for the bridge globally. Note that STP/RSTP/MSTP is enabled on a port when it is enabled globally and along with enabling per port setting.

(Assigned as per the network design)

Ports not contained in ring should be disabled

**Version Support**

Synopsis: { STP, RSTP }

Default: **RSTP**

Selects the version of Spanning Tree Protocol to support, either only STP or Rapid STP or Multiple STP.

**eRSTP Enhancements**

Synopsis: { On, **Off** }

Default: On

Enable/disable Ruggedcom proprietary eRSTP (enhanced RSTP) enhancements

**Bridge Priority** **(Assigned as per the network design)**

Synopsis: { 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440 }

Default: 32768

Bridge Priority provides a way to control the topology of the STP connected network. The desired Root and Designated bridges can be configured for a particular topology. The bridge with the lowest priority will become root. In the event of a failure of the root bridge, the bridge with the next lowest priority will then become root. Designated bridges that (for redundancy purposes) service a common LAN also use priority to determine which bridge is active. In this way careful selection of Bridge Priorities can establish the path of traffic flows in normal and abnormal conditions.

**Hello Time**

Synopsis: 1 s to 10 s

Default: **2 s**

Time between configuration messages issued by the root bridge. Shorter hello times result in faster detection of topology changes at the expense of moderate increases in STP traffic.

**Default used under general conditions but may be changed under design requirements**

**Max Age Time**

Synopsis: 6 s to 40 s **28s**

Default: 20 s

The time for which a configuration message remains valid after being issued by the root bridge. Configure this parameter with care when many tiers of bridges exist, or slow speed links (such as those used in WANs) are part of the network

**Default used under general conditions but may be changed under design requirements**

**Transmit Count**

Synopsis: 3 to 100

Default: **32**

Maximum number of configuration messages on each port that may be sent in a special event (such as recovering from a failure or bringing up a new link). After the maximum number of messages is reached, RSTP will be limited to 1 message per second. Larger values allow the network to recover from failed links more quickly. If RSTP is being used in a ring architecture the transmit count should be larger than the number of switches in the ring.

**Default used under general conditions but may be changed under design requirements**

**Forward Delay**

Synopsis: 4 s to 30 s

Default: 15 s

The amount of time a bridge spends learning MAC addresses on a rising port before beginning to forward traffic. Lower values allow the port to reach the forwarding state more quickly, but at the expense of flooding unlearned addresses to all ports.

**Max Hops**

Synopsis: 6 to 40

Default: 20

This parameter is only relevant for MSTP - ignore it otherwise.

This parameter specifies the maximum possible bridge diameter inside an MST region. MSTP BPDUs propagating inside an MST region carry a time-to-live parameter decremented by every switch that propagates the BPDU. If the maximum number of hops inside the region exceeds the configured maximum, BPDUs may be discarded due to their time-to-live information.

Default used under general conditions but may be changed under design requirements

**Cost Style**

Synopsis: { STP (16 bit), RSTP (32 bit) }

Default: STP (16 bit)

This parameter selects the style of link costs to employ. STP uses 16-bit path costs based upon  $1 \times 10^9$ /link speed (4 for 1Gbps, 19 for 100 Mbps and 100 for 10 Mbps) whereas RSTP uses 32-bit costs based upon  $2 \times 10^{13}$ /link speed (20,000 for 1Gbps, 200,000 for 100 Mbps and 2,000,000 for 10 Mbps). Note that RSTP link costs are used only when the bridge version support is set to allow RSTP and the port does not migrate to STP.

**BPDU Guard Timeout**

Synopsis: 1 s to 86400 s or { Until reset, Don't shutdown }

Default: Don't shutdown

The RSTP standard does not address network security. RSTP must process every received BPDU and take an appropriate action. This opens a way for an attacker to influence RSTP topology by injecting RSTP BPDUs into the network.

BPDU Guard is a feature that protects the network from BPDUs received by a port where RSTP capable devices are not expected to be attached. If a BPDU is received by a port for which 'Edge' parameter is set to 'TRUE' or RSTP is disabled, the port will be shutdown for the time period specified by this parameter.

DON'T SHUTDOWN - BPDU Guard is disabled

UNTIL RESET - port will remain shutdown until the port reset command is issued by the user

**Port RSTP Parameters (rstpPortCfg)**

Configure RSTP port level parameters.

