

# IP Address & Application Configuration

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1. Configuring IP Address and Service
  2. Configuring ARP
  3. Configuring IPv6
  4. Configuring DHCP
  5. Configuring DHCPv6
  6. Configuring DNS
  7. Configuring FTP Server
  8. Configuring FTP Client
  9. Configuring Tunnel Interface
  10. Configuring Network Connectivity Test Tool
  11. Configuring TCP
  12. Configuring IPv4/IPv6 REF
-

# 1 Configuring IP Addresses and Services

## 1.1 Overview

Internet Protocol (IP) sends packets to the destination from the source by using logical (or virtual) addresses, network addresses. At the network layer, routers forward packets based on IP addresses.

### Protocols and Standards

- RFC 1918: Address Allocation for Private Internets
- RFC 1166: Internet Numbers

## 1.2 Applications

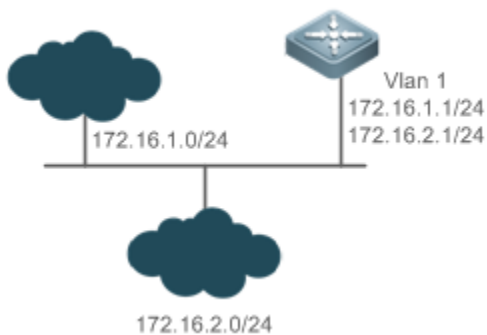
Application	Description
Configuring a network communication	Two network segments communicate through one switch interface.

### 1.2.1 Configuring an IP Address for Communication

#### Scenario

A switch is connected to a Local Area Network (LAN), which is divided into two network segments, namely, 172.16.1.0/24 and 172.16.2.0/24. Computers in the two network segments can communicate with the Internet through computers between the two network segments can communicate with each other.

Figure 1-1 Configuring IP Addresses



#### Deployment

- Configure two IP addresses on VLAN1. One is a primary IP address and the other is a secondary IP address.

- On hosts in the network segment 172.16.1.0/24, set the gateway to 172.16.1.1; on hosts in the network segment 172.16.2.0/24, set the gateway to 172.16.2.1.

## 1.3 Features

### Basic Concepts

#### IP Address

An IP address consists of 32 bits in binary. To facilitate writing and description, an IP address is generally expressed in decimal. When expressed in decimal, an IP address is divided into four groups, with eight bits in each group. The range of each group is from 0 to 255, and groups are separated by a full stop ".". For example, "192.168.1.1" is an IP address expressed in decimal.

IP addresses are used for interconnection at the IP layer. A 32-bit IP address consists of two parts, namely, the network bits and the host bits. Based on the values of the first several bits in the network part, IP addresses in use can be classified into four classes.

For a class A address, the first three most significant bits are 0. 7 bits indicate a network ID, and 24 bits indicate a host ID. There are 128 class A networks in total.

Figure 1-2

			8	16	24	32
Class A IP address	0		Network ID	Host ID		

For a class B address, the first two most significant bits are 10. 14 bits indicate a network ID, and 16 bits indicate a host ID. There are 16,384 class B networks in total.

Figure 1-3

			8	16	24	32
Class B IP address	1	0	Network ID	Host ID		

For a class C address, the first three most significant bits are 110. 21 bits indicate a network ID, and 8 bits indicate a local host address. There are 2,097,152 class C networks in total.

Figure 1-4

				8	16	24	32
Class C IP address	1	1	0	Network ID		Host ID	

For a class D address, the first four most significant bits are 1110 and other bits indicate a multicast address.

Figure 1-5

					8	16	24	32
Class D IP address	1	1	1	0	Multicast address			

- The addresses with the first four most significant bits 1111 cannot be assigned. These addresses are called class D addresses and are reserved.

When IP addresses are planned during network construction, IP addresses must be assigned based on the property of the network to be built. If the network needs to be connected to the Internet, users should apply for IP addresses through the corresponding agency. In Russian, you can apply to Russian Internet Network Information Center (CNNIC) for IP addresses. Internet Corporation for Assigned Names and Numbers (ICANN) is the final organization for IP address assignment. If the network to be built is an internal private network, users do not need to apply for IP addresses. However, IP addresses cannot be assigned at random. It is recommended to assign dedicated private network addresses.

The following table lists reserved and available addresses.

Class	Address Range	Status
Class A network	0.0.0.0 - 0.255.255.255	Reserved
	1.0.0.0 - 126.255.255.255	Available
	127.0.0.0 - 127.255.255.255	Reserved
Class B network	128.0.0.0 - 191.254.255.255	Available
	191.255.0.0 - 191.255.255.255	Reserved
Class C network	192.0.0.0 - 192.0.0.255	Reserved
	192.0.1.0 - 223.255.254.255	Available
	223.255.255.0 - 223.255.255.255	Reserved
Class D network	224.0.0.0 - 239.255.255.255	Multicast address
Class E network	240.0.0.0 - 255.255.255.254	Reserved
	255.255.255.255	Broadcast address

Three address ranges are dedicated to private networks. These addresses are not used in the Internet. If the networks to which these addresses are assigned need to be connected to the Internet, these IP addresses need to be converted into valid Internet addresses. The following table lists private address ranges. Private network addresses are defined in RFC 1918.

Class	Address Range	Status
Class A network	10.0.0.0 - 10.255.255.255	1 class A network
Class B network	172.16.0.0 - 172.31.255.255	16 class B networks
Class C network	192.168.0.0 - 192.168.255.255	256 class C networks

For assignment of IP addresses, TCP/UDP ports, and other codes, refer to RFC 1166.

### Subnet Mask

A subnet mask is also a 32-bit value. The bits that identify the IP address are the network address. In a subnet mask, the IP address bits corresponding to the bits whose values are 1s are the network address, and the IP address bits corresponding

to the bits whose values are 0s are the host address. For example, for class A networks, the subnet mask is 255.255.0.0. By using network masks, you can divide a network into several subnets. Subnetting means to use some bits of the address as the network address, thus decreasing the host capacity, and increasing the number of networks. In this case, network masks are called subnet masks.

↘ **Broadcast Packet**

Broadcast packets refer to the packets destined for all hosts on a physical network. Orion\_B54Q products support two types of broadcast packets: (1) directed broadcast, which indicates that all hosts on the specified network are packet receivers and the host bits of a destination address are all 1s; (2) limited broadcast, which indicates that all hosts on all networks are packet receivers and the 32 bits of a destination address are all 1s.

↘ **ICMP Packet**

Internet Control Message Protocol (ICMP) is a sub-protocol in the TCP/IP suite for transmitting control messages between IP hosts and network devices. It is mainly used to notify corresponding devices when the network performance is abnormal.

↘ **TTL**

Time To Live (TTL) refers to the number of network segments where packets are allowed to pass before the packets are discarded. The TTL is a value in an IP packet. It informs the network whether packets should be discarded as the packets stay on the network for a long time.

**Features**

Feature	Description
IP Address	The IP protocol can run on an interface only after the interface is configured with an IP address.
Broadcast Processing	Broadcast addresses are configured and broadcast packets are forwarded and processed.
Send ICMP Packets	ICMP packets are sent and received. I C M P
Limiting Transmission Rate of ICMP Packets	This function prevents Denial of Service (DoS) attacks. E r r o r
IP MTU	Maximum Transmission Unit (MTU) of IP packets on an interface is configured.
IP TTL	The TTL of unicast packets and broadcast packets is configured.
IP Source Route	Source routes are checked.

**1.3.1 IP Address**

IP addresses are obtained on an interface in the following ways:

1. Manually configuring IP addresses

2. Obtaining IP addresses through DHCP
3. Obtaining IP addresses through PPP negotiation
4. Borrowing IP addresses of other interfaces

These approaches are mutually exclusive. If you configure a new approach to obtain an IP address, the old IP address will be overwritten.

- ❗ For details on how to obtain IP addresses through DHCP, see the “DHCP” chapter. The following describes the other three approaches for obtaining IP addresses.

#### 📄 Configuring the IP Address for an Interface

A device can receive and send IP packets only after the device is configured with an IP address. A device configured with an IP address can run the IP protocol.

#### 📄 Configuring Multiple IP Addresses for an Interface

Orion\_B54Q products support multiple IP address configuration on one interface, of which one is a primary IP address and the others are secondary IP addresses. Theoretically, the number of secondary IP addresses is not limited. Secondary IP addresses must belong to different networks and secondary IP addresses must be in different networks from primary IP addresses. In network construction, secondary IP addresses are often used in the following circumstances:

- A network does not have enough host addresses. For example, a LAN now needs one class C network to allocate 254 addresses. However, when the number of hosts exceeds 254, one class C network is not enough and another class C network is needed. In this case, two networks need to be connected. Therefore, more IP addresses are needed.
- Many old networks are based on L2 bridged networks without subnetting. You can use secondary IP addresses to upgrade the network to a routing network based on IP. On each subnet, one device is configured with one IP address.
- When two subnets of one network are isolated by another network, you can connect the isolated subnets by creating a subnet of the isolated network and configuring a secondary address. One subnet cannot be configured on two or more interfaces of a device.

- ❗ Before configuring secondary IP addresses, make sure that primary IP addresses are configured. If one device in a network is configured with a secondary IP address, other devices must be configured with secondary IP addresses in the same network. If other devices are not configured with IP addresses, the secondary addresses cannot be used. Only primary IP addresses can be used.

#### 📄 Obtaining an IP Address through PPP Negotiation

- ❗ This command is supported on point-to-point interfaces only.

Through this configuration, a point-to-point interface accepts the IP address assigned by PPP negotiation.

#### 📄 Borrowing an IP Address from Another Interface

One interface may not be configured with an IP address. To enable the interface, it must borrow an IP address from another interface.

- ❗ IP addresses of Ethernet interfaces, tunnel interfaces, and loopback interfaces cannot be borrowed. However, these interfaces cannot borrow IP addresses from other interfaces.
- ❗ The IP addresses of borrowed interfaces cannot be borrowed from other interfaces.
- ❗ If a borrowed interface has multiple IP addresses, only the primary IP address can be borrowed.
- ❗ The IP address of one interface can be lent to multiple interfaces.
- ❗ IP addresses of borrowing interfaces are always consistent with and vary with IP addresses of borrowed interfaces.

## Related Configuration

### Configuring an Interface with One or More IP Addresses

- By default, an interface is not configured with an IP address.
- The **ip address** command is used to configure an IP address for an interface.
- After an IP address is configured, the IP address can be used for communication when it passes conflict detection.
- The **ip address ip-address mask secondary** command can be used to configure multiple secondary IP addresses.

### Obtaining an IP Address through PPP Negotiation

- By default, the interface cannot obtain an IP address through PPP negotiation.
- The **ip address negotiate** command is used to configure IP address negotiation on a point-to-point interface.

### Borrowing an IP Address from Other Interfaces

- By default, an interface is not configured with an IP address.
- The **ip unnumbered** command can be used to borrow IP addresses from other interfaces.

## 1.3.2 Broadcast Packet Processing

### Working Principle

Broadcast is divided into two types. One is limited broadcast, and the IP address is 255.255.255.255. In this case, broadcast is prohibited by routers, the broadcast is called local network broadcast. The other is directed broadcast. All host bits are 1s, for example, 192.168.1.255/24. The broadcast packets with these IP addresses can be forwarded.

If IP network devices forward limited broadcast packets (destination IP address is 255.255.255.255), the network may be overloaded, which severely affects network performance. This circumstance is called broadcast storm. Devices provide some approaches to confine broadcast storms within the local network and prevent continuous spread. L2 network devices such as bridges and switches forward and spread broadcast storms.

The best way to avoid broadcast storm is to assign a broadcast address to each network, which is directed broadcast. This requires the IP protocol to use directed broadcast rather than limited broadcast to spread data.

For details about broadcast storms, see RFC 919 and RFC 922.

Directed broadcast packets refer to the broadcast packets destined for a subnet. For example, packets whose destination address is 172.16.16.255 are called directed broadcast packets. However, the node that generates the packets is not a member of the destination subnet.

After receiving directed broadcast packets, the devices not directly connected to the destination subnet forward the packets. After directed broadcast packets reach the devices directly connected to the subnet, the devices convert directed broadcast packets to limited broadcast packets (destination IP address is 255.255.255.255) and broadcast the packets to all hosts on the destination subnet at the link layer.

## Related Configuration

### ↘ Configuring an IP Broadcast Address

- By default, the IP broadcast address of an interface is 255.255.255.255.
- To define broadcast packets of other addresses, run the **ip broadcast-address** command on the interface.

### ↘ Forwarding Directed Broadcast Packets

- By default, directed broadcast packets cannot be forwarded.
- On the specified interface, you can run the **ip directed-broadcast** command to enable directed broadcast packets forwarding. In this way, the interface can forward directed broadcast packets to networks that are directly connected. Broadcast packets can be transmitted within the destination subnet without affecting forwarding of other broadcast packets.
- On an interface, you can define an Access Control List (ACL) to transmit certain packets. After an ACL is defined, only directed broadcast packets that match the ACL are forwarded.

## 1.3.3 Sending ICMP Packets

### Working Principle

#### ↘ ICMP Protocol Unreachable Message

A device receives non-broadcast packets destined for itself, and the packets contain the IP protocol that cannot be processed by the device. The device sends an ICMP protocol unreachable message to the source host. Besides, if the device does not know a route to forward packets, it also sends an ICMP host unreachable message.

#### ↘ ICMP Redirection Message

Sometimes, a route may be less than optimal, which makes a device send packets from the interface that receives packets. If a device sends packets from an interface on which it receives the packets, the device sends an ICMP redirection message to the source, informing the source that the gateway is another device on the same network. In this way, the source sends subsequent packets according to the optimal path.

#### ↘ ICMP Mask Response Message



Sometimes, a network device sends an ICMP mask request message to obtain the mask of a subnet.. The network device that receives the ICMP mask request message sends a mask response message.

### Related Configuration

#### ↘ **Enabling ICMP Protocol Unreachable Message**

- By default, the ICMP Protocol unreachable message function is enabled on an interface.
- You can run the **[no] ip unreachable** command to disable or enable the function.

#### ↘ **Enabling ICMP Redirection Message**

- By default, the ICMP redirection message function is enabled on an interface.
- You can run the **[no] ip redirects** command to disable or enable the function.

#### ↘ **Enabling ICMP Mask Response Message**

- By default, the ICMP mask response message function is enabled on an interface.
- You can run the **[no] ip mask-reply** command to disable or enable the function.

## 1.3.4 Limiting Transmission Rate of ICMP Error Packets

### Working Principle

This function limits the transmission rate of ICMP error packets to prevent DoS attacks by using the token bucket algorithm.

If an IP packet needs to be fragmented but the Don't Fragment (DF) bit in the header is set to 1, the device sends an ICMP destination unreachable packet (code 4) to the source host. This ICMP error packet is used to discover the path MTU. When there are too many other ICMP error packets, the ICMP destination unreachable packet(code 4) may not be sent. As a result, the path MTU discovery function fails. To avoid this problem, you should limit the transmission rate of destination unreachable packets and other ICMP error packets respectively.

### Related Configuration

#### ↘ **Configuring the Transmission Rate of ICMP Destination Unreachable Packets Triggered by DF Bit Header**

- The default transmission rate is 10 packets every 100 milliseconds.
- The **ip icmp error-interval DF** command can be used to configure the transmission rate.

#### ↘ **Configuring the Transmission Rate of Other ICMP Error Packets**

- The default transmission rate is 10 packets every 100 milliseconds.
- The **ip icmp error-interval** command can be used to configure the transmission rate.

### 1.3.5 IP MTU

#### Working Principle

If an IP packet exceeds the IP MTU size, the NOS software splits the packet. For all devices in the same physical network segment, the IP MTU of interconnected interfaces must be the same. You can adjust the link MTU of interfaces on Orion\_B54Q products. After the link MTU of interfaces is changed, the IP MTU of interfaces will be changed. The IP MTU of interfaces automatically keeps consistent with the link MTU of interfaces. However, if the IP MTU of interfaces is adjusted, the link MTU of interfaces will not be changed.

#### Related Configuration

##### ↳ Setting the IP MTU

- By default, the IP MTU of an interface is 1500.
- The `ip mtu` command can be used to set the IP packet MTU.

### 1.3.6 IP TTL

#### Working Principle

An IP packet is transmitted from the source address to the destination address through routers. After a TTL value is set, the TTL value decreases by 1 every time when the IP packet passes a router. When the TTL value drops to zero, the router discards the packet. This prevents infinite transmission of useless packets and waste of bandwidth.

#### Related Configuration

##### ↳ Setting the IP TTL

- By default, the IP TTL of an interface is 64.
- The `ip ttl` command can be used to set the IP TTL of an interface.

### 1.3.7 IP Source Route

#### Working Principle

Orion\_B54Q products support IP source routes. When a device receives an IP packet, it checks the options such as source route, loose source route, and record route in the IP packet header. The device responds if the device detects that the packet enables one option; if the device detects an invalid option, it sends an ICMP parameter error message to the source and then discards the packet.

After the IP source route is enabled, the source route option is added to an IP packet to test the throughput of a specific network or help the packet bypasses the failed network. However, this may cause network attacks such as source address spoofing and IP spoofing.

#### Related Configuration

↳ **Configuring an IP Source Route**

- By default, the IP source route function is enabled.
- The **ip source-route** command can be used to enable or disable the function.

## 1.4 Configuration

Configuration	Description and Command	
Configuring the IP Addresses of an Interface	<p>⚠ (Mandatory) It is used to configure an IP address and allow the IP protocol to run on an interface.</p>	
	<b>ip address</b>	Manually configures the IP address of interface.
	<b>ip address negotiate</b>	Obtains the IP address of an interface through PPP negotiation.
	<b>ip unnumbered</b>	Borrows an IP address of another interface.
Configuring IP Forwarding	<p>⚠ (Optional) It is used to set an IP broadcast address and enable directed broadcast forwarding.</p>	
	<b>ip broadcast-address</b>	Configures an IP broadcast address.
	<b>ip directed-broadcast</b>	Enables directed broadcast forwarding.
Configuring ICMP Forwarding	<p>⚠ (Optional) It is used to enable ICMP packet forwarding.</p>	
	<b>ip unreachable</b>	Enables ICMP unreachable messages and host unreachable messages.
	<b>ip redirects</b>	Enables ICMP redirection messages.
	<b>ip mask-reply</b>	Enables ICMP mask response messages.
Configuring the Transmission Rate of ICMP Error Packets	<p>⚠ Optional.</p>	
	<b>ip icmp error-interval DF</b>	Configures the transmission rate of destination unreachable packets triggered by the DF bit in the IP header.
	<b>ip icmp error-interval</b>	Configures the transmission rate of ICMP error packets and ICMP redirection packets.
Setting the IP MTU	<p>⚠ (Optional) It is used to configure the IP MTU on an interface.</p>	
	<b>ip mtu</b>	Sets the MTU value.
Setting the IP TTL	<p>⚠ (Optional) It is used to configure the TTL of unicast packets and broadcast packets.</p>	
	<b>ip ttl</b>	Sets the TTL value.

Configuration	Description and Command
Configuring a Route	<b>ip source-route</b> <span style="color: orange;">▲</span> (Optional) It is used to check the source routes.
	<b>ip source-route</b> Enables the IP source route function.

### 1.4.1 Configuring the IP Addresses of an Interface

#### Configuration Effect

Configure the IP address of an interface for communication.

#### Notes

- N/A

#### Configuration Steps

##### ▾ Configuring the IP Address of an Interface

- Mandatory
- Perform the configuration in L3 interface configuration mode.

##### ▾ Obtaining the IP Address of an Interface through PPP Negotiation

- Optional
- If a point-to-point interface is not configured with an IP address, obtain an IP address through PPP negotiation.
- Perform the configuration in L3 interface configuration mode.

##### ▾ Borrowing an IP Addresses from Another Interface

- Optional
- If a point-to-point interface is not configured with an IP address, borrow an IP address from another interface.
- Perform the configuration in L3 interface configuration mode.

#### Verification

Run the **show ip interface** command to check whether the configuration takes effect.

#### Related Commands

##### ▾ Manually Configuring the IP Address of an Interface

<b>Command</b>	<b>ip address <i>ip-address network-mask</i> [ secondary ]</b>
<b>Parameter</b>	<i>ip-address</i> 32-bit IP address, with 8 bits for each group. The IP address is expressed in decimal and groups are separated by a full stop (.).
<b>Description</b>	<i>network-mask</i> 32-bit network mask. Value 1 indicates the mask bit and 0 indicates the non-mask bit. Every 8 bits form one group. The network mask is expressed in decimal and groups are separated by a full stop (.).

	stop (.). <b>secondary</b> : Secondary IP address.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

↳ **Obtaining an IP Address of an Interface through PPP Negotiation**

<b>Command</b>	<b>ip address negotiate</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

↳ **Borrowing an IP Addresses from Another Interface**

<b>Command</b>	<b>ip unnumbered</b> <i>interface-type interface-number</i>
<b>Parameter Description</b>	<i>interface-type</i> : Interface type. <i>interface-number</i> : Interface ID.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<p>An unnumbered interface indicates that the interface is enabled with the IP protocol without an IP address assigned. An unnumbered interface needs to be associated with an interface configured with an IP address. For an IP packet generated on an unnumbered interface, the source IP address of the packet is the IP address of the associated interface. In addition, the routing protocol process decides whether to send a route update packet to the unnumbered interface according to its associated IP address. If you want to use an unnumbered interface, pay attention to the following limitations:</p> <p>An Ethernet interface cannot be set to an unnumbered interface.</p> <p>When a serial interface encapsulates SLIP, HDLC, PPP, LAPB, and Frame-Relay, the serial interface can be set to an unnumbered interface. During Frame-Relay encapsulation, however, only a point-to-point interface can be configured as an unnumbered interface. An X.25 interface cannot be configured as an unnumbered interface.</p> <p>The <b>ping</b> command cannot be used to check whether an unnumbered interface is working properly because an unnumbered interface is not configured with an IP address. However, you can monitor the status of an unnumbered interface remotely through SNMP.</p> <p>A device cannot be cold started through an unnumbered interface.</p>

**Configuration Example**

↳ **Configuring an IP Address for an Interface**

<b>Configuration Steps</b>	Configure IP address 192.168.23.110 255.255.255.0 on interface GigabitEthernet 0/0.
	<pre>Orion_B54Q#configure terminal Orion_B54Q(config)#interface gigabitEthernet 0/0 Orion_B54Q(config-if-GigabitEthernet 0/0)# no switchport Orion_B54Q(config-if-GigabitEthernet 0/0)#ip address 192.168.23.110 255.255.255.0</pre>
<b>Verification</b>	Run the <b>show ip interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q# show ip interface gigabitEthernet 0/0 GigabitEthernet 0/0   IP interface state is: UP   IP interface type is: BROADCAST   IP interface MTU is: 1500   IP address is:     192.168.23.110/24 (primary)</pre>

#### ↳ Obtaining an IP Address on a Point-to-point Interface through PPP Negotiation

<b>Configuration Steps</b>	Obtain an IP address on a point-to-point interface through negotiation.
	<pre>Orion_B54Q(config)#int virtual-ppp 1 Orion_B54Q(config-if-Virtual-ppp 1)#ip address negotiate</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show run interface virtual-ppp 1  Building configuration... Current configuration: 48 bytes  interface Virtual-ppp 1  ip address negotiate</pre>

## 1.4.2 Configuring Broadcast Forwarding

### Configuration Effect

Set the broadcast address of an interface to 0.0.0.0 and enable directed broadcast forwarding.

**Notes**

N/A

**Configuration Steps**

↳ **Configuring an IP Broadcast Address**

- (Optional) Some old hosts may identify broadcast address 0.0.0.0 only. In this case, set the broadcast address of the target interface to 0.0.0.0.
- Perform the configuration in L3 interface configuration mode.

↳ **Enabling Directed Broadcast Forwarding**

- (Optional) If you want to enable a host to send broadcast packets to all hosts in a domain that it is not directed broadcast forwarding.
- Perform the configuration in L3 interface configuration mode.

**Verification**

Run the **show running-config interface** command to check whether the configuration takes effect.

**Related Commands**

↳ **Configuring an IP Broadcast Address**

<b>Command</b>	<b>ip broadcast-address</b> <i>ip-address</i>
<b>Parameter Description</b>	<i>ip-address</i> : Broadcast address of an IP network.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Generally, the destination address of IP broadcast packets is 255.255.255.255. NOS software can generate broadcast packets of other IP address definition and receive self-defined broadcast packets 255.255.255.255.

↳ **Allowing Forwarding of Directed Broadcast Packets**

<b>Command</b>	<b>ip directed-broadcast</b> [ <i>access-list-number</i> ]
<b>Parameter Description</b>	<i>access-list-number</i> : Access list number, ranging from 1 to 199 and from 4000 to 4099. If an ACL is defined, only directed broadcast packets that match the ACL are forwarded.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	If the <b>ip directed-broadcast</b> command is run on an interface, the NOS software will discard directed broadcast packets received from the network that is directly connected.

## Configuration Example

<b>Configuration Steps</b>	<p>On interface gigabitEthernet 0/1, set the destination address of IP broadcast packets to 0.0.0.0 and enable directed broadcast forwarding.</p> <pre>Orion_B54Q#configure terminal Orion_B54Q(config)#interface gigabitEthernet 0/1 Orion_B54Q(config-if-GigabitEthernet 0/1)# no switchport Orion_B54Q(config-if-GigabitEthernet 0/1)#ip broadcast-address 0.0.0.0 Orion_B54Q(config-if-GigabitEthernet 0/1)#ip directed-broadcast</pre>
<b>Verification</b>	<p>Run the <b>show ip interface</b> command to check whether the configuration takes effect.</p> <pre>Orion_B54Q#show running-config interface gigabitEthernet 0/1 ip directed-broadcast ip broadcast-address 0.0.0.0</pre>

### 1.4.3 Configuring ICMP Forwarding

#### Configuration Effect

Enable ICMP unreachable messages, ICMP redirection messages, and mask response messages on an interface.

#### Notes

N/A

#### Configuration Steps

##### ▾ Enabling ICMP Unreachable Messages

- By default, ICMP unreachable messages are enabled.
- Optional)The **no ip unreachables** command can be used to disable ICMP unreachable messages.
- Perform the configuration in L3 interface configuration mode.

##### ▾ Enabling ICMP Redirection Messages

- By default, ICMP redirection messages are enabled.
- Optional)The **no ip redirects** command can be used to disable ICMP redirection messages.
- Perform the configuration in L3 interface configuration mode.

##### ▾ Enabling ICMP Mask Response Messages

- By default, ICMP mask response messages are enabled.
- Optional)The **no ip mask-reply** command can be used to disable ICMP mask response messages.



- Perform the configuration in L3 interface configuration mode.

## Verification

Run the **show ip interface** command to check whether the configuration takes effect.

## Related Commands

### ↳ Enabling ICMP Unreachable Messages

<b>Command</b>	<b>ip unreachable</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

### ↳ Enabling ICMP Redirection Messages

<b>Command</b>	<b>ip redirects</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

### ↳ Enabling ICMP Mask Response Messages

<b>Command</b>	<b>ip mask-reply</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

<b>Configuration Steps</b>	Enable ICMP unreachable messages, ICMP redirection messages, and mask response messages on the interface gigabitEthernet 0/1.
	<pre> Orion_B54Q#configure terminal Orion_B54Q(config)#interface gigabitEthernet 0/1 Orion_B54Q(config-if-GigabitEthernet 0/1)# no switchport Orion_B54Q(config-if-GigabitEthernet 0/1)# ip unreachable Orion_B54Q(config-if-GigabitEthernet 0/1)# ip redirects Orion_B54Q(config-if-GigabitEthernet 0/1)# ip mask-reply </pre>
<b>Verification</b>	Run the <b>show ip interface</b> command to check whether the configuration takes effect.
	<pre> Orion_B54Q#show ip interface gigabitEthernet 0/1 GigabitEthernet 0/1   ICMP mask reply is: ON   Send ICMP redirect is: ON   Send ICMP unreachable is: ON </pre>

## 1.4.4 Configuring the Transmission Rate of ICMP Error Packets

### Configuration Effect

Configure the transmission rate of ICMP error packets.

### Notes

N/A

### Configuration Steps

#### ▾ Configuring the Transmission Rate of ICMP Destination Unreachable Packets Triggered by the DF Bit in the IP Header

- Optional
- Perform the configuration in global configuration mode.

#### ▾ Configuring the Transmission Rate of Other ICMP Error Packets

- Optional
- Perform the configuration in global configuration mode.

### Verification

Run the **show running-config** command to check whether the configuration takes effect.

**Related Commands**

↳ **Configuring the Transmission Rate of ICMP Destination Unreachable Packets Triggered by the DF Bit in the IP Header**

<b>Command</b>	<b>ip icmp error-interval DF milliseconds [bucket-size]</b>
<b>Parameter Description</b>	<i>milliseconds</i> : Refresh cycle of a token bucket. The value range is from 0 to 2,147,483,647 and the default value is 100 milliseconds. When the value is 0, the transmission rate of ICMP error packets is not limited. <i>bucket-size</i> : Number of tokens contained in a token bucket. The value range is from 1 to 200 and the default value is 10.
<b>Command Mode</b>	Global configuration mode.
<b>Usage Guide</b>	<p>This function limits the transmission rate of ICMP error packets to prevent DoS attacks by using the token bucket algorithm.</p> <p>If an IP packet needs to be fragmented but the DF bit in the header is set to 1, the device sends an ICMP destination unreachable packet (code 4) to the source host. This ICMP error packet is used to discover the path MTU. When there are too many other ICMP error packets, the ICMP destination unreachable packet (code 4) may not be sent. As a result, the path MTU discovery function fails. To avoid this problem, you should limit the transmission rate of ICMP destination unreachable packets and other ICMP error packets respectively.</p> <p>I t i s r e c o m m e n d e d t o s e t t h e r e f r e s h c y c l e</p> <p>If the refresh cycle is set to a value greater than 0 and smaller than 10 milliseconds, the refresh cycle that actually takes effect is 10 milliseconds. For example, if the refresh rate is set to 1 per 5 milliseconds, the refresh rate that actually takes effect is 2 per 10 milliseconds. If the refresh cycle is not integral multiples of 10 milliseconds, the refresh cycle that actually takes effect is automatically converted to integral multiples of 10 milliseconds. For example, if the refresh rate is set to 3 per 15 milliseconds, the refresh rate that actually takes effect is 2 per 10 milliseconds.</p>

↳ **Configuring the Transmission Rate of Other ICMP Error Packets**

<b>Command</b>	<b>ip icmp error-interval milliseconds [bucket-size]</b>
<b>Parameter Description</b>	<i>milliseconds</i> : Refresh cycle of a token bucket. The value range is 0 to 2,147,483,647, and the default value is <b>100</b> (ms). When the value is <b>0</b> , the transmission rate of ICMP error packets is not limited. <i>bucket-size</i> : Number of tokens contained in a token bucket. The value range is 1 to 200 and the default value is <b>10</b> .
<b>Command Mode</b>	Global configuration mode.
<b>Usage Guide</b>	<p>This function limits the transmission rate of ICMP error packets to prevent DoS attacks by using the token bucket algorithm.</p> <p>I t i s r e c o m m e n d e d t o s e t t h e r e f r e s h c y c l e</p> <p>If the refresh cycle is set to a value greater than 0 and smaller than 10 milliseconds, the refresh cycle that actually takes effect is 10 milliseconds. For example, if the refresh rate is set to 1 per 5 milliseconds, the</p>

refresh rate that actually takes effect is 2 per 10 milliseconds. If the refresh cycle is not integral multiples of 10 milliseconds, the refresh cycle that actually takes effect is automatically converted to integral multiples of 10 milliseconds. For example, if the refresh rate is set to 3 per 15 milliseconds, the refresh rate that actually takes effect is 2 per 10 milliseconds.

### Configuration Example

<b>Configuration Steps</b>	Set the transmission rate of ICMP destination unreachable packets triggered the DF bit in IP header to 100 packets per second and the transmission rate of other ICMP error packets to 10 packets per second.
	<pre>Orion_B54Q(config)# ip icmp error-interval DF 1000 100 Orion_B54Q(config)# ip icmp error-interval 1000 10</pre>
<b>Verification</b>	Run the <b>show running-config</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config   include ip icmp error-interval ip icmp error-interval 1000 10 ip icmp error-interval DF 1000 100</pre>

## 1.4.5 Setting the IP MTU

### Configuration Effect

Adjust the IP packet MTU.

### Notes

N/A

### Configuration Steps

- (Optional) When the IP MTU of interconnected interfaces is different on devices in the same physical network segment, set the IP MTU to the same value.
- Perform the configuration in L3 interface configuration mode.

### Verification

Run the **show ip interface** command to check whether the configuration takes effect.

### Related Commands

#### ↳ Setting the IP MTU

<b>Command</b>	<code>ip mtubytes</code>
<b>Parameter Description</b>	<i>bytes</i> : IP packet MTU. The value range is from 68 to 1,500 bytes.
<b>Command</b>	Interface configuration mode

<b>Mode</b>	
<b>Usage Guide</b>	N/A

### Configuration Example

<b>Configuration Steps</b>	Set the IP MTU of interface gigabitEthernet 0/1 to 512 bytes.
	<pre>Orion_B54Q#configure terminal Orion_B54Q(config)#interface gigabitEthernet 0/1 Orion_B54Q(config-if-GigabitEthernet 0/1)# no switchport Orion_B54Q(config-if-GigabitEthernet 0/1)#ip mtu 512</pre>
<b>Verification</b>	Run the <b>show ip interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q# show ip interface gigabitEthernet 0/1 IP interface MTU is: 512</pre>

## 1.4.6 Setting the IP TTL

### Configuration Effect

Modify the IP TTL value of an interface.

### Notes

N/A

### Configuration Steps

- Optional
- Perform the configuration in L3 interface configuration mode.

### Verification

Run the **show run-config** command to check whether the configuration takes effect.

### Related Commands

#### ↳ Setting the IP TTL

<b>Command</b>	<b>ip ttl value</b>
<b>Parameter Description</b>	<i>value</i> : TTL value. The value range is from 0 to 255.
<b>Command Mode</b>	Global configuration mode.

<b>Usage Guide</b>	N/A
--------------------	-----

### Configuration Example

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>Set the TTL of unicast packets to 100.</li> </ul>
	<pre>Orion_B54Q#configure terminal Orion_B54Q(config)#ip ttl 100</pre>
<b>Verification</b>	Run the <b>show run-config</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config ip ttl 100</pre>

## 1.4.7 Configuring an IP Source Route

### Configuration Effect

Enable or disable the IP source route function.

### Notes

N/A

### Configuration Steps

- By default, the IP source route function is enabled.
- Optional) The **no ip source-route** command can be use to disable the IP source route function.

### Verification

Run the **show run-config** command to check whether the configuration takes effect.

### Related Commands

#### ↳ [Configuring an IP Source Route](#)

<b>Command</b>	<b>ip source-route</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode.
<b>Usage Guide</b>	N/A

### Configuration Example

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>Disable the IP source route function.</li> </ul>
	<pre>Orion_B54Q#configure terminal Orion_B54Q(config)#no ip source-route</pre>
<b>Verification</b>	Run the <b>show run-config</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config no ip source-route</pre>

## 1.5 Monitoring

### Displaying

Description	Command
Displays the IP address of an interface.	<b>show ip interface</b> [ <i>interface-type</i> <i>interface-number</i>   <b>brief</b> ]
Displays the forwarding table.	<b>show ip route</b> [ <i>address</i> [ <i>mask</i> ]]
Displays the statistics of the forwarding table.	<b>show ip route summary</b>
Displays IP packet statistics.	<b>show ip packet statistics</b> [ <b>total</b>   <i>interface-name</i> ]

## 2 Configuring ARP

### 2.1 Overview

In a local area network (LAN), each IP network device has two addresses. Since the local address is contained in the header of the data link layer (DLL) frame, it is a DLL address. However, it is processed by the MAC sublayer at the DLL and thereby is usually called the MAC address. MAC addresses represent IP network devices network address. Network addresses on the Internet represent IP network devices and also indicate the networks where the devices reside.

In a LAN, two IP devices can communicate with each other only after they learn the 48-bit MAC address of each other. The process of obtaining the MAC address based on the IP address is called address resolution. There are two types of address resolution protocols: 1) Address Resolution Protocol (ARP); 2) Proxy ARP. ARP and Proxy ARP are described respectively in RFC 826 and RFC 1027.

ARP is used to bind the MAC address with the IP address. When you enter an IP address, you can learn the corresponding MAC address through ARP. Once the MAC address is obtained, the IP-MAC mapping will be saved to the ARP cache of the network device. With the MAC address, the IP device can encapsulate DLL frame. By default, IP and ARP packets on the Ethernet are encapsulated in Ethernet II frames.

## Protocols and Standards

- RFC 826: An Ethernet Address Resolution Protocol
- RFC 1027: Using ARP to implement transparent subnet gateways

## 2.2 Applications

Application	Description
LAN-based ARP	A user learns the MAC addresses of other users in the same network through ARP.
Proxy ARP Transmission	With Proxy ARP, a user can directly communicate with users in another network without knowing that it exists.

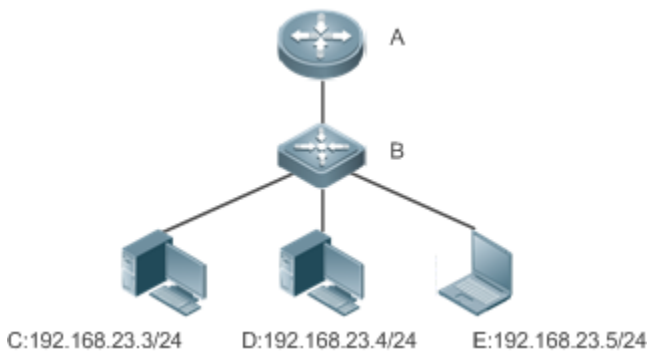
### 2.2.1 LAN-based ARP

#### Scenario

ARP is required in all IPv4 LANs.

- A user needs to learn the MAC addresses of other users through ARP to communicate with them.

Figure 2-1



<b>Remarks</b>	A is a router. B is a switch. It acts as the gateway. C, D, and E are hosts.
----------------	--

#### Deployment

- Enable ARP in a LAN to implement IP-MAC mapping.

### 2.2.2 Proxy ARP-based Transparent Transmission

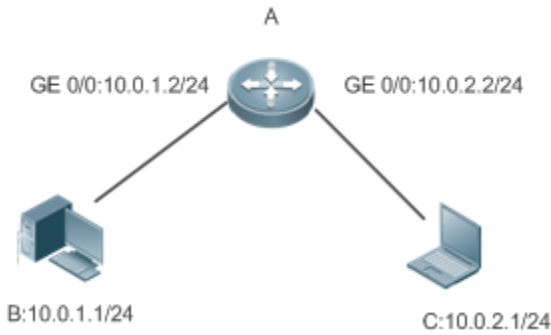
#### Scenario



Transparent transmission across IPv4 LANs is performed.

- Enable Proxy ARP on the router to achieve direct communication between users in different

Figure 2-2



<b>Remarks</b>	A is a router connecting two LANs. B and C are hosts in different subnets. No default gateway is configured for them.
----------------	--

### Deployment

- Enable Proxy ARP on the subnet gateway. After configuration, the gateway can act as a proxy to enable a host without any route information to obtain MAC addresses of IP users in other subnets.

## 2.3 Features

### Overview

Feature	Description
Static ARP	Users can manually specify IP-MAC mapping to prevent the device from learning incorrect ARP entries.
ARP Attributes	Users can specify the ARP entry timeout, ARP request retransmission times and intervals, and the maximum number of unresolved ARP entries.
Trusted ARP	Trusted ARP is used to prevent ARP spoofing.
Gratuitous ARP	Gratuitous ARP is used to detect IP address conflicts and enable peripheral devices to update ARP entries.
Proxy ARP	A proxy replies to the ARP requests from
Local Proxy ARP	A proxy replies to the ARP requests from other devices in the same subnet.
ARP T Detection	Neighbor Unreachable Detection (NUD) is used to ensure that correct ARP entries are learned.
ARP-based IP Guard	You can set the number of IP packets for triggering ARP drop to prevent a large unknown unicast packets from being sent to the CPU.