**Port(s)**

Synopsis: Any combination of numbers valid for this parameter

The port number as seen on the front plate silkscreen of the switch (or a list of ports, if aggregated in a port trunk).

**Enabled**

Synopsis: { Disabled, Enabled }

Default: **Enabled**

Enabling STP activates the STP or RSTP protocol for this port as per the configuration in the STP Configuration menu. STP may be disabled for the port ONLY if the port does not attach to an STP enabled bridge in any way. Failure to meet this requirement WILL result in an undetectable traffic loop in the network. A more desirable alternative rather than disabling the port is to leave STP enabled but to configure the port as an edge port. A good candidate for disabling STP would be a port that services a single host computer.

**Priority**

Synopsis: { 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, 240 }

Default: **128**

Selects the STP port priority. Ports of the same cost that attach to a common LAN will select the port to be used based upon the port priority.

**STP Cost**

Synopsis: Auto to 65535 or { **Auto** }

Default: Auto

Selects the cost to use in cost calculations, when the Cost Style parameter is set to STP in the Bridge RSTP Parameters configuration. Setting the cost manually provides the ability to preferentially select specific ports to carry traffic over others. Leave this field set to "auto" to use the standard STP port costs as negotiated (4 for 1Gbps, 19 for 100 Mbps links and 100 for 10 Mbps links).

For MSTP, this parameter applies to both external and internal path cost.

**RSTP Cost** **(Assigned as per the network design)**

Synopsis: Auto to 2147483647 or { Auto }

Default: Auto

Selects the cost to use in cost calculations, when the Cost Style parameter is set to RSTP in the Bridge RSTP Parameters configuration. Setting the cost manually provides the ability to preferentially select specific ports to carry traffic over others. Leave this field set to "auto" to use the standard RSTP port costs as negotiated (20,000 for 1Gbps, 200,000 for 100 Mbps links and 2,000,000 for 10 Mbps links).

For MSTP, this parameter applies to both external and internal path cost.

**Edge Port**

Synopsis: { **False, True**, Auto }

Default: Auto

Edge ports are ports that do not participate in the Spanning Tree, but still send configuration messages. Edge ports transition directly to frame forwarding without any listening and learning delays. The MAC tables of Edge ports do not need to be flushed when topology changes occur in the STP network. Unlike an STP disabled port, accidentally connecting an edge port to another port in the spanning tree will result in a detectable loop. The "Edgeness" of the port will be switched off and the standard RSTP rules will apply (until the next link outage).

**(Assigned as per the network design) AUTO NOT TO BE USED**

**PORTS NOT CONTAINED IN RING SHOULD BE SET TO TRUE**



**Point to Point**

Synopsis: { False, True, Auto }

Default: Auto

RSTP uses a peer to peer protocol that provides for rapid transitioning on point-to-point links. This protocol is automatically turned off in situations where multiple STP bridges communicate over a shared (non point-to-point) LAN. The bridge will automatically take point-to-point to be true when the link is found to be operating full duplex. The point-to-point parameter allows this behaviour or overrides it, forcing point-to-point to be true or false. Force the parameter true when the port operates a point-to-point link but cannot run the link full duplex. Force the parameter false when the port operates the link full duplex, but is still not point to point (e.g. a full duplex link to an unmanaged bridge that concentrates two other STP bridges).

**(Assigned as per the network design) AUTO NOT TO BE USED**

**PORTS CONTAINED IN RING SHOULD BE SET TO TRUE**

**Restricted Role**

Synopsis: True or False

Default: False

A Boolean value set by management. If TRUE causes the Port not to be selected as Root Port for the CIST or any MSTI, even it has the best spanning tree priority vector. Such a Port will be selected as an Alternate Port after the Root Port has been selected. This parameter should be FALSE by default. If set, it can cause lack of spanning tree connectivity. It is set by a network administrator to prevent bridges external to a core region of the network influencing the spanning tree active topology, possibly because those bridges are not under the full control of the administrator.

**Restricted TCN**

Synopsis: True or False

Default: False

A Boolean value set by management. If TRUE causes the Port not to propagate received topology change notifications and topology changes to other Ports. This parameter should be FALSE by default. If set it can cause temporary loss of connectivity after changes in a spanning trees active topology as a result of persistent incorrectly learned station location information. It is set by a network administrator to prevent bridges external to a core region of the network, causing address flushing in that region, possibly because those bridges are not under the full control of the administrator or MAC\_Operational for the attached LANs transitions frequently.

## 2.5 VLAN's

### Global VLAN Parameters (vlanCfg)

Switch global VLAN configuration parameters.

**VLAN-aware**

Synopsis: { No, Yes }

Default: Yes

Set either VLAN-aware or VLAN-unaware mode of operation.

### Static VLANs (vlanStaticCfg)

Provides the ability to explicitly create and configure VLANs.

0 of 15 entries used.

**May be assigned with appropriate network design**

**VID**

Synopsis: 1 to 4094

Default: 1

The VLAN Identifier is used to identify the VLAN in tagged Ethernet frames according to IEEE 802.1Q.

May be assigned other than "1" with appropriate network design

**VLAN Name**

Synopsis: Any 19 characters

Default:

Provides a description of the VLAN purpose (for example, Engineering VLAN).

May be assigned with appropriate network design

**Forbidden Ports**

Synopsis: Any combination of numbers valid for this parameter

Default: None

Ports that are disallowed to be members of the VLAN.

Examples:

None - all ports of the switch are allowed to be members of the VLAN

2,4-6,8 - all ports except ports 2,4,5,6 and 8 are allowed to be members of the VLAN

**IGMP**

Synopsis: { On, Off }

Default: Off

Enable or disable IGMP Snooping on the VLAN.

**MSTI**

Synopsis: 0 to 16

Default: 0

This parameter is only valid for Multiple Spanning Tree Protocol (MSTP) and has no effect, if MSTP is not used.

The parameter specifies Multiple Spanning Tree Instance (MSTI) the VLAN should be mapped to.

**Port VLAN Parameters (vlanPortCfg)**

VLAN configuration parameters for a specific port.

**Port(s)**

Synopsis: Any combination of numbers valid for this parameter

The port number as seen on the front plate silkscreen of the switch (or a list of ports, if aggregated in a port trunk).

May be assigned with appropriate network design

**Type**

Synopsis: { Edge, Trunk }

Default: Edge

This parameter specifies how the port determines its membership in VLANs. There are few types of ports:

EDGE - the port is only a member of one VLAN (its native VLAN specified by the 'PVID' parameter).

PVLANEdge - the port does not forward traffic to other PVLANedge ports within the same VLAN.

TRUNK - the port is automatically a member of all configured VLANs. Frames transmitted out of

the port on all VLANs except the port's native VLAN will be always tagged. It can also be configured to use GVRP for automatic VLAN configuration.

QinQ - the port is a trunk port using double-VLAN tagging, or nested VLANs. An extra VLAN tag is always added to all frames egressing this port, VID in the added extra tag is the PVID of the frame's ingress port. VLAN tag is always stripped from frames ingressing this port.

May be assigned with appropriate network design

#### PVID

Synopsis: 1 to 4094

Default: 1

The Port VLAN Identifier specifies the VLAN ID associated with untagged (and 802.1p priority tagged) frames received on this port.

Frames tagged with a non-zero VLAN ID will always be associated with the VLAN ID retrieved from the frame tag.

Modify this parameter with care! By default, the switch is programmed to use VLAN 1 for management and every port on the switch is programmed to use VLAN 1. If you modify a switch port to use a VLAN other than the management VLAN, devices on that port will not be able to manage the switch.

May be assigned with appropriate network design

#### PVID Format

Synopsis: { Untagged, Tagged }

Default: Untagged

Specifies whether frames transmitted out of the port on its native VLAN (specified by the 'PVID' parameter) will be tagged or untagged.

May be assigned with appropriate network design

#### GVRP

Synopsis: { Disabled, Adv Only, Adv&Learn }

Default: Disabled

Configures GVRP (Generic VLAN Registration Protocol) operation on the port. There are several GVRP operation modes:

DISABLED - the port is not capable of any GVRP processing.

ADVERTISE ONLY - the port will declare all VLANs existing in the switch (configured or learned) but will not learn any VLANs.

ADVERTISE & LEARN - the port will declare all VLANs existing in the switch (configured or learned) and can dynamically learn VLANs.

Only Trunk ports are GVRP capable.