Refraining from Sending ARP Requests to Authentication VLANs	The device refrains from sending ARP broadcast requests to authentication VLANs to reduce the number of ARP broadcast requests in the network.
--	--

### 2.3.1 Static ARP

Static ARP entries can be configured manually or assigned by the authentication server. The manually configured entries prevail. Static ARP can prevent the device from learning incorrect ARP entries.

#### Working Principle

If static ARP entries are configured, the device does not actively update ARP entries and these ARP entries permanently exist.

When the device forwards Layer-3 packets, the static MAC address is encapsulated in the Ethernet header as the destination MAC address.

#### Related Configuration

##### ↳ Enabling Static ARP

Run the **arp [vrf name] ip-address mac-address type** command in global configuration mode to configure static ARP entries. By default, no static ARP entry is configured. Users can bind static ARP entries to individual VRF instances or the global VRF instance. ARP encapsulation supports only the Ethernet II type, which is represented by ARPA.

### 2.3.2 ARP Attributes

Users can specify the ARP timeout, ARP request retransmission interval and times, and maximum number of unresolved ARP entries.

#### Working Principle

##### ↳ ARP Timeout

The ARP timeout only applies to the dynamically learned IP-MAC mapping. When the ARP entry timeout expires, the device sends a unicast ARP request packet to detect whether the peer end is online. If it receives an ARP reply from the peer end, it does not delete this ARP entry. Otherwise, the device deletes this ARP entry.

When the ARP timeout is set to a smaller value, the mapping table stored in the ARP cache is more accurate but consumes more network bandwidth.

##### ↳ ARP Request Retransmission Interval and Times

The device consecutively sends ARP requests to resolve an IP address to a MAC address. The shorter the retransmission interval is, the faster the resolution. The more times the ARP request is retransmitted, the more likely the resolution will succeed and the more bandwidth ARP will consume.

##### ↳ Maximum Number of Unresolved ARP Entries

In a LAN, ARP attacks and scanning may cause a large number of unresolved ARP entries generated on the gateway. As a result, the gateway fails to learn the MAC addresses of the users. To prevent such attacks, users can configure the maximum number of unresolved ARP entries.

## Related Configuration

### ↳ Configuring the ARP Timeout

Run the **arp timeout seconds** command in interface configuration mode to configure the ARP timeout. The default timeout is 3,600 seconds. You can change it based on actual situations.

### ↳ Configuring the ARP Request Retransmission Interval and Times

- Run the **arp retry interval seconds** command in global configuration mode to configure the ARP request retransmission interval. The default interval is 1 second. You can change it based on actual situations.
- Run the **arp retry times number** command in global configuration mode to configure the ARP request retransmission times. The default number of retransmission times is 5. You can change it based on actual situations.

### ↳ Configuring the Maximum Number of Unresolved ARP Entries

Run the **arp unresolved number** command in global configuration mode to configure the maximum number of unresolved ARP entries. The default value is the maximum number of ARP entries supported by the device. You can change it based on actual situations.

## 2.3.3 Trusted ARP

### Working Principle

As a type of special ARP entries, trusted ARP entries are added to the ARP table to prevent ARP spoofing. Trusted ARP entries have characteristics of both static and dynamic ARP entries, with a priority higher than that of dynamic ARP entries and lower than that of static ARP entries. Trusted ARP has an aging mechanism similar to that of dynamic ARP. When an ARP entry ages, the device actively sends an ARP request packet to detect whether the corresponding user exists. If the user sends a reply, the device regards the user active and updates the ARP timeout. Otherwise, the device deletes the ARP entry. Trusted ARP has characteristics of static ARP, that is, the device does not learn ARP packets to update the address and interface ID in the ARP entry.

When a user goes online on a GSN client, the authentication server obtains the user's reliable IP-MAC mapping through the access switch, and adds trusted ARP entries to the user's gateway. This process is transparent to the network administrator and does not affect the administrator's work on network management.

Since trusted ARP entries come from authentic sources and will not be updated, they can efficiently prevent ARP spoofing targeted at the gateway.

## Related Configuration

### ↳ Enabling Trusted ARP

- Run the **service trustedarp** command in global configuration mode to enable trusted ARP. This function is disabled by default.
- Run the **arp trusted user-vlan *id1* translated-vlan *id2*** command in global configuration mode to implement VLAN redirection. This function is disabled by default. If the VLAN pushed by the server differs from the VLAN in the trusted ARP entry, users need to enable VLAN redirection.
- Run the **arp trusted aging** command in global configuration mode to enable ARP aging. Trusted ARP entries are not aged by default.
- Run the **arp trusted number** command in global configuration mode to configure the capacity of trusted ARP entries. The default value is half of the total capacity of ARP entries. You can change it based on actual situations.

### 2.3.4 Gratuitous ARP

#### Working Principle

Gratuitous ARP packets are a special type of ARP packets. In a gratuitous ARP packet, the source and destination addresses are the IP address of the local device. Gratuitous ARP packets have two purposes:

1. IP address conflict detection. If the device receives a gratuitous packet and finds the IP address in the packet the same as its own IP address, it sends an ARP reply to notify the peer end of the IP address conflict.
2. ARP update. When the MAC address of an interface changes, the device sends a gratuitous ARP packet to notify other devices to update ARP entries.

The device can learn gratuitous ARP packets. After receiving a gratuitous ARP packet, the device checks whether the corresponding dynamic ARP entry exists. If yes, the device updates the ARP entry based on the information carried in the gratuitous ARP packet.

#### Related Configuration

##### ↳ Enabling Gratuitous ARP

Run the **arp gratuitous-send interval *seconds* number** command in interface configuration mode to enable gratuitous ARP. This function is disabled on interfaces by default. Generally you need to enable this function on the gateway interface to periodically update the MAC address of the gateway on the downlink devices, which prevents others from spoofing the gateway.

### 2.3.5 Proxy ARP

#### Working Principle

The device enabled with Proxy ARP can help a host without any route information to obtain MAC addresses of IP users in other subnets. For example, if the device receiving an ARP request finds the source IP address in a different segment from the destination IP address and knows the route to the destination address, the device sends an ARP reply containing its own Ethernet MAC address. This is how Proxy ARP works.

## Related Configuration

### ↳ Enabling Proxy ARP

- Run the **ip proxy-arp** command in interface configuration mode to enable Proxy ARP.
- This function is disabled by default.

## 2.3.6 Local Proxy ARP

### Working Principle

Local Proxy ARP means that a device acts as a proxy in the local VLAN (common VLAN or sub VLAN).

After local Proxy ARP is enabled, the device can help users to obtain the MAC addresses of other users in the same subnet.

For example, when port protection is enabled on the device, users connected to different ports are isolated at Layer 2. After

local Proxy ARP is enabled, the device receiving an ARP request acts as a proxy to send an ARP reply containing its own

E t h e r n e t M A C a d d r e s s . I n t h i s c a s e , d i f f e r e n t u s e r s c o m m u n i

This is how local Proxy ARP works.

## Related Configuration

### ↳ Enabling Local Proxy ARP

- Run the **local-proxy-ar** command in interface configuration mode to enable local Proxy ARP.
- This function is disabled by default.
- This command is supported only on switch virtual interfaces (SVIs).

## 2.3.7 ARP Trustworthiness Detection

### Working Principle

The **arp trust-monitor enable** command is used to enable anti-ARP spoofing to prevent excessive useless ARP entries from occupying device resources. After ARP trustworthiness detection is enabled on a Layer-3 interface, the device receives ARP request packets from this interface:

1. If the corresponding entry does not exist, the device creates a dynamic ARP entry and performs NUD seconds. That is, the device begins to age the newly learned ARP entry and sends a unicast ARP request. If the device receives an ARP update packet from the peer end within the aging time, it stores the entry. If not, it deletes the entry.
2. If the corresponding ARP entry exists, NUD is not performed.
3. If the MAC address in the existing dynamic ARP entry is updated, the device also performs NUD.

Since this function adds a strict confirmation procedure in the ARP learning process, it affects the efficiency of ARP learning.

After this function is disabled, NUD is not required for learning and updating ARP entries.

## Related Configuration

### ↳ Enabling ARP Trustworthiness Detection

Run the **arp trust-monitor enable** command in interface configuration mode to enable ARP trustworthiness detection. This function is disabled by default.

### 2.3.8 ARP-based IP Guard

#### Working Principle

When receiving unresolved IP packets, the switch cannot forward them through the hardware and thereby need to send them to the CPU for address resolution. If a large number of such packets are sent to the CPU, the CPU will be affecting other services on the switch.

After ARP-based IP guard is enabled, the switch receiving ARP request packets counts the number of packets in which the destination IP address hits this ARP entry. If this number is equal to the configured number, the switch sets a drop entry in the hardware so that the hardware will not send the packets with this destination IP address to the CPU. After the address resolution is complete, the switch continues to forward the packets with this destination IP address.

#### Related Configuration

##### ↳ Enabling ARP-based IP Guard

- Run the **arp anti-ip-attack** command in global configuration mode to configure the number of IP packets for triggering ARP drop.
- By default, the switch discards the corresponding ARP entry after it receives three unknown unicast packets containing the same destination IP address.

### 2.3.9 Refraining from Sending ARP Requests to Authentication VLANs

#### Working Principle

In gateway authentication mode, all sub VLANs in a Super VLAN are authentication VLANs and authentication VLAN have to pass authentication to access the network. After authentication, a static ARP entry is generated on the device. Therefore, when accessing an authenticated user, the device does not need to send ARP requests authentication VLAN. If the device attempts to access users in an authentication-exemption VLAN, it only needs to send ARP requests to the authentication-exemption VLAN.

In gateway authentication mode, if disabled on the device by the **arp suppress-auth-vlan-req** command, the device needs to access authentication-exemption users in an authentication VLAN, disable this function.


#### Related Configuration

##### ↳ Refraining from Sending ARP Requests to Authentication VLANs

- Run the **arp suppress-auth-vlan-req** command in interface configuration mode to refrain from sending ARP requests to authentication VLANs.
- This function is enabled by default.

## 2.4 Configuration

Configuration	Description and Command
Enabling Static ARP	<p>⚠ (Optional) It is used to enable static IP-MAC binding.</p>
	<p><b>arp</b> Enables static ARP.</p>
Configuring ARP Attributes	<p>⚠ (Optional) It is used to specify the ARP timeout, ARP request retransmission interval and times, and maximum number of unresolved ARP entries.</p>
	<p><b>arp timeout</b> Configures the ARP timeout.</p>
	<p><b>arp retry interval</b> Configures the ARP request retransmission interval.</p>
	<p><b>arp unresolve</b> Configures the maximum number of unresolved ARP entries.</p>
Enabling Trusted ARP	<p>⚠ (Optional) It is used to enable anti-ARP spoofing.</p>
	<p><b>service trustedarp</b> Enables trusted ARP.</p>
	<p><b>arp trusted user-vlan</b> Enables VLAN redirection when a trusted ARP entry is added.</p>
	<p><b>arp trusted aging</b> Enables trusted ARP aging.</p>
	<p><b>arp trusted</b> Configures the capacity of trusted ARP entries.</p>
Enabling Gratuitous ARP	<p>⚠ (Optional) It is used to detect IP address conflicts and enables peripheral devices to update ARP entries.</p>
	<p><b>arp gratuitous-send interval</b> Enables gratuitous ARP.</p>
Enabling Proxy ARP	<p>⚠ (Optional) It is used to act as a proxy to reply to ARP requests from the devices on different subnets.</p>
	<p><b>ip proxy-arp</b> Enables Proxy ARP.</p>
Enabling Local Proxy ARP	<p>⚠ (Optional) It is used to act as a proxy to reply to ARP requests from other devices in the same subnet.</p>
	<p><b>local-proxy-arp</b> Enables local Proxy ARP.</p>
Enabling ARP Trustworthiness Detection	<p>⚠ (Optional) It is used to unicast ARP request packets to ensure that correct ARP entries are learned.</p>
	<p><b>arp trusted-monitor enable</b> Enables ARP trustworthiness detection.</p>
Enabling ARP Guard	<p>⚠ (Optional) It is used to prevent a large number of IP packets from being sent to the CPU.</p>

Configuration	Description and Command	
	<b>arp anti-ip-attack</b>	Configures the number of IP packets triggering ARP drop.
Refraining from Sending ARP Requests to Authentication VLANs	 (Optional) It is used to refrain from sending ARP requests to authentication VLANs	Refrains from sending ARP requests to authentication VLANs.
	<b>arp suppress-auth-vlan-req</b>	Refrains from sending ARP requests to authentication VLANs.

## 2.4.1 Enabling Static ARP

### Configuration Effect

Users can manually specify IP-MAC mapping to prevent the device from learning incorrect ARP entries.

### Notes

After a static ARP entry is configured, the Layer-3 switch learns the physical port corresponding to the MAC address in the static ARP entry before it performs Layer-3 routing.

### Configuration Steps

#### Configuring Static ARP Entries

- Optional.
- You can configure a static ARP entry to bind the IP address of the uplink device with its MAC address to prevent MAC change caused by ARP attacks.
- Configure static ARP entries in global configuration mode.

### Verification

Run the **show running-config** command to check whether the configuration takes effect. Run the **show arp static** command to check whether a static ARP cache table is created.

### Related Commands

#### Configuring Static ARP Entries

<b>Command</b>	<b>arp</b> [ <i>vrf name</i>   <i>oob</i> ] <i>ip-address mac-address type</i>
<b>Parameter</b>	<b>vrf name</b> : Specifies a VRF instance. The <b>name</b> parameter indicates the name of the VRF instance.
<b>Description</b>	<b>oob</b> : Configures a static ARP entry for a management port. <i>ip-address</i> : Indicates the IP address mapped to a MAC address, which is in four-part dotted-decimal format. <i>mac-address</i> : Indicates the DLL address, consisting of 48 bits. <i>type</i> : Indicates the ARP encapsulation type. For an Ethernet interface, the keyword is <b>arpa</b> .
<b>Command Mode</b>	Global configuration mode



<b>Usage Guide</b>	The NOS queries a 48-bit MAC address based on a 32-bit IP address in the ARP cache table. Since most hosts support dynamic ARP resolution, usually the static ARP mapping are not needed. Use the <b>clear arp-cache</b> command to delete the dynamic ARP entries.
--------------------	---

### Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	Configure a static ARP entry on B to statically bind the IP address of A with the MAC address. <pre>Orion_B54Q(config)#arp 192.168.23.1 00D0.F822.334B arpa</pre>
<b>Verification</b>	Run the <b>show arp static</b> command to display the static ARP entry. <pre>Orion_B54Q(config)#show arp static  Protocol  Address          Age(min)  Hardware      Type  Interface Internet  192.168.23.1    &lt;static&gt;  00D0.F822.334B  arpa  1 static arp entries exist.</pre>

### Common Errors

- The MAC address in static ARP is incorrect.

## 2.4.2 Configuring ARP Attributes

### Configuration Effect

Users can specify the ARP timeout, ARP request retransmission interval and times, and maximum number of unresolved ARP entries.

### Configuration Steps

#### ▾ Configuring the ARP Timeout

- Optional.
- In a LAN, if a user goes online/offline frequently, it is recommended to set the ARP timeout small to delete invalid ARP entries as soon as possible.
- Configure the ARP timeout in interface configuration mode.

#### ▾ Configuring the ARP Request Retransmission Interval and Times

- Optional.
- If the network resources are insufficient, it is recommended to set the ARP request retransmission interval great and the retransmission times small to reduce the consumption of network bandwidths.
- Configure the ARP request retransmission interval and times in global configuration mode.

#### ▾ Configuring the Maximum Number of Unresolved ARP Entries

- Optional.
- If the network resources are insufficient, it is recommended to set the maximum number of unresolved ARP entries small to reduce the consumption of network bandwidths.
- Configure the maximum number of unresolved ARP entries in global configuration mode.

## Verification

Run the **show arp timeout** command to display the timeouts of all interfaces.

Run the **show running-config** command to display the ARP request retransmission interval and times, and the maximum number of unresolved ARP entries.

## Related Commands

### ↳ Configuring the ARP Timeout

<b>Command</b>	<b>arp timeout</b> <i>seconds</i>
<b>Parameter Description</b>	<i>seconds</i> : Indicates the timeout in seconds, ranging from 0 to 2,147,483. The default value is 3,600.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	The ARP timeout only applies to the dynamically learned IP-MAC mapping. When the ARP timeout is set to a smaller value, the mapping table stored in the ARP cache is more accurate but ARP consumes more network bandwidth. Unless otherwise specified, do not configure the ARP timeout.

### ↳ Configuring the ARP Request Retransmission Interval and Times

<b>Command</b>	<b>arp retry interval</b> <i>seconds</i>
<b>Parameter Description</b>	<i>seconds</i> : Indicates the ARP request retransmission interval in seconds, ranging from 1 to 3,600. The default value is 1.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	If a device frequently sends ARP requests, affecting network performance, you can set the ARP request retransmission interval longer. Ensure that this interval does not exceed the ARP timeout.

### ↳ Configuring the Maximum Number of Unresolved ARP Entries

<b>Command</b>	<b>arp unresolve</b> <i>number</i>
<b>Parameter Description</b>	<i>number</i> indicates the maximum number of unresolved ARP entries. The default value is 8,192.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	If a large number of unresolved entries exist in the ARP cache table and remain in the table after a while, it is recommended to use this command to limit the number of unresolved ARP entries.

### Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Set the ARP timeout to 60 seconds on port GigabitEthernet 0/1.</li> <li>● Set the ARP request retransmission interval to 3 seconds.</li> <li>● Set the ARP request retransmission times to 4.</li> <li>● Set the maximum number of unresolved ARP entries to 4,096.</li> </ul>
	<pre> Orion_B54Q(config)#interface gigabitEthernet 0/1 Orion_B54Q(config-if-GigabitEthernet 0/1)#arp timeout 60 Orion_B54Q(config-if-GigabitEthernet 0/1)#exit  Orion_B54Q(config)#arp retry interval 3 Orion_B54Q(config)#arp retry times 4 Orion_B54Q(config)#arp unresolve 4096                     </pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>● Run the <b>show arp timeout</b> command to display the timeout of the interface.</li> <li>● Run the <b>show running-config</b> command to display the ARP request retransmission interval, times, and maximum number of unresolved ARP entries.</li> </ul>
	<pre> Orion_B54Q#show arp timeout  Interface                arp timeout(sec) ----- GigabitEthernet 0/1      60 GigabitEthernet 0/2      3600 GigabitEthernet 0/4      3600 GigabitEthernet 0/5      3600 GigabitEthernet 0/7      3600 VLAN 100                  3600 VLAN 111                  3600 Mgmt 0                    3600  Orion_B54Q(config)# show running-config  arp unresolve 4096 arp retry times 4 arp retry interval 3                     </pre>

## 2.4.3 Enabling Trusted ARP

### Configuration Effect

The gateway is protected from ARP spoofing.

### Notes

N/A

### Configuration Steps

- To deploy a GSN solution, enable trusted ARP.
- To deploy a GSN solution, enable trusted ARP.
- Enable trusted ARP in global configuration mode.

### Verification

Run the **show arp trusted** command to display trusted ARP entries.

Run the **show running** command to check whether the configuration takes effect.

### Related Commands

#### ↳ Enabling Trusted ARP

<b>Command</b>	<b>service trustedarp</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Trusted ARP is an anti-ARP spoofing function. As a part of the GSN solution, trusted ARP needs to be used with the GSN solution.

#### ↳ Enabling VLAN Redirection When a Trusted ARP Entry Is Added

<b>Command</b>	<b>arp trusted user-vlan <i>vid1</i> translated-vlan <i>vid2</i></b>
<b>Parameter</b>	<i>vid1</i> : Indicates the VLAN ID configured on the server.
<b>Description</b>	<i>vid2</i> : Indicates the ID of the VLAN redirected.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	This command takes effect only after trusted ARP is enabled. Configure this command only when the VLAN pushed by the server differs from the VLAN in the trusted ARP entry.