## 2.6

### CoS **NOT USED**

#### Global CoS Parameters (cosCfg)

Switch global Classes of Service configuration parameters.

#### CoS Weighting

Synopsis: { 8:4:2:1, Strict }

Default: 8:4:2:1

During traffic bursts, frames queued in the switch pending transmission on a port may have different CoS priorities.

This parameter specifies weighting algorithm for transmitting different priority CoS frames.

Examples:

8:4:2:1 - 8 Critical, 4 High, 2 Medium and 1 Normal priority CoS frame

Strict - lower priority CoS frames will be only transmitted after all higher priority CoS frames have been transmitted.

## Port CoS Parameters (cosPortCfg)

Classes of Service configuration parameters for specific port.

### Port(s)

Synopsis: Any combination of numbers valid for this parameter

The port number as seen on the front plate silkscreen of the switch (or a list of ports, if aggregated in a port trunk).

### Default CoS

Synopsis: { Normal, Medium, High, Crit }

Default: Normal

This parameter allows to prioritize frames received on this port that are not prioritized based on the frames contents (e.g. priority field in the VLAN tag, DiffServ field in the IP header, prioritized MAC address).

### Inspect TOS

Synopsis: { No, Yes }

Default: No

This parameters enables or disables parsing of the Type-Of-Service (TOS) field in the IP header of the received frames to determine what Class of Service they should be assigned. When TOS parsing is enabled the switch will use the Differentiated Services bits in the TOS field.

## Priority to CoS Mapping (cosPriCfg)

Map each IEEE 802.1p priority value to the switch Class of Service.

### Priority

Synopsis: 0 to 7

Default: 0

Value of the IEEE 802.1p priority.

### CoS

Synopsis: { Normal, Medium, High, Crit }

Default: Normal

CoS assigned to received tagged frames with the specified IEEE 802.1p priority value.

## DSCP to CoS Mapping (cosDscpCfg)

Map each Differentiated Services Code Point (DSCP) in the Type-Of-Service (TOS) field in the headers of the received IP packets to the switch Class of Service.

### DSCP

Synopsis: 0 to 63

Default: 0

Differentiated Services Code Point (DSCP) - a value of the 6 bit DiffServ field in the Type-Of-Service (TOS) field of the IP header.

**CoS**

Synopsis: { Normal, Medium, High, Crit }

Default: **Normal**

Class of Service assigned to received frames with the specified DSCP.

**2.7 Multicast Filtering****IGMP Parameters (mcastIcmpCfg)**

Provides the ability to configure IGMP Snooping parameters.

**Mode**

Synopsis: { Passive, Active }

Default: **Passive**

Specifies IGMP mode:

**PASSIVE** - the switch passively snoops IGMP traffic and never sends IGMP queries

**ACTIVE** - the switch generates IGMP queries, if no queries from a better candidate for being the querier are detected for a while.

**Query Interval**

Synopsis: 10 s to 3600 s

Default: **60 s**

The time interval between IGMP queries generated by the switch.

NOTE: This parameter also affects the Group Membership Interval (i.e. the group subscriber aging time), therefore, it takes effect even in **PASSIVE** mode.

**Router Ports**

Synopsis: Any combination of numbers valid for this parameter

Default: **None**

This parameter specifies ports that connect to multicast routers. If you do not configure known router ports, the switch may be able to detect them, however it is advisable to pre-configure them.

**Router Forwarding**

Synopsis: { On, Off }

Default: **On**

This parameter specifies whether multicast streams will always be forwarded to multicast routers.

**RSTP Flooding**

Synopsis: { On, Off }

Default: **Off**

This parameter specifies whether multicast streams will be flooded out of all RSTP non-edge ports upon topology change detection. Such flooding is desirable, if guaranteed multicast stream delivery after topology change is most important.

**Port GMRP Parameters (gmrpPortCfg)**

GMRP configuration parameters for a specific port.

**Port(s)**

Synopsis: Any combination of numbers valid for this parameter

The port number as seen on the front plate silkscreen of the switch (or a list of ports, if aggregated in a port trunk).

**GMRP**

Synopsis: { Disabled, Adv Only, Adv&Learn }

Default: Disabled

Configures GMRP (GARP Multicast Registration Protocol) operation on the port. There are several GMRP operation modes:

DISABLED - the port is not capable of any GMRP processing.

ADVERTISE ONLY - the port will declare all MCAST addresses existing in the switch (configured or learned) but will not learn any MCAST addresses.

ADVERTISE & LEARN - the port will declare all MCAST Addresses existing in the switch (configured or learned) and can dynamically learn MCAST addresses.

**Static Multicast Groups (mcastStaticGroups)**

Configure multicast groups with statically assigned ports.

0 of 256 entries used.

**MAC Address**

Synopsis: ##-##-##-##-##-## where ## ranges 0 to FF

Default: 00-00-00-00-00-00

Multicast group MAC address.

**ENTRIES for all Firmware versions 3-7-x (See Section 5 Firmware)**

01-00-0C-00-00-00

01-00-0C-CC-CC-CC

AB-00-00-02-00-00

**VID**

Synopsis: 1 to 4094

Default: 1

VLAN Identifier of the VLAN upon which the multicast group operates.

**CoS**

Synopsis: { Normal, Medium, High, Crit }

Default: Normal

Specifies what Class Of Service is assigned to the multicast group frames

**Ports**

Synopsis: Any combination of numbers valid for this parameter

Default: None

Ports to which the multicast group traffic is forwarded.

**2.8 MAC Address****MAC Address Learning Options (macAddrCfg)**

Configure MAC address forwarding database options such as the MAC address aging time.

**Aging Time**

Synopsis: 15 s to 800 s

Default: 300 s

This parameter configures the time a learned MAC address is held before being aged out.

**Age Upon Link Loss**

Synopsis: { No, Yes }

Default: Yes

When link failure (and potentially a topology change) occurs the switch may have some MAC addresses previously learned on the failed port. As long as those addresses are not aged-out the switch will still be forwarding traffic to that port, thus preventing that traffic from reaching its destination via the new network topology. This parameter allows to age-out all MAC addresses learned on a failed port immediately upon link failure detection.

**Static MAC Address Table (macAddrStaticCfg)****NOT USED**

Configure static and prioritized unicast MAC addresses.

0 of 64 entries used.

**MAC Address**

Synopsis: ##-##-##-##-##-## where ## ranges 0 to FF

Default: 00-00-00-00-00-00

MAC address that is to be statically configured.

**VID**

Synopsis: 1 to 4094

Default: 1

VLAN Identifier of the VLAN upon which the MAC address operates.

**Port**

Synopsis: 1 to 4

Default: 1

Enter the port number upon which the device with this address is located.

**CoS**

Synopsis: { Normal, Medium, High, Crit }

Default: Normal

Set this parameter to prioritize the traffic for specified address.

## 2.9 Network Discovery

### Global LLDP Parameters (lldpGlobalCfg)

Configure Global LLDP Parameters

**State**

Synopsis: { Disabled, Enabled }

Default: Enabled

Enables LLDP protocol. Note that LLDP is enabled on a port when LLDP is enabled globally and along with enabling per port setting in Port LLDP Parameters menu.

**Tx Interval**

Synopsis: 5 s to 32768 s

Default: 30 s

The interval at which LLDP frames are transmitted on behalf of this LLDP agent.

**Tx Hold**

Synopsis: 2 to 10

Default: 4

The multiplier of the Tx Interval parameter that determines the actual time-to-live (TTL) value used in a LLDPDU. The actual TTL value can be expressed by the following formula:

$TTL = \text{MIN}(65535, (\text{Tx Interval} * \text{Tx Hold}))$

**Reinit Delay**

Synopsis: 1 s to 10 s

Default: 2 s

The delay in seconds from when the value of Admin Status parameter of a particular port becomes 'Disabled' until re-initialization will be attempted.

**Tx Delay**

Synopsis: 1 s to 8192 s

Default: 2 s

The delay in seconds between successive LLDP frame transmissions initiated by value or status changed. The recommended value is set by the following formula:

$1 \leq \text{txDelay} \leq (0.25 * \text{Tx Interval})$

**Port LLDP Parameters (lldpPortCfg)**

Configure Port LLDP Parameters

**Port**

Synopsis: 1 to 4

Default: 1

The port number as seen on the front plate silkscreen of the switch.

**Admin Status**

Synopsis: { rxTx, txOnly, rxOnly, Disabled }

Default: rxTx

rxTx: the local LLDP agent can both transmit and receive LLDP frames through the port

txOnly: the local LLDP agent can only transmit LLDP frames.

rxOnly: the local LLDP agent can only receive LLDP frames.

disabled: the local LLDP agent can neither transmit or receive LLDP frames.