#### ↳ Displaying Trusted ARP Entries

<b>Command</b>	<b>show arp trusted [<i>ip</i> [<i>mask</i>]]</b>
----------------	---

<b>Parameter Description</b>	<i>ip</i> Indicates the IP address. The ARP entry of the specified IP address <b>trusted</b> is specified, only the trusted ARP entries are displayed. Otherwise, the non-trusted ARP entries are displayed. <i>mask</i> : ARP entries within the IP subnet are displayed. If keyword <b>trusted</b> is specified, only the trusted ARP entries are displayed. Otherwise, the non-trusted ARP entries are displayed.
<b>Command Mode</b>	Privileged EXEC mode
<b>Usage Guide</b>	N/A

↘ **Deleting Trusted ARP Entries**

<b>Command</b>	<b>clear arp trusted</b> [ <i>ip</i> [ <i>mask</i> ]]
<b>Parameter Description</b>	<i>ip</i> Indicates the IP address. The ARP entry of the specified keyword <b>trusted</b> is specified, only the trusted ARP entries are displayed. Otherwise, the non-trusted ARP entries are displayed. <i>mask</i> : ARP entries within the IP subnet are displayed. If keyword <b>trusted</b> is specified, only the trusted ARP entries are displayed. Otherwise, the non-trusted ARP entries are displayed.
<b>Command Mode</b>	Privileged EXEC mode
<b>Usage Guide</b>	After you run the <b>clear arp trusted</b> command to delete all trusted ARP entries on the switch, users may fail to access the network. It is recommended to use the <b>clear arp trusted ip</b> command to delete a specified trusted ARP entry.

↘ **Enabling Trusted ARP Aging**

<b>Command</b>	<b>arp trusted aging</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	After you configure this command, trusted ARP entries begin to age, with the aging time the same as the dynamic ARP aging time. You can run the <b>arp time out</b> command in interface configuration mode to configure the aging time.

↘ **Adjusting the Capacity of Trusted ARP Entries**

<b>Command</b>	<b>arp trusted number</b>
<b>Parameter Description</b>	<i>number</i> The minimum value is 10. The maximum number is the capacity supported by the device minus 1,024. By default, the maximum number of trusted ARP entries is half of the total capacity of ARP entries.
<b>Command Mode</b>	Privileged EXEC mode
<b>Usage Guide</b>	To make this command take effect, enable trusted ARP. Trusted ARP entries and other entries share the memory. If trusted ARP entries occupy much space, dynamic ARP entries may not have

	space. Set the number of ARP entries based on the actual requirement. Do not set it to an excessively large value.
--	--

### Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Enable trusted ARP.</li> <li>● Enable VLAN redirection.</li> <li>● Enable trusted ARP aging.</li> <li>● Set the maximum number of trusted ARP entries to 1,024.</li> </ul>
	<pre>Orion_B54Q(config)#service trustedarp Orion_B54Q(config)#arp trusted user-vlan 2-9 translated-vlan 10 Orion_B54Q(config)#arp trusted aging Orion_B54Q(config)#arp trusted 1024</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>● Run the <b>show running-config</b> command to check whether the configurations take effect.</li> </ul>
	<pre>Orion_B54Q(config)# show running-config service trustedarp arp trusted user-vlan 2-9 translated-vlan 10 arp trusted aging arp trusted 1024</pre>

### Common Errors

- Trusted ARP is disabled, causing failure to assign ARP entries.

## 2.4.4 Enabling Gratuitous ARP

### Configuration Effect

The interface periodically sends gratuitous ARP packets.

### Configuration Steps

- Optional.
- When a switch acts as the gateway, enable gratuitous ARP on an interface to prevent other users from using an incorrect gateway MAC address in case of ARP spoofing.
- Enable gratuitous ARP in interface configuration mode.

### Verification

Run the **show running-config interface <name>** command to check whether the configuration is successful.

## Related Commands

### ↳ Enabling Gratuitous ARP

<b>Command</b>	<code>arp gratuitous-send interval seconds [number]</code>
<b>Parameter Description</b>	<i>seconds</i> Indicates the interval for sending a gratuitous ARP request. The unit is second. The value ranges from 1 to 3,600. <i>number</i> Indicates the number of gratuitous ARP requests that are sent. The default value is 1. The value ranges from 1 to 100.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	If a network interface of a device acts as the gateway for downstream devices but a downstream device pretends to be the gateway, enable gratuitous ARP on the interface to advertise itself as the real gateway.

## Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	Configure the GigabitEthernet 0/0 interface to send a gratuitous ARP packet every 5 seconds.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#arp gratuitous-send interval 5</pre>
<b>Verification</b>	Run the <b>show running-config interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#sh running-config interface gigabitEthernet 0/0  Building configuration...  Current configuration : 127 bytes ! interface GigabitEthernet 0/0  duplex auto  speed auto   ip address 30.1.1.1 255.255.255.0   arp gratuitous-send interval 5</pre>

### 2.4.5 Enabling Proxy ARP

#### Configuration Effect

The device acts as a proxy to reply to ARP request packets from other users.

#### Notes

By default, Proxy ARP is disabled.

## Configuration Steps

- Optional.
- If a user without any route information needs to obtain the MAC addresses of the IP users in other subnets, enable Proxy ARP on the device so that the device can act as a proxy to send ARP replies.
- Enable Proxy ARP in interface configuration mode.

## Verification

Run the **show ip interface <name>** command to check whether the configuration takes effect.

## Related Commands

### ↳ Enabling Proxy ARP

<b>Command</b>	<b>ip proxy-arp</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	Enable Proxy ARP on port GigabitEthernet 0/0.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ip proxy-arp</pre>
<b>Verification</b>	Run the <b>show ip interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show ip interface gigabitEthernet 0/0 GigabitEthernet 0/0   IP interface state is: DOWN   IP interface type is: BROADCAST   IP interface MTU is: 1500   IP address is:     No address configured   IP address negotiate is: OFF   Forward direct-broadcast is: OFF</pre>



```
ICMP mask reply is: ON
Send ICMP redirect is: ON
Send ICMP unreachable is: ON
DHCP relay is: OFF
Fast switch is: ON
Help address is: 0.0.0.0
Proxy ARP is: ON
ARP packet input number: 0
  Request packet      : 0
  Reply packet       : 0
  Unknown packet     : 0
TTL invalid packet number: 0
ICMP packet input number: 0
  Echo request       : 0
  Echo reply        : 0
  Unreachable       : 0
  Source quench     : 0
  Routing redirect  : 0
```

## 2.4.6 Enabling Local Proxy ARP

### Configuration Effect

The device acts as a proxy to reply to ARP request packets from other users in the same subnet.

### Notes

Local Proxy ARP is supported only on SVIs.

### Configuration Steps

- Optional.
- If a user enabled with port protection needs to communicate with users in the VLAN, enable local Proxy ARP on the device.
- Enable local Proxy ARP in interface configuration mode.

### Verification

Run the **show run interface <name>** command to check whether the configuration takes effect.

## Related Commands

### ↳ Enabling Local Proxy ARP

<b>Command</b>	<b>local-proxy-arp</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	Enable local Proxy ARP on the VLAN 1 interface.
	<pre>Orion_B54Q(config-if-VLAN 1)#local-proxy-arp</pre>
<b>Verification</b>	Run the <b>show ip interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config interface vlan 1  Building configuration...  Current configuration : 53 bytes  interface VLAN 1  ip address 192.168.1.2 255.255.255.0  local-proxy-arp</pre>

## 2.4.7 Enabling ARP Trustworthiness Detection

### Configuration Effect

Enable ARP trustworthiness detection. If the device receiving an ARP request packet fails to find the corresponding entry, it performs NUD. If the MAC address in the existing dynamic ARP entry is updated, the device immediately performs NUD to prevent ARP attacks.

### Notes

Since this function adds a strict confirmation procedure in the ARP learning process, it affects the efficiency of ARP learning.

## Configuration Steps

- Optional.
- If there is a need for learning ARP entries, enable ARP trustworthiness detection on the device. If the device receiving an ARP request packet fails to find the corresponding entry, it needs to send a unicast ARP request packet to check whether the peer end exists. If yes, the device learns the ARP entry. If not, the device does not learn the ARP entry. If the MAC address in the ARP entry changes, the device will immediately perform NUD to prevent ARP spoofing.
- Enable ARP trustworthiness detection in interface configuration mode.

## Verification

Run the **show running-config interface <name>** command to check whether the configuration take effect

## Related Commands

### ↳ Enabling ARP Trustworthiness Detection

<b>Command</b>	<b>arp trust-monitor enable</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<ul style="list-style-type: none"> <li>❗ Enable this function. If the corresponding ARP entry exists and the MAC address is not updated, the device does not perform NUD.</li> <li>❗ Enable this function. If the MAC address of the existing dynamic ARP entry is updated, the immediately performs NUD.</li> <li>❗ After this function is disabled, the device does not perform NUD for learning or updating ARP entries.</li> </ul>

## Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	<p>Enable ARP trustworthiness detection on port GigabitEthernet 0/0.</p> <pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#arp trust-monitor enable</pre>
<b>Verification</b>	<p>Run the <b>show running-config interface</b> command to check whether the configuration takes effect.</p> <pre>Orion_B54Q#show running-config interface gigabitEthernet 0/0</pre> <p>Building configuration...</p> <p>Current configuration : 184 bytes</p>

```

!
interface GigabitEthernet 0/0
    duplex auto
    speed auto
    ip address 30.1.1.1 255.255.255.0
    arp trust-monitor enable

```

## 2.4.8 Enabling ARP-based IP Guard

### Configuration Effect

When the CPU receives the specified number of packets in which the destination IP address hits the ARP entry, all packets with this destination IP address will not be sent to the CPU afterwards.

### Notes

N/A

### Configuration Steps

- Optional.
- By default, when three unknown unicast packets are sent to the CPU, the ARP entry is set. Use the `arp anti-ip-attack num` command to adjust the number of packets for triggering ARP drop based on the network environment. Users can also disable this function.
- Configure ARP-based IP guard in global configuration mode.

### Verification

Run the `show run` command to check whether the configuration takes effect.

### Related Commands

#### ↳ Enabling ARP-based IP Guard

<b>Command</b>	<code>arp anti-ip-attack num</code>
<b>Parameter Description</b>	<i>num</i> : Indicates the number of IP packets for triggering ARP drop. The value ranges from 0 to 100. 0 indicates that ARP-based IP guard is disabled. The default value is 3.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<p>🔴 If hardware resources are sufficient, run the <code>arp anti-ip-attack num</code> command to set the number of IP packets for triggering ARP drop to a large value. If hardware resources are insufficient, run the <code>arp anti-ip-attack</code> command to set the number of IP packets for triggering ARP drop to a large value.</p>

	..... value, or disable this function. .....
--	--

### Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	Enable ARP-based IP guard on B.  Orion_B54Q(config)#arp anti-ip-attack 10
<b>Verification</b>	Run the <b>show running-config</b> command to check whether the configuration takes effect.  Orion_B54Q#show running-config  Building configuration...  Current configuration : 53 bytes  arp anti-ip-attack 10

## 2.4.9 Refraining from Sending ARP Requests to Authentication VLANs

### Configuration Effect

The device does not send ARP request packets to authentication VLANs.

### Notes

This function is supported only on SVIs.

### Configuration Steps

- Optional.
- In gateway authentication mode, the device does not send ARP request packets to authentication VLANs by default. If the device needs to send ARP request packets to authentication VLANs, use the **arp suppress-auth-vlan-req** command to disable this function.
- Perform this configuration in interface configuration mode.

### Verification

Run the **show run interface <name>** command to check whether the configuration takes effect.

### Related Commands

#### ↘ Refraining from Sending ARP Requests to Authentication VLANs

<b>Command</b>	<b>arp suppress-auth-vlan-req</b>
----------------	-----------------------------------


<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

### Configuration Example

<b>Scenario</b>	For the network topology, see Figure 2-1.
<b>Configuration Steps</b>	<p>Disable the VLAN 2 interface from refraining from sending ARP requests to authentication VLANs.</p> <pre>Orion_B54Q(config-if-VLAN 2)#no arp suppress-auth-vlan-req</pre>
<b>Verification</b>	<p>Run the <b>show running-config interface</b> command to check whether the configuration takes effect.</p> <pre>Orion_B54Q#show running-config interface vlan 2</pre> <p>Building configuration...</p> <p>Current configuration : 53 bytes</p> <pre>interface VLAN 2  ip address 192.168.1.2 255.255.255.0  no arp suppress-auth-vlan-req</pre>

## 2.5 Monitoring

### Clearing

 Running the **clear** commands may lose vital information and thus interrupt services.


Description	Command
Clears dynamic learned ARP entries in authentication mode, dynamic ARP entries in authentication VLANs are not cleared.	<code>clear arp-cache</code>

### Displaying

Description	Command
-------------	---------

Displays the ARP table in detail.	<b>show arp [detail] [ interface-type interface-name ] [ ip [mask]   mac-address   static   complete   incomplete ]</b>
Displays the ARP table.	<b>show ip arp [ vrf vrf-name ]</b>
Displays the trusted ARP table.	<b>show arp [detail] trusted [ip [mask]]</b>
Displays the ARP entry counter.	<b>show arp counter</b>
Displays the timeout of dynamic ARP entries.	<b>show arp timeout</b>

### Debugging

 System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Debugs ARP packet sending and receiving.	<b>debug arp</b>
Debugs the creation and deletion of ARP entries.	<b>debug arp event</b>

## 3 Configuring IPv6

### 3.1 Overview

As the Internet develops rapidly and IPv4 address space is becoming exhausted, IPv4 limitations become more and more obvious. At present, many researches and practices on Internet Protocol Next Generation (IPng) have been conducted. The IPng working group of the Internet Engineering Task Force (IETF) has formulated an IPng protocol named IPv6 (IPv6), which is described in RFC 2460.

#### Main Features

##### ↳ Larger Address Space

Compared with 32 bits in an IPv4 address, the length of an IPv6 address is extended to 128 bits. Therefore, the address space has approximately  $2^{128}$  addresses. IPv6 adopts a hierarchical address allocation mode to support address allocation of multiple subnets from the Internet core network to intranet subnet.

##### ↳ Simpler Packet Header Format

Since the design principle of the IPv6 packet header is to minimize the overhead of the packet header, some non-key fields and optional fields are removed from the packet header to the extended packet header. Therefore, although the length of an IPv6 address is four times of that of an IPv4 address, the IPv6 packet header is only two times of the IPv4 packet header. The IPv6 packet header makes device forwarding more efficient. For example, with no checksum in the IPv6 packet header, the IPv6 device does not need to process fragments (fragmentation is completed by the initiator).

##### ↳ Efficient Hierarchical Addressing and Routing Structure

IPv6 uses a convergence mechanism and defines a flexible hierarchical addressing and routing structure. Multiple networks at the same layer are represented as a uniform network prefix on the upstream device, greatly reducing routing information maintained by the device and routing and storage overheads of the device.

##### ↳ Easy Management: Plug and Play (PnP)

IPv6 provides automatic discovery and auto-configuration functions to simplify management and maintenance of nodes. For example, Neighbor Discovery (ND), MTU Discovery, Router Advertisement (RA), Router Solicitation (RS), and other auto-configuration technologies provide related services for PnP. Particularly, IPv6 offers two types of auto-configuration: stateful auto-configuration and stateless auto-configuration. In IPv4, Dynamic Host Configuration Protocol (DHCP) realizes stateful auto-configuration of the host IP address and related parameters. IPv6 inherits this auto-configuration service from IPv4 and is called `stateful auto-configuration` (see `DHCPv6`). Besides, IPv6 also provides stateless auto-configuration service. During stateless auto-configuration, a host automatically obtains the local address of the link, address prefix of the link, and other related configurations.

##### ↳ Security



As an optional extension protocol of IPv4, Internet Protocol Security (IPSec) is a part of IPv6 to provide security for packets. At present, IPv6 provides two mechanisms: Authentication Header (AH) and Encapsulated Security Payload (ESP). AH provides data integrity and authenticates IP packet sources to ensure that the packets originate from the nodes identified by the source addresses. ESP provides data encryption to realize end-to-end encryption.

↘ **Better QoS Support**

A new field in the IPv6 packet header defines how to identify and process data streams. The Flow Label field in the IPv6 packet header is used to authenticate a data flow. Using this field, IPv6 allows users to propose requirements for communication quality. A device can identify all packets belonging to a specific data stream based on this field and process these packets according to user requirements.

↘ **New Protocol for Neighboring Node Interaction**

IPv6 Neighbor Discovery Protocol (NDP) uses a series of Internet Control Message Protocol Version 6 (ICMPv6) packets to implement interactive management of neighboring nodes (nodes on the same network). NDP packets and efficient multicast/unicast ND packets instead of broadcast-based Address Resolution Protocol (ARP) and Control Message Protocol Version 4 (ICMPv4) router discovery packets.

↘ **Extensibility**

With strong extensibility, IPv6 features can be added to the extended packet header following the IPv6. Unlike IPv4, the IPv6 packet header can support at most 40 bytes of options. For an IPv6 packet, the length of the extended packet header is restricted only by the maximum number of bytes in the packet.

**Protocols and Standards**

- RFC 4291 - IP Version 6 Addressing Architecture
- RFC 2460 - Internet Protocol, Version 6 (IPv6) Specification
- RFC 4443 - Internet Control Message Protocol (ICMPv6) for the Internet Protocol Version 6 (IPv6) Specification
- RFC 4861 - Neighbor Discovery for IP version 6 (IPv6)
- RFC 4862 - IPv6 Stateless Address Auto-configuration
- RFC 5059 - Deprecation of Type 0 Routing Headers in IPv6

## 3.2 Applications

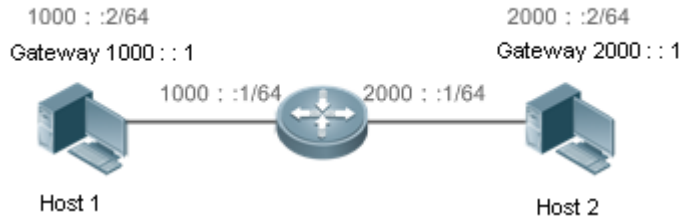
Application	Description
Communication Based on IPv6 Addresses	Two PCs communicate with each other using IPv6 addresses.

### 3.2.1 Communication Based on IPv6 Addresses

**Scenario**

As shown in Figure 3-3, Host 1 and Host 2 communicate with each other using IPv6 addresses.

Figure 3-3



### Deployment

Hosts can use the stateless address auto-configuration or DHCPv6 address assignment. If configured, hosts can communicate with each other using IPv6 addresses.

## 3.3 Features

### Overview

Feature	Description
IPv6 Address Format	The IPv6 address format makes IPv6 have a larger address space and flexible representation approach.
IPv6 Address Type	IPv6 identifies network applications based on addresses.
IPv6 Packet Header Format	IPv6 simplifies the fixed and extended packet headers to improve the data packet processing and forwarding efficiency of the device.
IPv6 PMTUD	A host dynamically discovers and adjusts the MTU size on the data Tx path to save resources and improving IPv6 network efficiency.
IPv6 ND Discovery	IPv6 ND functions include router discovery, prefix discovery, parameter discovery, configuration, address resolution (like ARP), next-hop determination, Neighbor Detection (NUD), Duplicate Address Detection (DAD), and redirection.
IPv6 Source Routing	This feature is used to specify the intermediate nodes that a packet passes through along the path to the destination address. It is similar to the IPv4 loose source routing option and loose record routing option.
IPv6 RST	This feature prevents DoS attacks by limiting the rate of ICMPv6 Error Messages.
IPv6 HOP-LIMIT	This feature prevents useless unicast packets from being unlimitedly transmitted on the network and wasting network bandwidth.

Feature	Description
Referring to Authentication VLANs	In gateway authentication mode, a device is refrained from sending NS packets to authentication VLANs.
Default Gateway Interface	The default gateway is configured on the management interface to generate a default route for this interface.

### 3.3.1 IPv6 Address Format

An IPv6 address is represented in the X:X:X:X:X:X:X:X format, where X is a 4-digit hexadecimal integer (16 address consists of 8 integers, with a total of 128 bits (each integer contains 4 hexadecimal digits and each digit contains four bits). The following are three valid IPv6 addresses:

2001:ABCD:1234:5678:AAAA:BBBB:1200:2100

800:0:0:0:0:0:1

1080:0:0:0:8:800:200C:417A

These integers are hexadecimal, where A to F represent 10 to 15. Each integer in the address must be represented, except the leading zeros in each integer. If an IPv6 address contains a string of zeros (as shown in the second and third examples above), a double colon (::) can be used to represent these zeros. That is, 800:0:0:0:0:0:1 can be represented as 800::1.

A double colon indicates that this address can be extended to a complete 128-bit address. This approach, only when the 16-bit integers are all 0s, can they can be replaced with a double colon. A double colon can exist once in an IPv6 address.

In IPv4/IPv6 mixed environment, an address has a mixed representation. In an IPv6 address, the least significant 32 bits can be used to represent an IPv4 address. This IPv6 address can be represented as X:X:X:X:X:X:d.d.d.d, where X is a hexadecimal integer. For example, 0:0:0:0:0:0:192.168.20.1 is a valid IPv6 address. It can be abbreviated to ::192.168.20.1. Typical applications are IPv4-compatible IPv6 addresses and IPv4-mapped IPv6 addresses. If the first 96 bits are 0 in an IPv4-compatible IPv6 address, this address can be represented as ::A.B.C.D, e.g., ::1.1.1.1. IPv4-compatible addresses have been abolished at present. IPv4-mapped IPv6 addresses are represented as ::FFFF:A.B.C.D to represent IPv4 addresses as IPv6. For example, IPv4 address 1.1.1.1 mapped to an IPv6 address is represented as ::FFFF:1.1.1.1.

Since an IPv6 address is divided into two parts: subnet prefix and interface ID, it can be represented as an address with an additional value according to an address allocation method like Classless Inter-Domain Routing (CIDR). The additional value indicates how many bits (subnet prefix) in the address represent the network part. That is, the IPv6 node address contains the prefix length. The prefix length is separated from the IPv6 address by a slash. For example, in 12AB::CD30:0:0:0/60, the prefix length used for routing is 60 bits.

#### Related Configuration

- [Configuring an IPv6 Address](#)

- No IPv6 address is configured on interfaces by default.
- Run the **ipv6 address** command to configure an IPv6 address on an interface.
- After configuration, a host can communicate with others using the configured IPv6 address based on DAD.

### 3.3.2 IPv6 Address Type

RFC 4291 defines three types of IPv6 addresses:

- Unicast address: ID of a single interface. Packets destined to a unicast address are sent to the interface identified by this address.
- Multicast address: ID of an interface group (the interfaces generally belong to different nodes). Packets destined to a multicast address are sent to all interfaces included in this address.
- Anycast address: ID of an interface group. Packets destined to an anycast address are sent to one interface included in this address (the nearest interface according to the routing protocol).

⚠ IPv6 does not define broadcast addresses.

These three types of addresses are described as follows:

#### ↳ Unicast Addresses

Unicast addresses fall into five types: unspecified address, loopback address, link-local address, site-local address, and global unicast address. At present, site-local addresses have been abolished. Except for loopback, and link-local addresses, all other addresses are global unicast addresses.

- Unspecified address

The unspecified address is 0:0:0:0:0:0:0:0, which is usually abbreviated to ::. It has two general purposes:

1. If a host has no unicast address when started, it uses the unspecified address as the source address to send an RS packet to obtain prefix information from the gateway and thereby generate a unicast address.
2. When an IPv6 address is configured for a host, the device detects whether the address conflicts with address of other hosts in the same network segment and uses the unspecified address as the source address to send a Neighbor Solicitation (NS) packet (similar to a free ARP packet).

- Loopback address

The loopback address is 0:0:0:0:0:0:0:1, which is usually abbreviated to ::1. Similar to IPv4 address 127.0.0.1, the loopback address is generally used by a node to send itself packets.

- Link-local address

The format of a link-local address is as follows:

Figure 3-4



The link-local address is used on a single network link to assign IDs to hosts. The address identified by the first 10 bits in the prefix is the link-local address. A device never forwards packets in which the source or destination address contains the link-local address. The intermediate 54 bits in the address are all 0s. The last 64 bits represent the interface ID, which allows a single network to connect  $2^{64}-1$  hosts.

- Site-local address

The format of a site-local address is as follows:

Figure 3-5

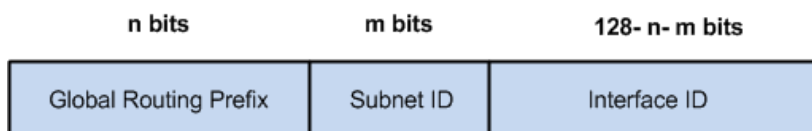


A site-local address is used to transmit data within a site. A device never forwards packets in which the source or destination address contains the site-local address to the Internet. That is, these packets can be forwarded only within the site. A site can be assumed as an enterprise's local area network (LAN). Such addresses are similar to IPv4 private addresses such as 192.168.0.0/16. RFC 3879 has abolished site-local addresses. New addresses do not support the first 10 bits as the prefix and are all regarded as global unicast addresses. Existing addresses can continue to use this prefix.

- Global unicast address

The format of a global unicast address is as follows:

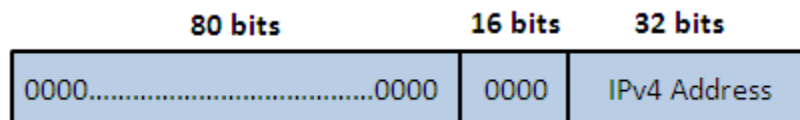
Figure 3-6



Among global unicast addresses, there is a type of IPv4-embedded IPv6 addresses, including IPv4-compatible IPv6 addresses and IPv4-mapped IPv6 addresses. They are used for interconnection between IPv4 nodes and IPv6 nodes.

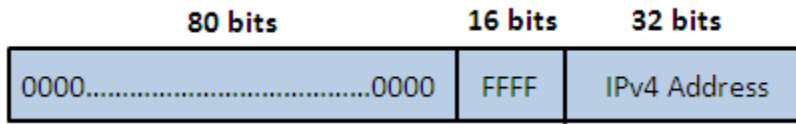
The format of an IPv4-compatible IPv6 address is as follows:

Figure 3-7



The format of an IPv4-mapped IPv6 address is as follows:

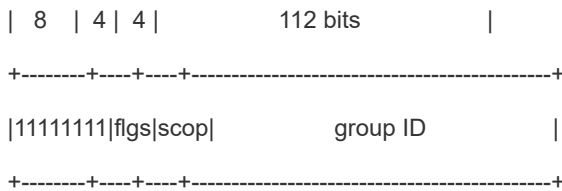
Figure 3-8



IPv4-compatible IPv6 addresses are mainly used on automatic tunnels. Nodes on automatic tunnels support both IPv4 and IPv6. Using these addresses, IPv4 devices transmit IPv6 packets over tunnels. At present, IPv4-compatible IPv6 addresses have been abolished. IPv4-mapped IPv6 addresses are used by IPv6 nodes to access IPv4-only nodes. For example, if the IPv6 application on an IPv4/IPv6 host requests to resolve the name of an IPv4-only host, the name server generates an IPv4-mapped IPv6 address and returns it to the IPv6 application.

➤ **Multicast Addresses**

The format of an IPv6 multicast address is as follows:



The first byte in the address is all 1s, representing a multicast address.

● **Flag field**

The flag field consists of four bits. Currently only the fourth bit is specified to indicate whether this address is a multicast address assigned by the Internet Assigned Numbers Authority (IANA) or a temporary multicast address in a certain scenario. If the flag bit is 0, this address is a known multicast address. If the flag bit is 1, this address is a temporary multicast address. The remaining three flag bits are reserved for future use.

● **Scope field**

The scope field consists of four bits to indicate the multicast range. That is, a multicast group includes the local node, local link, local site, and any node in the IPv6 global address space.

● **Group ID field**

The group ID consists of 112 bits to identify a multicast group. A multicast ID can represent different groups based on the flag and scope fields.

IPv6 multicast addresses are prefixed with FF00::/8. One IPv6 multicast address usually identifies interfaces on a series of different nodes. After a packet is sent to a multicast address, the packet is then forwarded to the interfaces on each node identified by this multicast address. For a node (host or device), you must add the following multicast addresses:

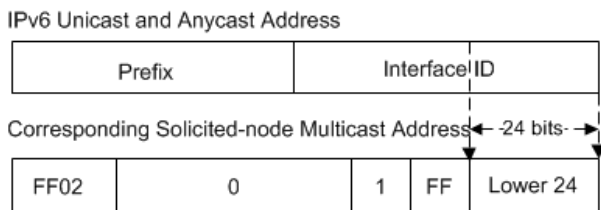
1. Multicast address for all nodes on the local link, that is, FF02::1
2. Solicited-node multicast address, prefixed with FF02:0:0:0:1:FF00:0000/104

If the node is a device, it also has to be added to the multicast address of all devices on the local link, that is, FF02::2.

The solicited-node multicast address corresponds to the IPv6 unicast and anycast address. You must add a corresponding solicited-node multicast address for each configuration. The solicited-node multicast address is prefixed with FF02:0:0:0:1:FF00:0000/104. The remaining 24 bits are composed of the least significant 24 bits of the unicast or anycast address. For example, if the unicast or anycast address is FE80::2AA:FF:FE21:1234, the solicited-node multicast address is FF02::1:FF21:1234.

The solicited-node multicast address is usually used in NS packets. Its address format is as follows:

Figure 3-9



### ↘ Anycast Addresses

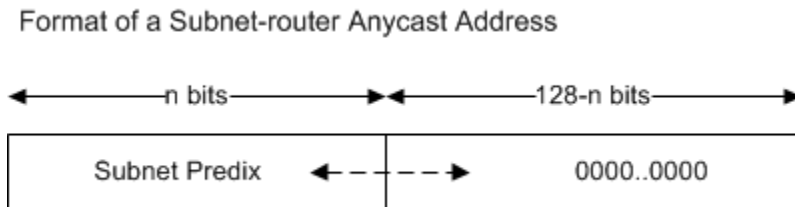
Similar to a multicast address, an anycast address can also be shared by multiple nodes. The difference is that only one node in the anycast address receives data packets while all nodes included in the multicast address receive data packets. Since anycast addresses are allocated to the normal IPv6 unicast address space, they have the same formats with unicast addresses. Every member in an anycast address must be configured explicitly for easier recognition.

⚠ Anycast addresses can be allocated only to devices and cannot be used as source addresses of packets.

RFC 2373 redefines an anycast address called subnet-router anycast address. Figure 3-10 shows the format of a subnet-router anycast address. Such an address consists of the subnet prefix and a series of 0s (interface ID).

The subnet prefix identifies a specified link (subnet). Packets destined to the subnet-router anycast address will be forwarded to a device on this subnet. A subnet-router anycast address is usually used by the application on a node to communicate with a device on a remote subnet.

Figure 3-10



## Related Configuration

### ↘ Configuring an IPv6 Address

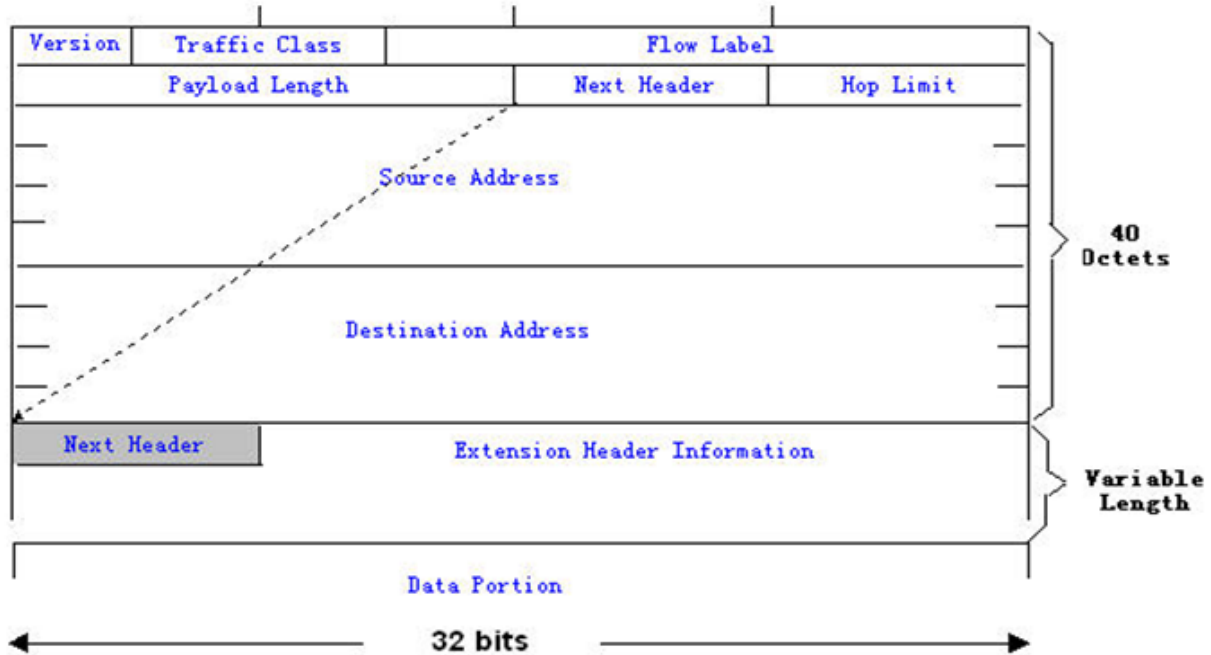
- No IPv6 address is configured on interfaces by default.

- Run the **ipv6 address** command to configure the IPv6 unicast address and anycast address of an interface.
- After an interface goes up, it will automatically join the corresponding multicast group.

### 3.3.3 IPv6 Packet Header Format

Figure 3-11 shows the format of the IPv6 packet header.

Figure 3-11



The IPv4 packet header is in unit of four bytes. The IPv6 packet header consists of 40 bytes, in The IPv6 packet header has the following fields:

- Version

This field consists of 4 bits. In an IPv6 address, this field must be 6.

- Traffic Class

This field consists of 8 bits. This field indicates the service provided by this packet, similar to the TOS of address.

- Flow Label

This field consists of 20 bits to identify packets belonging to the same service flow. One node can act as the Tx source of multiple service flows. The flow label and source address uniquely identify one service flow.

- Payload Length



This field consists of 16 bits, including the packet payload length and the length of IPv6 extended options (if available). That is, it includes the IPv6 packet length except the IPv6 packet header.

- Next Header

This field indicates the protocol type in the header field following the IPv6 packet header. Similar to the Protocol field in the IPv4 address header, the Next Header field is used to indicate whether the upper layer uses TCP or UDP. It can also be used to indicate existence of the IPv6 extension header.

- Hop Limit

This field consists of 8 bits. Every time a device forwards a packet, the field value reduced by 1. If the field value reaches 0, this packet will be discarded. It is similar to the Lifetime field in the IPv4 packet header.

- Source Address

This field consists of 128 bits and indicates the sender address in an IPv6 packet.

- Destination Address

This field consists of 128 bits and indicates the receiver address in an IPv6 packet.

At present, IPv6 defines the following extension headers:

- Hop-By-Hop Options

This extension header must follow the IPv6 packet header. It consists of option data to be checked on each node along the path.

- Routing Options (Type 0 routing header)

This extension header indicates the nodes that a packet passes through from the source address to the destination address. It consists of the address list of the passerby nodes. The initial destination address in the IPv6 packet header is the address among the addresses in the routing header, but not the destination address. After the node corresponding to the destination address in the IPv6 packet header receives a packet, it processes the IPv6 packet header and routing header, and sends the packet to the second address, the third address, and so on in the routing header list till the packet reaches the final destination address.

- Fragment

The source node uses this extension header to fragment the packets of which the length exceeds the path MTU (PMTU).

- Destination Options

This extension header replaces the option fields of IPv4. At present, the Destination Options field can only be integral multiples of 64 bits (eight bytes) if required. This extension header can be used to carry information to be checked by the destination node.

- Upper-layer header

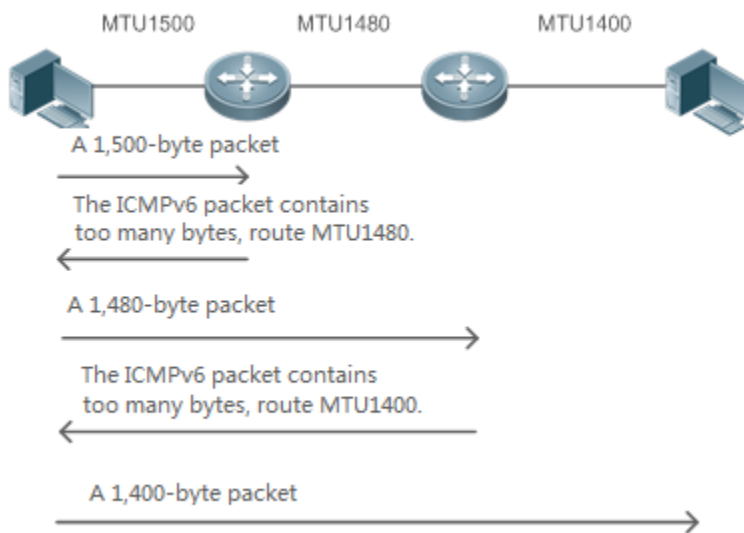
This extension header indicates the protocol used at the upper layer, such as TCP (6) and UDP (17).

Another two extension headers AH and ESP will be described in the *Configuring IPsec*.

### 3.3.4 IPv6 PMTUD

Similar to IPv4 Path MTU Discovery (PMTUD), IPv6 PMTUD allows a host to dynamically discover and adjust the MTU size on the data Tx path. If the length of a data packet to be sent by a host is greater than the PMTU, the host performs packet fragmentation on its own. In this manner, the IPv6 device does not need to perform fragmentation, saving device resources and improving the IPv6 network efficiency.

Figure 3-12



As shown in Figure 3-12, if the length of a packet to be sent by the host is greater than the PMTU, the router discards this packet and sends an ICMPv6 Packet Too Big message containing its PMTU to the host. The host then fragments the packet based on the new PMTU. In this manner, the router does not need to perform fragmentation, saving router resources and improving the IPv6 network efficiency.

### Related Configuration

#### Configuring the IPv6 MTU of an Interface

- The default IPv6 MTU is 1500 on an Ethernet interface.
- To reduce traffic caused by dropping packets, a proper MTU value needs to be set according to the actual networking environment. Run the **ipv6 mtu** command to modify the IPv6 MTU of an interface.

### 3.3.5 IPv6 Neighbor Discovery

NDP is a basic part of IPv6. Its main functions include router discovery, prefix discovery, parameter discovery, address auto-configuration, address resolution (link

NDP defines five ICMP packets: RS (ICMP type: 133), RA (ICMP type: 134), NS (similar to ARP request, ICMP type: 135), NA (similar to ARP reply, ICMP type: 136), ICMP Redirect (ICMP type: 137).

All the above ICMP packets carry one or multiple options. These options are optional in some cases but are significant in other cases. NDP mainly defines five options: Source Link-Layer Address Option, Type=1; Target Link-Layer Address Option, Type=2; Prefix Information Option, Type=3; Redirection Header Option, Type=4; MTU Option, Type=5.

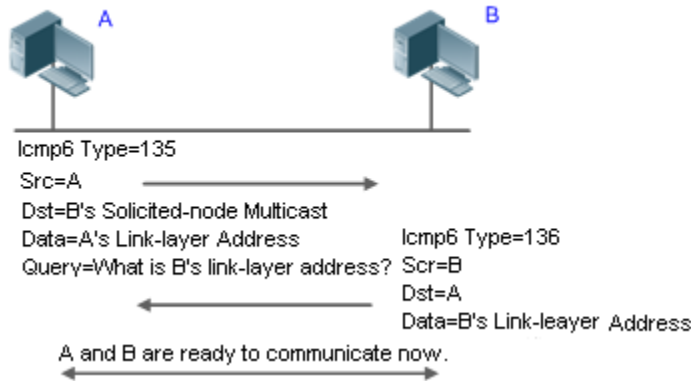
### Address Resolution

When a node attempts to communicate with another, the node has to obtain the link-layer address of the destination node by sending it an NS packet. In this packet, the destination address is the solicited-node multicast address corresponding to the IPv6 address of the destination node. This packet also contains the link-layer address of the source node. After receiving this NS packet, the peer end replies with an NA packet in which the destination address is the source address of the NS packet, that is, the link-layer address of the solicited node. After receiving this NA packet, the source node can communicate with the destination node.

Figure 3-13 shows the address resolution process.

Figure 3-13

Ipv6 Neighbor Discovery (Neighbor solicitation packet)



### NUD

If the reachable time of a neighbor has elapsed but an IPv6 unicast packet needs to be sent to it, the device performs NUD.

While performing NUD, the device can continue to forward IPv6 packets to the neighbor.