**Notifications**

Synopsis: { Disabled, Enabled }

Default: Disabled

Disabling notifications will prevent sending notifications and generating alarms for particular port from the LLDP agent.

**RCDP Parameters (rcdpCfg)**

Provide the ability to configure settings for Ruggedcom Discovery Protocol(RCDP).

**RCDP Discovery**

Synopsis: { Disabled, Enabled }

Default: Enabled

Disables/Enables Device Discovery through Ruggedcom Proprietary RCDP



### 3 Alarms and Alarm Settings

#### Alarms (alarmsCfg)

Provide the ability to configure per alarm settings.

21 of 512 entries used.

##### Name

Synopsis: Any 34 characters

Default: sys\_alarm

The name of this alarm.

##### Level

Synopsis: { EMERG, ALRT, CRIT, ERRO, WARN, NOTE, INFO, DEBG }

Severity level of alarm:

EMERG - Device has had a serious failure that caused a system reboot

ALERT - Device has had a serious failure that however didn't cause a system reboot

CRITICAL - Device has a serious unrecoverable problem

ERROR - Device has a recoverable problem that does not seriously affect operation

WARNING - Possibly serious problem affecting overall system operation

NOTIFY - Condition detected that is not expected or not allowed

INFO - Event which is a part of normal operation, e.g. cold start, user login etc.

DEBUG - Intended for factory troubleshooting only

##### Latch

Synopsis: { On, Off }

Default: Off

Enables latching occurrence of this alarm in Alarms Table.

Dependent on Setting in Section 4 ALARM SETTINGS

##### Trap

Synopsis: { On, Off }

Default: Off

Enables sending SNMP trap for this alarm.

##### Log

Synopsis: { On, Off }

Default: Off

Enables logging occurrence of this alarm in syslog.txt.

Dependent on Setting in Section 4 ALARM SETTINGS

##### LED&Relay

Synopsis: { On, Off }

Default: Off

Enables LED and fail safe relay control for this alarm. If latching is not enabled, this field will remain disabled as well.

Dependent on Setting in Section 4 ALARM SETTINGS

##### Refresh Time

Synopsis: 0 s to 60 s

Default: 60 s

Refreshing time for this alarm.

### 3.1 Types of Alarms:

#### Active Alarms

Active alarms are ongoing. They signify states of operation that are not in accordance with normal operation. Examples of active alarms include links that should be up but are not or error rates that are continuously exceeding a certain threshold.

Active alarms are removed (cleared) either by solving the original cause of the alarm or by explicitly clearing the alarm itself.

**This could mask an ongoing problem!**

#### Passive alarms

Passive alarms are historic in nature. They signify events that represented abnormal conditions in the past, and do not affect the current operational status. Examples of passive alarms include authentication failures or error rates that temporarily exceeded a certain threshold.

Passive alarms are cleared through the Clear Alarms option under the diagnostics menu. RMON generated alarms are passive.

#### Alarms and the Critical Failure Relay

All active alarms will immediately de-energize the critical fail relay (thus signifying a problem). The relay will be re-energized when the last outstanding active alarm is cleared.

**These alarms will be indicated through the Train Control System. Therefore careful consideration needs to be made in which alarms are enabled so that superfluous alarms are not displayed.**

#### Note

*Alarms are volatile in nature. All alarms (active and passive) are cleared at start up.*

### 3.2 Recommended Configuration

The recommended Alarm configuration is based on suitability of alarms for the maintainer and operator. There are two forms of Ruggedcom alarms are conveyed. These are through Relay and SNMP. Relay is generally conveyed to the Train Control System. SNMP can be conveyed to other alarm management systems. Relay method should convey most critical alarms which would impact on the system. All other alarms should be logged and conveyed through other methods.