### DAD

To know whether the IPv6 address configured for a host is unique, the device needs to perform DAD by sending a packet in which the source IPv6 address is the unspecified address.

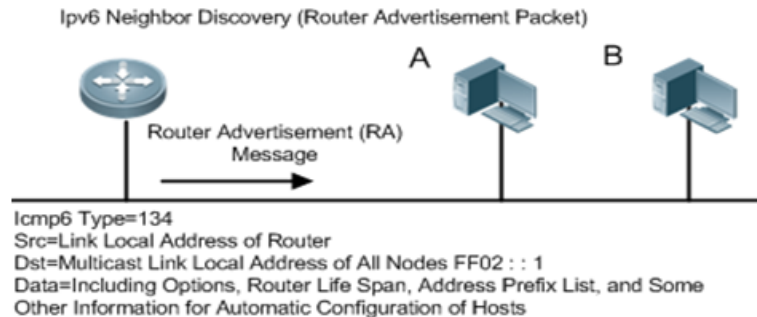
If a device detects an address conflict, this address is set to the duplicate status so that the device cannot receive packets with this address being the destination address. Meanwhile, the device also starts a timer for this duplicate address to periodically perform DAD. If no address conflict is detected in re-detection, this address can be properly used.

### Router, Prefix, and Parameter Discovery

A device periodically sends RA packets to all local nodes on the link.

Figure 3-14 shows the RA packet sending process.

Figure 3-14



An RA packet usually contains the following content:

- One or multiple IPv6 address prefixes (used for on-link determination or stateless address auto-configuration)
- Validity of the IPv6 address prefix
- Host auto-configuration method (stateful or stateless)
- Default device information (whether the device acts as the default device; if yes, the interval for acting as the default device is also included.)
- Other information provided for host configuration, such as hop limit, MTU, and NS retransmission interval

RA packets can also be used as replies to the RS packets sent by a host. Using RS packets, a host can obtain the auto-  
 c o n f i g u r e d i n f o r m a t i o n i m m e d i a t e l y a f t e r s t a r t e d r a t h e r t h a n  
 If no unicast address is configured for a newly started host, the host includes the unspecified address (0:0:0:0:0:0:0) as the  
 source address in the RS packet. Otherwise, the host uses the configured unicast address as the source address and the  
 m u l t i c a s t a d d r e s s o f a l l l o c a l r o u t i n g d e v i c e s ( F F 0 2 : : 1 )  
 As an reply to the RS packet, the RA packet uses the source address of the RS packet as the destination address (if the  
 source address is the unspecified address, it uses the multicast address of all local nodes (FF02::1).

In an RA packet, the following parameters can be configured:

- Ra-interval: Interval for sending the RA packet.
- Ra-lifetime: Lifetime of a router, that is, whether the device acts as the default router on the local link and the interval for acting as the default router.
- Prefix: Prefix of an IPv6 address on the local link. It is used for on-link determination or stateless address auto-configuration, including other parameter configurations related to the prefix.
- Ns-interval: NS packet retransmission interval.
- Reachabletime: Period when the device regards a neighbor reachable after detecting a Confirm Neighbor Reachability event.

- Ra-hoplimit: Hops of the RA packet, used to set the hop limit for a host to send a unicast packet.
- Ra-mtu: MTU of the RA packet.
- Managed-config-flag: Whether a host receiving this RA packet obtains the address through stateful auto-configuration.
- Other-config-flag: Whether a host receiving this RA packet uses DHCPv6 to obtain other information except the IPv6 address for auto-configuration.

Configure the above parameters when configuring IPv6 interface attributes.

#### ↘ Redirection

If a router receiving an IPv6 packet finds a better next hop, it sends the ICMP Redirect packet to inform the host of the better next hop. The host will directly send the IPv6 packet to the better next hop next time.

#### ↘ Maximum Number of Unresolved ND Entries

- You can configure the maximum number of unresolved ND entries to prevent malicious scanning network segments from generating a large number of unresolved ND entries and occupying excessive memory space.

#### ↘ Maximum Number of Neighbor Learning Entries on an Interface

- You can configure the maximum number of neighbor learning entries on an interface to prevent neighbor attacks from occupying ND entries and memory space of the device and affecting forwarding efficiency of the device.

### Related Configuration

#### ↘ Enabling IPv6 Redirection

- By default, ICMPv6 Redirect packets can be sent on IPv6 interfaces.
- Run the **no ipv6 redirects** command in interface configuration mode to prohibit an interface from sending Redirect packets.

#### ↘ Configuring IPv6 DAD

- By default, an interface sends one NS packet to perform IPv6 DAD.
- Run the **ipv6 nd dad attempts value** command in interface configuration mode to configure the number of NS packets consecutively sent by DAD. Value 0 indicates disabling DAD for IPv6 addresses on this interface.
- Run the **no ipv6 nd dad attempts** command to restore the default configuration.
- By default, the device performs DAD on duplicate IPv6 addresses every 60 seconds.
- Run the **ipv6 nd dad retry value** command in global configuration mode to configure the DAD interval. Value 0 indicates disabling DAD for the device.
- Run the **no ipv6 nd dad retry** command to restore the default configuration.

#### ↘ Configuring the Reachable Time of a Neighbor

- The default reachable time of an IPv6 neighbor is 30s.

- Run the **ipv6 nd reachable-time** *milliseconds* command in interface configuration mode to modify the reachable time of a neighbor.

#### ↘ **Configuring the Stale Time of a Neighbor**

- The default stale time of an IPv6 neighbor is 1 hour. After the time elapses, the device performs NUD.
- Run the **ipv6 nd stale-time** *seconds* command in interface configuration mode to modify the stale time of a neighbor.

#### ↘ **Configuring Prefix Information**

- By default, the prefix in an RA packet on an interface is the prefix configured by the **ipv6 address** command on the interface.
- Run the **ipv6 nd prefix** command in interface configuration mode to add or delete prefixes and prefix parameters that can be advertised.

#### ↘ **Enabling/disabling RA Suppression**

- By default, an IPv6 interface does not send RA packets.
- Run the **no ipv6 nd suppress-ra** command in interface configuration mode to disable RA suppression.

#### ↘ **Configuring the Maximum Number of Unresolved ND Entries**

- The default value is 0, indicating no restriction. It is only restricted to the ND entry capacity supported by the device.
- Run the **ipv6 nd unresolved** *number* command in global configuration mode to restrict the number of unresolved neighbors. After the entries exceed this restriction, the device does not actively resolve subsequent packets.

#### ↘ **Configuring the Maximum Number of ND Entries Learned on an Interface**

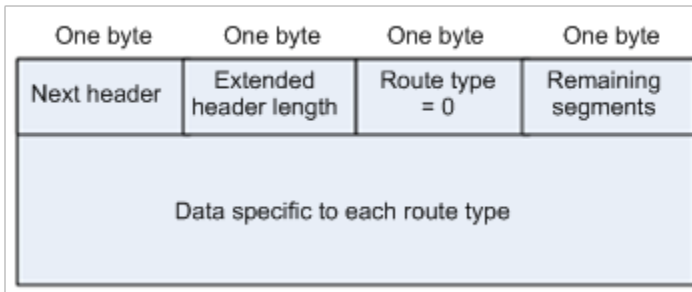
- Run the **ipv6 nd cache interface** *limit* command in interface configuration mode to restrict the number of neighbors learned on an interface. The default value is 0, indicating no restriction.

### 3.3.6 IPv6 Source Routing

#### Working Principle

Similar to the IPv4 loose source routing and loose record routing options, the IPv6 routing header is used to specify intermediate nodes that the packet passes through along the path to the destination address. It uses the following format:

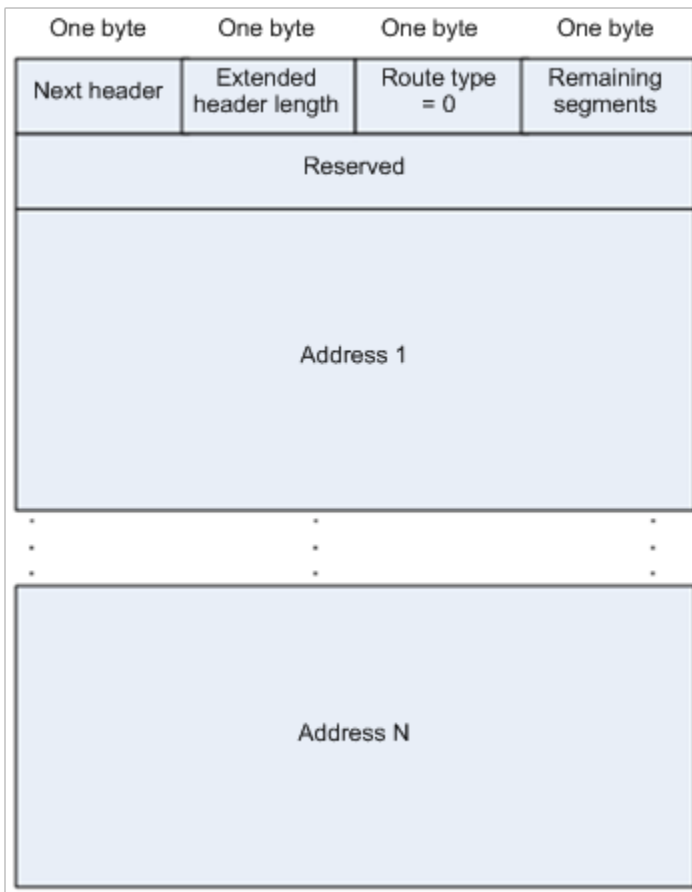
Figure 3-15



The Segments Left field is used to indicate how many intermediate nodes are specified in the routing header for the packet to pass through from the current node to the final destination address.

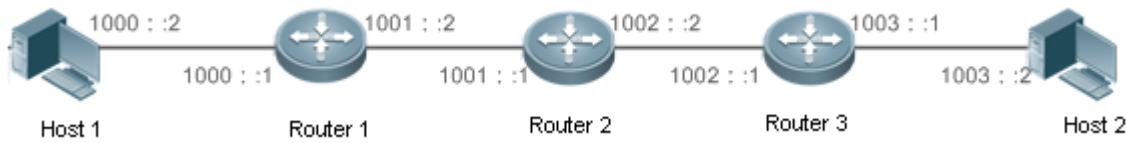
Currently, two routing types are defined: 0 and 2. The Type 2 routing header is used for mobile communication. RFC 2460 defines the Type 0 routing header (similar to the loose source routing option of IPv4). The format of the Type 0 routing header is as follows:

Figure 3-16



The following example describes the application of the Type 0 routing header, as shown in Figure 3-17.

Figure 3-17



Host 1 sends Host 2 a packet specifying the intermediate nodes Router 2 and Router 3. The following table lists the changes of fields related to the IPv6 header and routing header during the forwarding process.

Transmission Node	Fields in the IPv6 Header	Fields Related to the Type 0 Routing Header
Host 1	Source address=1000::2 Destination address=1001::1 (Address of Router 2)	Segments Left=2 Address 1=1002::1 (Address of Router 3) Address 2=1003::2 (Address of Host 2)
Router 1	No change	
Router 2	Source address=1000::2 Destination address=1002::1 (Address of Router 3)	Segments Left=1 Address 1=1001::1 (Address of Router 2) Address 2=1003::2 (Address of Host 2)
Router 3	Source address=1000::2 Destination address=1003::2 (Address of Host 2)	Segments Left=0 Address 1=1001::1 (Address of Router 2) Address 2=1002::1 (Address of Router 3)
Host 2	No change	

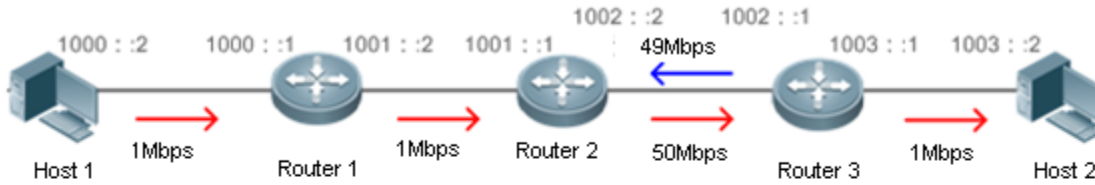
The forwarding process is as follows:

- Host 1 sends a packet in which the destination address is Router 2's address 1001::1, the Type 0 routing header is filled with Router 3's address 1002::1 and Host 2's address 1003::2, and the value of the Segments Left field is 2.
- Router 1 forwards this packet to Router 2.
- Router 2 changes the destination address in the IPv6 header to Address 1 in the routing header. That is, the destination address becomes Router 3's address 1002::1, Address 1 in the routing header becomes Router 2's address 1001::1, and the value of the Segments Left field becomes 1. After modification, Router 2 forwards the packet to Router 3.
- Router 3 changes the destination address in the IPv6 header to Address 2 in the routing header. That is, the destination address becomes Host 2's address 1003::2, Address 2 in the routing header becomes Router 3's address 1002::1, and the value of the Segments Left field becomes 0. After modification, Router 3 forwards the packet to Host 2.

The Type 0 routing header may be used to initiate DoS attacks. As shown in Figure 3-18, Host 1 sends packets to Host 2 at 1 Mbps and forges a routing header to cause multiple round-trips between Router 2 and Router 3 (50 times from Router 2 to Router 3 and 49 times from Router 3 to Router 2). At the time, the routing header generates the traffic a effect:" 50 Mbps from Router 2 to Router 3 and 49 Mbps from Router 3 to Router 2." Due to this security problem, RFC 5095 abolished the Type 0 routing header.

Figure 3-18





IPv6 Packet  
 Source Address 1000::2  
 Destination Address 1001:1  
 Segments Left in the Type 0  
 Routing Header: 100  
 Address 1: 1002::1  
 Address 2: 1001::1  
 Address 3: 1002::1  
 Address 4: 1002::1  
 ...  
 Address 99: 1002::1  
 Address 100: 100:3::2

Host 1 sends packets to Host 2, passing through Router 2, Router 3, Router 2, and Router 3, ...  
 Each packet is sent 50 times from Router 2 to Router 3 and 49 times from Router 3 to Router 2.

### Related Configuration

#### ↳ Enabling IPv6 Source Routing

- The Type 0 routing header is not supported by default.
- Run the **ipv6 source-route** command in global configuration mode to enable IPv6 source routing.

### 3.3.7 Restricting the Sending Rate of ICMPv6 Error Messages

#### Working Principle

The destination node or intermediate router sends ICMPv6 error messages to report the errors incurred during IPv6 packet forwarding and transmission. There are mainly four types of error messages: Destination Unreachable, Packet Too Big, Time Exceeded, and Parameter Problem.

When receiving an invalid IPv6 packet, a device discards the packet and sends back an ICMPv6 error message to the source IPv6 address. In the case of invalid IPv6 packet attacks, the device may continuously reply to ICMPv6 error messages till device resources are exhausted and thereby fail to properly provide services. To solve this problem, you can restrict the sending rate of ICMPv6 error messages.

If the length of an IPv6 packet to be forwarded exceeds the IPv6 MTU of the outbound interface, the router discards this IPv6 packet and sends back an ICMPv6 Packet Too Big message to the source IPv6 address. This error message is mainly used as part of the IPv6 PMTUD procedure. If the sending rate of ICMPv6 error messages is restricted due to excessive ICMPv6 error messages, ICMPv6 Packet Too Big messages may be filtered, causing failure of IPv6 PMTUD. Therefore, it is recommended to restrict the sending rate of ICMPv6 Packet Too Big messages independently of other error messages.

Although ICMPv6 Redirect packets are not ICMPv6 error messages, Orion\_B54Q recommends restricting their sending rate together with ICMPv6 error messages except Packet Too Big messages.

## Related Configuration

### Configuring the Sending Rate of ICMPv6 Packet Too Big Messages

- The default rate is 10 per 100 ms.
- Run the `ipv6 icmp error-interval` command to configure the sending rate of ICMPv6 Packet Too Big messages.

### Configuring the Sending Rate of Other ICMPv6 Error Messages

- The default rate is 10 per 100 ms.
- Run the `ipv6 icmp error-interval` command to configure the sending rate of other ICMPv6 error messages.

## 3.3.8 IPv6 Hop Limit

### Working Principle

An IPv6 data packet passes through routers from the source address and destination address. If a hop limit is configured, it decreases by one every time the packet passes through a router. When the hop limit decreases to 0, the router discards the packet to prevent this useless packet from being unlimitedly transmitted on the network and wasting network bandwidth. The hop limit is similar to the TTL of IPv4.

## Related Configuration

### Configuring the IPv6 Hop Limit

- The default IPv6 hop limit of a device is 64.
- Run the `ipv6 hop-limit` command to configure the IPv6 hop limit of a device.

## 3.3.9 Refraining from Sending NS Packets to Authentication VLANs

### Working Principle

In gateway authentication mode, all sub VLANs in a super VLAN are authentication VLANs. All authentication VLANs have to pass authentication to access the network. After authentication, a static ND entry is generated on the device. Therefore, when accessing an authenticated user, the device does not need to send NS packets to authentication VLANs. When the device attempts to access users in an authentication-free VLAN, it only needs to send NS requests to the authentication-free VLAN.

In gateway authentication mode, the function of refraining from sending NS packets to authentication VLANs is enabled on the device by default. When the device needs to access authentication-free users in an authentication VLAN, the device refrains from sending NS packets to authentication VLANs.

## Related Configuration

### Enabling the Function of Refraining from Sending NS Packets to Authentication VLANs

- Run the **ipv6 nd suppress-auth-vlan-ns** command in interface configuration mode to enable the function of refraining from sending NS packets to authentication VLANs.
- This function is enabled by default.
- This function is supported only on switch virtual interfaces (SVIs) and takes effect only in gateway authentication mode.

### 3.3.10 Default Gateway on the Management Interface

#### Working Principle





The default gateway is configured on the management interface to generate a default route for this interface.









#### Related Configuration

##### ↳ Configuring the Default Gateway on the Management Interface

- Run the **ipv6 gateway ipv6-address** command in interface configuration mode to configure the default gateway on the management interface.
- No default gateway is configured on the management interface by default.

## 3.4 Configuration

Configuration	Description and Command
Configuring an IPv6 Address	 (Mandatory) It is used to configure IPv6 on an interface.
	<b>ipv6 enable</b> Enables IPv6 on an interface.
	<b>ipv6 address</b> Configures the IPv6 unicast address of an interface.
Configuring IPv6 NDP	 (Optional) It is used to enable IPv6 redirection on an interface.
	<b>ipv6 redirects</b> Enables IPv6 redirection on an interface.
	 (Optional) It is used to enable DAD.
	<b>ipv6 nd dad attempts</b> Configures the number of consecutive NS packets sent during DAD.
	 (Optional) It is used to configure ND parameters.
	<b>ipv6 nd reachable-time</b> Configures the reachable time of a neighbor.
	<b>ipv6 nd prefix</b> Configures the address prefix to be advertised in an RA packet.
	<b>ipv6 nd suppress-ra</b> Enables RA suppression on an interface.

Configuration	Description and Command	
	<p> (Optional) It is used to configure the maximum number of unresolved ND entries.</p>	
	<b>ipv6 nd unresolved</b>	Configures the maximum number of unresolved ND entries.
	<p> (Optional) It is used to configure the maximum number of neighbors learned on an interface.</p>	
	<b>ipv6 nd cache interface-limit</b>	Configures the maximum number of neighbors learned on an interface.
Enabling IPv6 MTU on an Interface	<p> (Optional) It is used to restrict the MTU of IPv6 packets sent on an interface.</p>	
	<b>ipv6 mtu</b>	Configures the IPv6 MTU.
Enabling IPv6 Source Routing	<p> (Optional) It is used to enable IPv6 source routing.</p>	
	<b>ipv6 source-route</b>	Configures the device to forward IPv6 packets carrying the routing header.
Configuring the Sending Rate of ICMPv6 Error Messages	<p> Optional.</p>	
	<b>ipv6 icmp error-interval too-big</b>	Configures the sending rate of ICMPv6 Packet Too Big messages.
Configuring the IPv6 Hop Limit	<p> (Optional) It is used to restrict the hop limit of IPv6 unicast packets on an interface.</p>	
	<b>ipv6 hop-limit</b>	Configures the IPv6 hop limit.
Enabling Restraining NS Packets to Authentication VLANs	<p> (Optional) It is used to restrict sending NS packets to authentication VLANs from gateway authentication mode.</p>	
	<b>ipv6 nd suppress-auth-vlans</b>	Enables NS broadcast suppression in authentication VLANs.
Configuring the Default Gateway on the Management Interface	<p> (Optional) It is used to configure the default gateway on the management interface.</p>	
	<b>ipv6 gateway ipv6-address</b>	Configures the default gateway on the management interface.