#### Alarms (alarmsCfg)

<b>Name -</b>	<b>The name of this alarm.</b>
<b>Latch -</b>	Enables latching occurrence of this alarm in Alarms Table. <b>All OFF except "LINK UP / DOWN"</b>
<b>Trap -</b>	Enables sending SNMP trap for this alarm. <b>All OFF – This is not used.</b>
<b>Log -</b>	Enables logging occurrence of this alarm in syslog.txt. <b>All ON – Log all values in syslog for diagnosis.</b>
<b>LED&amp;Relay -</b>	Enables LED and fail safe relay control for this alarm. If latching is not enabled, this field will remain disabled as well. <b>All OFF except "LINK UP / DOWN"</b>

**Refresh Time** - Refreshing time for this alarm.

All 60 s

**Recommended Settings Table for Alarms**

Name	Latch	Trap	Log	LED&Relay	Refresh Time
BPDU Guard activated	OFF	OFF	ON	OFF	60 s
Can't create more mcast IP groups	OFF	OFF	ON	OFF	60 s
Clock manager alarm	OFF	OFF	ON	OFF	60 s
Configuration changed	OFF	OFF	ON	OFF	60 s
Excessive failed login attempts	OFF	OFF	ON	OFF	60 s
GMRP cannot learn more addresses	OFF	OFF	ON	OFF	60 s
GVRP cannot learn more VLANs	OFF	OFF	ON	OFF	60 s
Invalid configuration	OFF	OFF	ON	OFF	60 s
Link up/down	ON	OFF	ON	ON	60 s
Login information	OFF	OFF	ON	OFF	60 s
MAC address not learned	OFF	OFF	ON	OFF	60 s
Mcast CPU filtering table full	OFF	OFF	ON	OFF	60 s
New STP root	OFF	OFF	ON	OFF	60 s
NTP server unreachable	OFF	OFF	ON	OFF	60 s
Received looped back BPDUs	OFF	OFF	ON	OFF	60 s
Serial comm blocked, TCP flwctrlrd	OFF	OFF	ON	OFF	60 s
SNMP authentication failed	OFF	OFF	ON	OFF	60 s
STP events	OFF	OFF	ON	OFF	60 s
STP topology change	OFF	OFF	ON	OFF	60 s
TACACS response invalid	OFF	OFF	ON	OFF	60 s
Unknown route for serial protocol	OFF	OFF	ON	OFF	60 s

## 4 Firmware

**Firmware Versions MUST be ROS v3.7.x Revision**

**Firmware Versions *prior* to ROS v3.7.1 are NOT to be used.**

**Firmware Versions *after* to ROS v3.7.8 are NOT to be used.**

Mainly due to incompatibility issues with certain systems, differing configuration parameters and lack of configuration parameters with RSTP.

**Firmware Versions ROS v3.7.x must have Static Multicast Groups (Section 3.7) configured as below**

**MAC Address**

Synopsis: ##-##-##-##-##-## where ## ranges 0 to FF

01-00-0C-00-00-00

01-00-0C-CC-CC-CC

AB-00-00-02-00-00

**VID**

VLAN Identifier of the VLAN upon which the multicast group operates.

As per Section 3.5 (VLANs)

**CoS**

Specifies what Class Of Service is assigned to the multicast group frames

Normal

**Ports**

Ports to which the multicast group traffic is forwarded.

None

## 5 Bootware

Bootware Versions shall be compatible with the firmware version.

## 6 Addition Requirements and Limitation

- [1]. Ruggedcom RS400 and RS900 Series switches shall operate from same Rugged Operating System (ROS).
- [2]. The inclusion of RS400 and RS900 Series switch within the network shall be used in conjunction with a detailed Network design.
- [3]. The inclusion of RS400 and RS900 Series switch within the network is primarily directed for use with Westrace MkII interlocking, Microlok Interlockings, VHLC and EC5 Interlockings using a fibre redundant ring system within ARTC but it is not necessarily limited to that use.
- [4]. The utilisation of RS900 series switch within a network containing RS400 components would be acceptable where it would be more efficient and cost effective to install the RS900 series switch.
- [5]. The RS400 and RS900 Series switches shall use the approved Firmware version, detailed in Section 4 Firmware.
- [6]. The RS400 and RS900 Series switches shall use the Compatible Bootware version, detailed in Section 5 Bootware.
- [7]. Configurations settings contained within this document shall be used in configuration of RS400 and RS900 series switch. In case of discrepancy contact ARTC standards standards@artc.com.au
- [8]. Inclusion of 5db or 10db attenuators may be considered with short distances, less than 100 metres over fibre ports between two RuggedCom units. This is to minimise damage and to ensure reliability of RuggedCom units.