### 3.4.1 Configuring an IPv6 Address

#### Configuration Effect

Configure the IPv6 address of an interface to implement IPv6 network communication.

## Configuration Steps

### ↳ Enabling IPv6 on an Interface

- (Optional) If you do not want to enable IPv6 by configuring an IPv6 address, run the **ipv6 enable** command.

### ↳ Configuring the IPv6 Unicast Address of an Interface

- Mandatory.

## Verification

Run the **show ipv6 interface** command to check whether the configured address takes effect.


## Related Commands

### ↳ Enabling IPv6 on an Interface

<b>Command</b>	<b>ipv6 enable</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<p>IPv6 can be enabled on an interface by two methods: 1) running the <b>ipv6 enable</b> command in interface configuration mode; 2) configuring an IPv6 address on the interface.</p> <p>● If an interface is bound to a multiprotocol VRF instance configured with no IPv6 address family, IPv6 cannot be enabled on this interface. You can enable IPv6 on this interface by configuring an IPv6 address family for the multiprotocol VRF.</p> <p>If an IPv6 address is configured on an interface, IPv6 is automatically enabled on this interface. In this case, IPv6 cannot be disabled even when you run the <b>no ipv6 enable</b> command.</p>

### ↳ Configuring the IPv6 Unicast Address of an Interface

<b>Command</b>	<b>ipv6 address <i>ipv6-address / prefix-length</i></b> <b>ipv6 address <i>ipv6-prefix / prefix-length eui-64</i></b> <b>ipv6 address <i>prefix-name sub-bits / prefix-length [ eui-64 ]</i></b>
<b>Parameter Description</b>	<p><i>ipv6-address</i> indicates the IPv6 address, which must comply with the address format defined in RFC 4291. Separated by a colon (:), each address field consists of 16 bits and is represented by hexadecimal digits.</p> <p><i>ipv6-prefix</i>: Indicates the IPv6 address prefix, which must comply with the address format defined in RFC 4291.</p> <p><i>prefix-length</i>: Indicates the length of the IPv6 address prefix, that is, the part representing the network in the IPv6 address.</p> <p><i>prefix-name</i> Indicates the name of the universal prefix. This specified universal prefix is used to create the interface address.</p>

	<p><i>sub-bits</i> Indicates the subprefix bits and host bits of the address to be concatenated with the prefixes provided by the general prefix specified with the <i>prefix-name</i> parameter. This value is combined with the universal prefix to create the interface address. This value must be in the form documented in RFC 4291.</p> <p><i>eui-64</i> Indicates the created IPv6 address, consisting of the configured address and the interface ID.</p>
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<p> If an interface is bound to a multiprotocol VRF instance configured with no IPv6 address family, the IPv6 address cannot be configured for this interface. You can configure the IPv6 address of this interface only after configuring an IPv6 address family for the multiprotocol VRF.</p> <hr/> <p>If an IPv6 interface is created and is Up state, the system automatically generates a link-local address for this interface.</p> <p>The IPv6 address of an interface can also be created by the universal prefix mechanism. That is, IPv6 address = Universal prefix + Sub prefix + Host bits. The universal prefix can be configured by running the <b>ipv6 general-prefix</b> command or learned by the prefix discovery function of the DHCPv6 client (see the <i>Configuring DHCPv6</i>). Sub prefix + Host bits are specified by the <i>sub-bits</i> and <i>prefix-length</i> parameters in the <b>ipv6 address</b> command.</p> <p>If you run the <b>ipv6 address</b> command without specifying an address, all manually configured addresses will be deleted.</p> <p>Run the <b>no ipv6 address ipv6-prefix/prefix-length eui-64</b> command to delete the configured address.</p>

### Configuration Example

#### Configuring an IPv6 Address on an Interface

<b>Configuration Steps</b>	<p>Enable IPv6 on the GigabitEthernet 0/0 interface and add IPv6 address 2000::1 to the interface.</p> <pre>Orion_B54Q(config)#interface gigabitEthernet 0/0 Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 enable Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 address 2000::1/64</pre>
<b>Verification</b>	<p>Run the <b>show ipv6 interface</b> command to verify that an address is successfully added to the GigabitEthernet 0/0 interface.</p> <pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#show ipv6 interface gigabitEthernet 0/0  interface GigabitEthernet 0/0 is Down, ifindex: 1, vrf_id 0 address(es):     Mac Address: 00:00:00:00:00:00</pre>

```

INET6: FE80::200:FF:FE00:1 [ TENTATIVE ], subnet is FE80::/64

INET6: 2000::1 [ TENTATIVE ], subnet is 2000::/64

Joined group address(es):

MTU is 1500 bytes

ICMP error messages limited to one every 100 milliseconds

ICMP redirects are enabled

ND DAD is enabled, number of DAD attempts: 1

ND reachable time is 30000 milliseconds

ND advertised reachable time is 0 milliseconds

ND retransmit interval is 1000 milliseconds

ND advertised retransmit interval is 0 milliseconds

ND router advertisements are sent every 200 seconds<160--240>

ND router advertisements live for 1800 seconds

```

## 3.4.2 Configuring IPv6 NDP

### Configuration Effect

Configure NDP-related attributes, for example, enable IPv6 redirection and DAD.

### Notes

RA suppression is enabled on interfaces by default. To configure **no ipv6 nd suppress-ra** command in interface configuration mode.

### Configuration Steps

#### ↳ Enabling IPv6 Redirection on an Interface

- (Optional) IPv6 redirection is enabled by default.
- To disable IPv6 redirection on an interface, run the **no ipv6 redirects** command.

#### ↳ Configuring the Number of Consecutive NS Packets Sent During DAD

- Optional.
- To prevent enabling DAD for IPv6 addresses on an interface or modify the number of consecutive NS packets sent during DAD, run the **ipv6 nd dad attempts** command.

#### ↳ Configuring the Reachable Time of a Neighbor

- Optional.

- To modify the reachable time of a neighbor, run the **ipv6 nd reachable-time** command.

↳ **Configuring the Address Prefix to Be Advertised in an RA Packet**

- By default, the prefix in an RA packet on an interface is the prefix configured by the **ipv6 address** command on the interface.
- (Optional) Run the **ipv6 nd prefix** command to add or delete prefixes and prefix parameters that can be advertised.

↳ **Enabling/Disabling RA Suppression on an Interface**

- Optional.
- If a device needs to send RA packets, run the **no ipv6 nd suppress-ra** command.

↳ **Configuring the Maximum Number of Unresolved ND Entries**

- Optional.
- If a large number of unresolved ND entries are generated due to scanning, run the **ipv6 nd nbrs resolve** command to restrict the number of unresolved neighbors.

↳ **Configuring the Maximum Number of ND Entries Learned on an Interface**

- Optional.
- If the number of IPv6 hosts is controllable, run the **ipv6 nd cache interface-limit** command to restrict the number of neighbors learned on an interface. This prevents ND learning attacks from occupying the memory space and affecting device performance.

**Verification**

Run the following commands to check whether the configuration is correct:

- **show ipv6 interface *interface-type interface-number*** Check whether the configurations such as the redirection function, reachable time of a neighbor, and NS sending interval take effect.
- **show ipv6 interface *interface-type interface-number* ra-info** Check whether the prefix and other information configured for RA packets are correct.
- **show run**

**Related Commands**

↳ **Enabling IPv6 Redirection on an Interface**

<b>Command</b>	<b>ipv6 redirects</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	All ICMPv6 error messages are transmitted at a limited transmission rate. By default, the rate is 100 packets per second.



	number of 10 ICMPv6 error messages are transmitted per second (10 pps).
--	---

↳ **Configuring the Number of Consecutive NS Packets Sent During DAD**

<b>Command</b>	<code>ipv6 nd dad attempts value</code>
<b>Parameter Description</b>	<i>value</i> : Indicates the number of NS packets.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	You need to enable DAD before configuring an IPv6 address on an interface. Then the address is in tentative state. If no address conflict is detected by DAD, this address can be correctly used. If an address conflict is detected and the interface ID of this address uses EUI-64, the system automatically disables this interface to prevent IPv6-related operations on this interface). At the time, you must configure a new address and re-enable DAD on the interface. When an interface changes from the down state to the up state, DAD is re-enabled for the addresses on this interface.

↳ **Configuring the Reachable Time of a Neighbor**

<b>Command</b>	<code>ipv6 nd reachable-time milliseconds</code>
<b>Parameter Description</b>	<i>milliseconds</i> : Indicates the reachable time of a neighbor, ranging from 0 to 3,600,000 milliseconds. The default value is 30s.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	A device detects unreachable neighbors based on the configured reachable time. The faster the device detects unreachable neighbors, the faster it consumes network bandwidth and device resources. Therefore, it is not recommended to set this time too small. The configured value is advertised in an RA packet. If the value is 0, the reachable time is not specified on the device and it is recommended to use the default value.

↳ **Configuring the Address Prefix to Be Advertised in an RA Packet**

<b>Command</b>	<code>ipv6 nd prefix ipv6-prefix/prefix-length [default] [valid-lifetime [infinite] preferred-lifetime] [at valid-date preferred-date] [infinite] [infinite preferred-lifetime] [no-advertise] [[off-link] [no-autoconfig]]</code>
<b>Parameter Description</b>	<i>ipv6-prefix</i> : Indicates the network ID of IPv6, which must comply with the address representation format in RFC 4291. <i>prefix-length</i> : Indicates the length of the IPv6 address prefix. A slash (/) must be added before the prefix. <i>valid-lifetime</i> : Indicates the period when a host receiving the prefix of an RA packet regards the prefix as valid. The value ranges from 0 to 4,294,967,295. The default value is 30 days. <i>preferred-lifetime</i> : Indicates the preferred period when a host receiving the prefix of an

	<p>regards the prefix valid. The value ranges from 0 to 4,294,967,295. The default value is 7 days.</p> <p><b>at valid-date preferred-date:</b> Indicates the valid date and preferred deadline configured for the RA prefix. It uses the format of <i>dd+mm+yyyy+hh+mm</i>.</p> <p><b>infinite:</b> Indicates that the prefix is permanently valid.</p> <p><b>default:</b> Indicates that the default parameter configuration is used.</p> <p><b>no-advertise:</b> Indicates that the prefix is not advertised by a router.</p> <p><b>off-link:</b> If the prefix of the destination address in the IPv6 packet sent by a host matches the configured prefix, the device regards the destination address on the s This parameter indicates that this prefix does not require on-link determination.</p> <p><b>no-autoconfig:</b> Indicates that the prefix in the RA packet received by a host cannot be used for address auto-configuration.</p>
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<p>This command can be used to configure parameters related to each prefix, including whether to advertise this prefix. By default, an RA packet uses the prefix configured by running <b>ipv6 address</b> command.</p> <p>Run the <b>ipv6 nd prefix</b> command to add other prefixes.</p> <p>Run the <b>ipv6 nd prefix default</b> command to configure the default parameters for an interface. That is, if no parameter is specified when a prefix is added, use <b>ipv6 nd prefix default</b> to configure the parameters of the new prefix. The default configurations are abandoned once a parameter is specified for the prefix. When you use the <b>ipv6 nd prefix default</b> command to modify the default parameter configurations, configured for the default parameters changes and configurations of the prefix remain the same.</p> <p><b>at valid-date preferred-date</b> You can specify the valid date of the prefix in two methods: 1) specifying a fixed time for each prefix in an RA packet; 2) specifying the deadline. In the second method, the valid date of the prefix in each RA packet decreases till it becomes 0.</p>

↳ **Enabling/Disabling RA Suppression on an Interface**

<b>Command</b>	<b>ipv6 nd suppress-ra</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	To enable RA suppression on an interface, run the <b>ipv6 suppress-ra</b> command.

↳ **Configuring the Maximum Number of Unresolved ND Entries**

<b>Command</b>	<b>ipv6 nd unresolved <i>number</i></b>
<b>Parameter Description</b>	<i>number</i> : Indicates the maximum number of unresolved ND entries.
<b>Command Mode</b>	Global configuration mode

<b>Usage Guide</b>	To prevent malicious scanning attacks from creating a large number of unresolved ND entries occupying entry resources, you can restrict the number of unresolved ND entries.
--------------------	--

↘ **Configuring the Maximum Number of ND Entries Learned on an Interface**

<b>Command</b>	<code>ipv6 nd cache interface-limit value</code>
<b>Parameter Description</b>	<i>value</i> : Indicates the maximum number of neighbors learned by an interface.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Restricting the number of ND entries learned on an interface can prevent malicious neighbor attacks. If this number is not restricted, a large number of ND entries will be generated on the device, occupying excessive memory space. The configured value must be equal to or greater than the number of the ND entries learned by the interface. Otherwise, the configuration is subject to the ND entry capacity supported by the device.

**Configuration Example**

↘ **Enabling IPv6 Redirection on an Interface**

<b>Configuration Steps</b>	Enable IPv6 redirection on interface GigabitEthernet 0/0.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 redirects</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show ipv6 interface gigabitEthernet 0/0  interface GigabitEthernet 0/0 is Down, ifindex: 1, vrf_id 0 address(es):   Mac Address: 00:00:00:00:00:00   INET6: FE80::200:FF:FE00:1 [ TENTATIVE ], subnet is FE80::/64 Joined group address(es): MTU is 1500 bytes ICMP error messages limited to one every 100 milliseconds ICMP redirects are enabled ND DAD is enabled, number of DAD attempts: 1 ND reachable time is 30000 milliseconds ND advertised reachable time is 0 milliseconds</pre>

<b>Configuration Steps</b>	Enable IPv6 redirection on interface GigabitEthernet 0/0.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 redirects</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>ND retransmit interval is 1000 milliseconds ND advertised retransmit interval is 0 milliseconds ND router advertisements are sent every 200 seconds&lt;160--240&gt; ND router advertisements live for 1800 seconds</pre>

### ↳ Configuring IPv6 DAD

<b>Configuration Steps</b>	Configure the interface to send three consecutive NS packets during DAD.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)# ipv6 nd dad attempts 3</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show ipv6 interface gigabitEthernet 0/0  interface GigabitEthernet 0/0 is Down, ifindex: 1, vrf_id 0 address(es):   Mac Address: 00:00:00:00:00:00   INET6: FE80::200:FF:FE00:1 [ TENTATIVE ], subnet is FE80::/64 Joined group address(es): MTU is 1500 bytes ICMP error messages limited to one every 100 milliseconds ICMP redirects are enabled ND DAD is enabled, number of DAD attempts: 3 ND reachable time is 30000 milliseconds ND advertised reachable time is 0 milliseconds ND retransmit interval is 1000 milliseconds ND advertised retransmit interval is 0 milliseconds ND router advertisements are sent every 200 seconds&lt;160--240&gt; ND router advertisements live for 1800 seconds Orion_B54Q(config-if-GigabitEthernet 0/0)#</pre>

↳ **Configuring Prefix Information in an RA Packet**

<b>Configuration Steps</b>	Add a prefix 1234::/64 to interface GigabitEthernet 0/0.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 nd prefix 1234::/64</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show ipv6 interface gigabitEthernet 0/0 ra-info  GigabitEthernet 0/0: DOWN (RA is suppressed)  RA timer is stopped waits: 0, initcount: 0 statistics: RA(out/in/inconsistent): 0/0/0, RS(input): 0 Link-layer address: 00:00:00:00:00:00 Physical MTU: 1500 ND router advertisements live for 1800 seconds ND router advertisements are sent every 200 seconds&lt;160--240&gt; Flags: !M!0, Adv MTU: 1500 ND advertised reachable time is 0 milliseconds ND advertised retransmit time is 0 milliseconds ND advertised CurHopLimit is 64 Prefixes: &lt;total: 1&gt; 1234::/64(Def, CFG, vtime: 2592000, pltime: 604800, flags: LA)</pre>

↳ **Configuring RA Packets to Obtain Prefixes from the Prefix Pool**

<b>Configuration Steps</b>	Configure RA packets to obtain prefixes from the prefix pool "ra-pool".
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#peel default ipv6 pool ra-pool</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#show run interface gigabitEthernet 0/0  Building configuration...  Current configuration : 125 bytes</pre>

<b>Configuration Steps</b>	Configure RA packets to obtain prefixes from the prefix pool "ra-pool".
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#peel default ipv6 pool ra-pool</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>interface GigabitEthernet 0/0   ipv6 enable   no ipv6 nd suppress-ra   peel default ipv6 pool ra-pool !</pre>

### ↳ Disabling RA Suppression

<b>Configuration Steps</b>	Disable RA suppression on an interface.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)# no ipv6 nd suppress-ra</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#show run interface gigabitEthernet 0/0  Building configuration... Current configuration : 125 bytes  interface GigabitEthernet 0/0   ipv6 enable   no ipv6 nd suppress-ra !</pre>

### ↳ Configuring the Maximum Number of Unresolved ND Entries

<b>Configuration Steps</b>	Set the maximum number of unresolved ND entries to 200.
	<pre>Orion_B54Q(config)# ipv6 nd unresolved 200</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show run</pre>

<b>Configuration Steps</b>	Set the maximum number of unresolved ND entries to 200.
	<pre>Orion_B54Q(config)# ipv6 nd unresolved 200</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>ipv6 nd unresolved 200 !</pre>

#### ↳ Configuring the Maximum Number of ND Entries Learned on an Interface

<b>Configuration Steps</b>	Set the maximum number of ND entries learned on an interface to 100.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/1)# ipv6 nd cache interface-limit 100</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show run ! interface GigabitEthernet 0/1 ipv6 nd cache interface-limit 100 !</pre>

### 3.4.3 Configuring IPv6 MTU on an Interface

#### Configuration Effect

According to the actual networking environment, configure a proper IPv6 to avoid package loss.

#### Notes

The IPv6 MTU of an interface must be less than or equal to the interface MTU. Generally, the range of the IPv6 MTU is from 1,280 to 1,500.

#### Configuration Steps

##### ↳ Configuring the IPv6 MTU of an Interface

- Optional.
- When the internet minimum MTU is less than the IPv6 MTU of the interface, use this configuration to set a interface MTU.

#### Verification

- Run the **show run** or **show ipv6 interface** command to check whether the configuration is correct.

- Capture the locally sent IPv6 packets of which the length exceeds the IPv6 MTU. The packet capture result shows that the IPv6 packet is fragmented based on the IPv6 MTU of the interface.

## Related Commands

### ↳ Configuring the IPv6 MTU of an Interface

<b>Command</b>	<code>ipv6 mtu bytes</code>
<b>Parameter Description</b>	<i>bytes</i> : Indicates the MTU of an IPv6 packet, ranging from 1,280 to 1,500. The unit is byte.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

### ↳ Configuring the IPv6 MTU of an Interface

<b>Configuration Steps</b>	Change the IPv6 MTU of interface GigabitEthernet 0/0 to 1,300.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 mtu 1300</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#show ipv6 interface  interface GigabitEthernet 0/ is Down, ifindex: 1, vrf_id 0 address(es):   Mac Address: 00:d0:f8:22:33:47   INET6: FE80::2D0:F8FF:FE22:3347 [ TENTATIVE ], subnet is FE80::/64   INET6: 1020::1 [ TENTATIVE ], subnet is 1020::/64   INET6: 1023::1 [ TENTATIVE ], subnet is 1023::/64 Joined group address(es): MTU is 1300 bytes ICMP error messages limited to one every 100 milliseconds ICMP redirects are enabled ND DAD is enabled, number of DAD attempts: 1 ND reachable time is 30000 milliseconds ND advertised reachable time is 0 milliseconds</pre>



<b>Configuration Steps</b>	Change the IPv6 MTU of interface GigabitEthernet 0/0 to 1,300.
	<pre>Orion_B54Q(config-if-GigabitEthernet 0/0)#ipv6 mtu 1300</pre>
<b>Verification</b>	Run the <b>show ipv6 interface</b> command to check whether the configuration takes effect.
	<pre>ND retransmit interval is 1000 milliseconds ND advertised retransmit interval is 0 milliseconds ND router advertisements are sent every 200 seconds&lt;160--240&gt; ND router advertisements live for 1800 seconds</pre>

### 3.4.4 Enabling IPv6 Source Routing

#### Configuration Effect

RFC 5095 abolished the Type 0 routing header. Orion\_B54Q devices do not support the Type 0 routing header by default. The administrator can run the **ipv6 source-route** command to enable IPv6 source routing in global configuration mode.

#### Configuration Steps

##### ▾ Enabling IPv6 Source Routing

- Optional.
- To enable IPv6 source routing, run the **ipv6 source-route** command.

#### Verification

The device can properly forward packets carrying the Type 0 routing header.

#### Related Commands

##### ▾ Enabling IPv6 Source Routing

<b>Command</b>	<b>ipv6 source-route</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Since the Type 0 header may cause the device prone to DoS attacks, the device does not forward IPv6 packets carrying the routing header by default, but still processes IPv6 packets with itself being the final destination address and the Type 0 routing header.

#### Configuration Example

### ↳ Enabling IPv6 Source Routing

<b>Configuration Steps</b>	Enable IPv6 source routing.
	<pre>Orion_B54Q(config)#ipv6 source-route</pre>
<b>Verification</b>	Run the <b>show run</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show run   inc ipv6 source-route ipv6 source-route</pre>

## 3.4.5 Configuring the Sending Rate of ICMPv6 Error Messages

### Configuration Effect

Configure the sending rate of ICMPv6 error messages.

### Configuration Steps

#### ↳ Configuring the Sending Rate of ICMPv6 Packet Too Big Messages

- Optional.
- If a device receives many IPv6 packets with the packet length exceeding the IPv6 MTU of the outbound interface and thereby sends many ICMPv6 Packet Too Big messages to consume much CPU resources, **ipv6 icmp error-interval too-big** command to restrict the sending rate of this error message.

#### ↳ Configuring the Sending Rate of Other ICMPv6 Error Messages

- Optional.
- If a device receives many illegal IPv6 packets and thereby generates many ICMPv6 **ipv6 icmp error-interval** command to restrict the sending rate of ICMPv6 error messages. (This command does not affect the sending rate of ICMPv6 Packet Too Big messages.)

### Verification

Run the **show running-config** command to check whether the configuration takes effect.

### Related Commands

#### ↳ Configuring the Sending Rate of ICMPv6 Packet Too Big Messages

<b>Command</b>	<b>ipv6 icmp error-interval too-big</b> <i>milliseconds</i> [ <i>bucket-size</i> ]
<b>Parameter Description</b>	<i>milliseconds</i> : Indicates the refresh period of a token bucket, ranging from 0 to 2,147,483,647. The unit is millisecond. The default value is 100. If the value is 0, the sending rate of ICMPv6 error messages is not restricted. <i>bucket-size</i> : Indicates the number of tokens in a token bucket, ranging from 1 to 200. The default value is

	10.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	<p>To prevent DoS attacks, use the token bucket algorithm to restrict the sending rate of ICMPv6 messages.</p> <p>If the length of an IPv6 packet to be forwarded exceeds the IPv6 MTU of the outbound interface, the router discards this IPv6 packet and sends back an ICMPv6 Packet Too Big message to the source IPv6 address. This error message is mainly used as part of the IPv6 PMTUD protection. If other ICMPv6 error messages are excessive, ICMPv6 Packet Too Big messages cannot be sent, causing failure of PMTUD. Therefore, it is recommended to restrict the sending rate of ICMPv6 Packet Too Big messages independently of other ICMPv6 error messages.</p> <p>Since the precision of the timer is 10 milliseconds, it is recommended to set the refresh period of a token bucket to an integer multiple of 10 milliseconds. If the refresh period of the token bucket is between 0 and 10, the actual refresh period is 10 milliseconds. For example, if the sending rate is set to 1 every 10 milliseconds, two error messages are sent every 10 milliseconds in actual situations. If the refresh period of the token bucket is not an integer multiple of 10 milliseconds, it is automatically converted to an integer multiple of 10 milliseconds. For example, if the sending rate is set to 3 every 15 milliseconds, two tokens are refreshed every 10 milliseconds in actual situations.</p>

#### ↘ Configuring the Sending Rate of Other ICMPv6 Error Messages

<b>Command</b>	<code>ipv6 icmp error-interval <i>milliseconds</i> [<i>bucket-size</i>]</code>
<b>Parameter Description</b>	<p><i>milliseconds</i>: Indicates the refresh period of a token bucket, ranging from 0 to 2,147,483,647. The unit is millisecond. The default value is 100. If the value is 0, the sending rate of ICMPv6 error messages is not restricted.</p> <p><i>bucket-size</i>: Indicates the number of tokens in a token bucket, ranging from 1 to 200. The default value is 10.</p>
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	<p>To prevent DoS attacks, use the token bucket algorithm to restrict the sending rate of ICMPv6 messages.</p> <p>Since the precision of the timer is 10 milliseconds, it is recommended to set the refresh period of a token bucket to an integer multiple of 10 milliseconds. If the refresh period of the token bucket is between 0 and 10, the actual refresh period is 10 milliseconds. For example, if the sending rate is set to 1 every 10 milliseconds, two error messages are sent every 10 milliseconds in actual situations. If the refresh period of the token bucket is not an integer multiple of 10 milliseconds, it is automatically converted to an integer multiple of 10 milliseconds. For example, if the sending rate is set to 3 every 15 milliseconds, two tokens are refreshed every 10 milliseconds in actual situations.</p>

### Configuration Example

#### ↘ Configuring the Sending Rate of ICMPv6 Error Messages

<b>Configuration Steps</b>	Set the sending rate of the ICMPv6 Packet Too Big message to 100 pps and that of other ICMPv6 error messages to 10 pps.
	<pre>Orion_B54Q(config)#ipv6 icmp error-interval too-big 1000 100 Orion_B54Q(config)#ipv6 icmp error-interval 1000 10</pre>
<b>Verification</b>	Run the <b>show running-config</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config   include ipv6 icmp error-interval ipv6 icmp error-interval 1000 10 ipv6 icmp error-interval too-big 1000 100</pre>

### 3.4.6 Configuring the IPv6 Hop Limit

#### Configuration Effect

Configure the number of hops of a unicast packet to prevent the packet from being unlimitedly transmitted.

#### Configuration Steps

##### ▾ Configuring the IPv6 Hop Limit

- Optional.
- To modify the number of hops of a unicast packet, run the **ipv6 hop-limit value** command.

#### Verification

- Run the **show running-config** command to check whether the configuration is correct.
- Capture the IPv6 unicast packets sent by a host. The packet capture result shows that the hop-limit field value in the IPv6 header is the same as the configured hop limit.

#### Related Commands

##### ▾ Configuring the IPv6 Hop Limit

<b>Command</b>	<b>ipv6 hop-limit value</b>
<b>Parameter Description</b>	<i>value</i> : Indicates the number of hops of a unicast packet sent by the device. The value ranges from 1 to 255.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

#### Configuration Example

##### ▾ Configuring the IPv6 Hop Limit

<b>Configuration Steps</b>	Change the IPv6 hop limit of a device to 250.
	<pre>Orion_B54Q(config)#ipv6 hop-limit 250</pre>
<b>Verification</b>	Run the <b>show running-config</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config ipv6 hop-limit 254</pre>

### 3.4.7 Enabling/Disabling the Function of Refraining from Sending Authentication VLANs

#### Configuration Effect

Enable or disable the function of refraining from sending NS packets to authentication VLANs on an SVI.

#### Notes

The configuration is supported only on SVIs and takes effect only in gateway authentication mode.

#### Configuration Steps

##### ↳ Enabling/Disabling the Function of Refraining from Sending NS Packets to Authentication VLANs

- Optional.
- In gateway authentication mode, run the **no ipv6 nd suppress-auth-vlan-ns** command so that the device can send NS packets to authentication VLANs.

#### Verification

- Run the **show running-config** command to check whether the configuration is correct.

#### Related Commands

##### ↳ Enabling/Disabling the Function of Refraining from Sending NS Packets to Authentication VLANs

<b>Command</b>	<b>ipv6 nd suppress-auth-vlan-ns</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Use the <b>no</b> form of this command to disable this function.

#### Configuration Example

##### ↳ Disabling the Function of Refraining from Sending NS Packets to Authentication VLANs

<b>Configuration Steps</b>	Disable the function of refraining from sending NS packets to authentication VLANs.
	<pre>Orion_B54Q(config-if-VLAN 2)#no ipv6 nd suppress-auth-vlan-ns</pre>
<b>Verification</b>	Run the <b>show running-config interface vlan 2</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config interface vlan 2 no ipv6 nd suppress-auth-vlan-ns</pre>

### 3.4.8 Configuring the Default Gateway on the Management Interface

#### Configuration Effect

Configure the default gateway on the management interface. A default route is generated, with the outbound interface being the management interface and the next hop being the configured gateway.

#### Notes

The configuration is supported only on the management interface.

#### Configuration Steps

##### ↳ Configuring the Default Gateway on the Management Interface

- Optional.
- To configure a default route and the next hop for the management interface, run the **ipv6 gateway** command.

#### Verification

- Run the **show running-config** command to check whether the configuration is correct.

#### Related Commands

##### ↳ Configuring the Default Gateway on the Management Interface

<b>Command</b>	<b>ipv6 gateway</b> <i>ipv6-address</i>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	This command is supported only on the management interface.

#### Configuration Example

##### ↳ Configuring the Default Gateway on the Management Interface

<b>Configuration Steps</b>	Sett the default gateway of the management interface to 2000::1.
	<pre>Orion_B54Q(config)# interface mgmt 0 Orion_B54Q(config-mgmt)# ipv6 gateway 2000::1</pre>
<b>Verification</b>	Run the <b>show running-config interface vlan 2</b> command to check whether the configuration takes effect.
	<pre>Orion_B54Q#show running-config interface mgmt 0 Ipv6 gateway 2000::1</pre>

### 3.5 Monitoring

#### Clearing

**⚠** Running the **clear** commands may lose vital information and thus interrupt services.

Description	Command
Clears the dynamic IPv6 neighbors.	<b>clear ipv6 neighbors</b> [ <i>vrf vrf-name</i> ] [ <i>oob</i> ] [ <i>interface-id</i> ]

#### Displaying

Description	Command
Displays IPv6 information of an interface.	<b>show ipv6 interface</b> [ <i>interface-id</i> ] [ <i>ra-info</i> ] [ <i>brief interface-id</i> ]
Displays neighbor information.	<b>show ipv6 neighbors</b> [ <i>vrf vrf-name</i> ] [ <i>verbose</i> ] [ <i>interface-id</i> ] [ <i>ipv6-address</i> ] [ <i>static</i> ] [ <i>oob</i> ]
Displays information of IPv6 routing table.	<b>show ipv6 route</b> [ <i>vrf vrf-name</i> ] [ <i>static</i> ] [ <i>local</i> ] [ <i>connected</i> ] [ <i>bgp</i> ] [ <i>rip</i> ] [ <i>ospf</i> ] [ <i>isis</i> ]

#### Debugging

**⚠** System resources are occupied when debugging if the **debug** command is enabled immediately after use.

Description	Command
Debugs ND entry learning.	<b>debug ipv6 nd</b>

## 4 Configuring DHCP

### 4.1 Overview

The Dynamic Host Configuration Protocol (DHCP) is a LAN protocol based on the User Datagram Protocol (UDP) for dynamically assigning reusable network resources, for example, IP addresses.

The DHCP works in Client/Server mode. A DHCP client sends a request message to a DHCP server to obtain an IP address and other configurations. When a DHCP client and a DHCP server are not in a same subnet, they need a DHCP relay to forward DHCP request and reply packets.

#### Protocols and Standards

- RFC2131: Dynamic Host Configuration Protocol
- RFC2132: DHCP Options and BOOTP Vendor Extensions
- RFC3046: DHCP Relay Agent Information Option

### 4.2 Applications

Application	Description
Providing DHCP Service in a LAN	Assigns IP addresses to clients in a LAN.
Enabling DHCP Client	Enable DHCP Client.
Applying AM Rule on DHCP Server	Apply DHCP Server in Super VLAN environment.
Deploying DHCP Network	Relay wired Network, users from different network addresses.
Applying AM Rule on DHCP Relay	In a Super VLAN, users from different network segments requests IP addresses.

#### 4.2.1 Providing DHCP Service in a LAN

##### Scenario

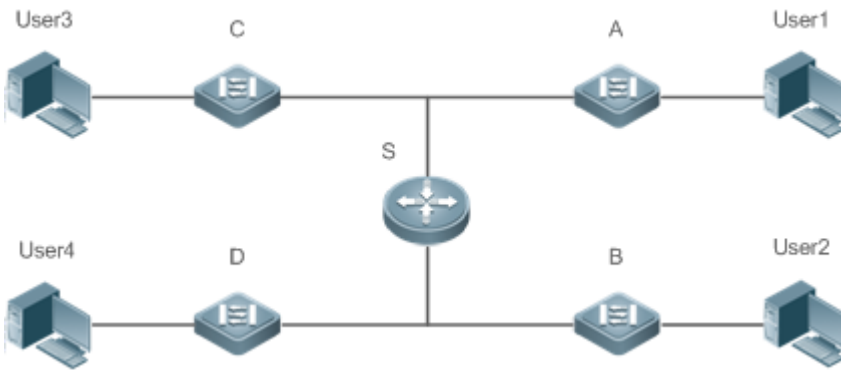
Assign IP addresses to four users in a LAN.

For example, assign IP addresses to User 1, User 2, User 3 and User 4, as shown in the following figure.

- The four users are connected to Server S through A, B, C and D.



Figure 4-19



<b>Remarks</b>	<p>S is an egress gateway working as a DHCP server.</p> <p>A, B, C and D are access switches achieving layer-2 transparent transmission.</p> <p>User 1, User 2, User 3 and User 4 are LAN users.</p>
----------------	--

**Deployment**

- Enable DHCP Server on S.
- Deploy layer-2 VLAN transparent transmission on A, B, C and D.
- User 1, User 2, User 3 and User 4 initiate DHCP client requests.

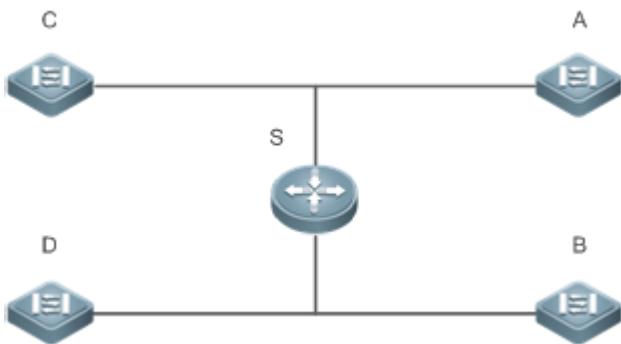
**4.2.2 Enabling DHCP Client**

**Scenario**

Access switches A, B, C and D in a LAN request server S to assign IP addresses.

For example, enable DHCP Client on the interfaces of A, B, C and D to request IP addresses, as shown in the following figure.

Figure 4-20



<b>Remarks</b>	S is an egress gateway working as a DHCP server. A, B, C and D are access switches with DHCP Client enabled on the interfaces.
----------------	---

### Deployment

- Enable DHCP Server on S.
- Enable DHCP Client on the interfaces of A, B, C and D.

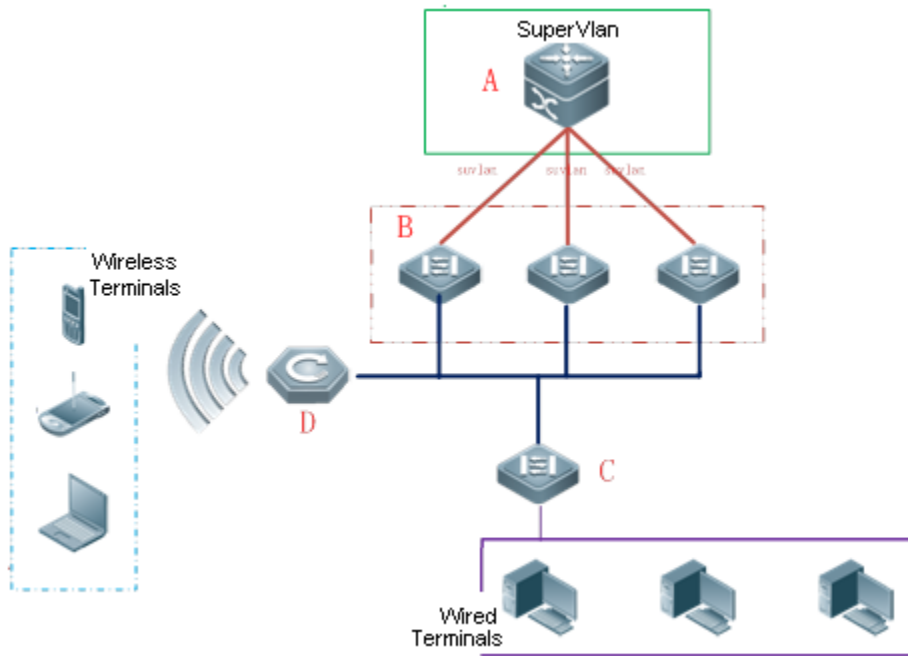
### 4.2.3 Applying AM Rule on DHCP Server

#### Scenario

As shown in Figure 4-21, create a Super VLAN, configure an AM rule and enable DHCP Server on the core switch A. B is an aggregation switch, C an access switch, and D a wireless access device. The requirements are listed as follows:

- Assign IP addresses dynamically based on the VLAN and port;
- Assign IP addresses statically based on the VLAN;
- Assign IP addresses dynamically based on the default AM rule.

Figure 4-21 Applying AM Rule on a DHCP Server



<b>Remarks</b>	A is a core device. B is an aggregation device. C is a wired access device. D is a wireless access device.
----------------	---

## Deployment

- Configure an AM rule, enable DHCP Server and create a Super VLAN on A.
- Create VLANs on B and C to transparently transmit DHCP packets from wired users to A to request IP addresses.
- Enable the wireless function on D to transparently transmit DHCP packets from wireless users to A addresses.

### 4.2.4 Deploying DHCP Relay in Wired Network

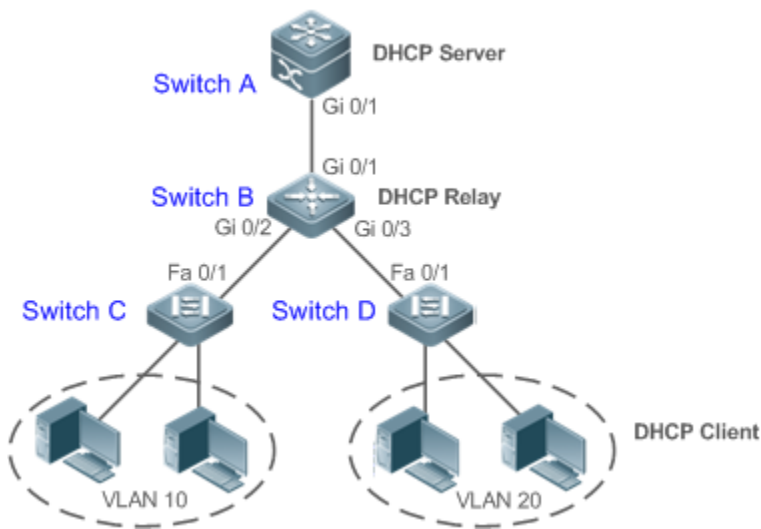
#### Scenario

As shown in the following figure, Switch C and Switch D are access devices for the users in VLAN 10 respectively. Switch B is a gateway, and Switch A a core device. The requirements are listed as follows:

Switch A works as a DHCP server to assign IP addresses of different network segments dynamically to users in different VLANs.

Users in VLAN 10 and VLAN 20 obtain IP addresses dynamically.

Figure 4-22 DHCP Relay



<b>Remarks</b>	Switch C and Switch D are access devices. Switch B is a gateway. Switch A is a core device.
----------------	---

## Deployment

- Configure layer-2 communication between Switch B and Switch C as well as between Switch B and Switch D.
- On Switch B, specify a DHCP server address and enable DHCP Relay.
- On Switch A, create DHCP address pools for VLAN 10 and VLAN 20 respectively, and enable DHCP Server.

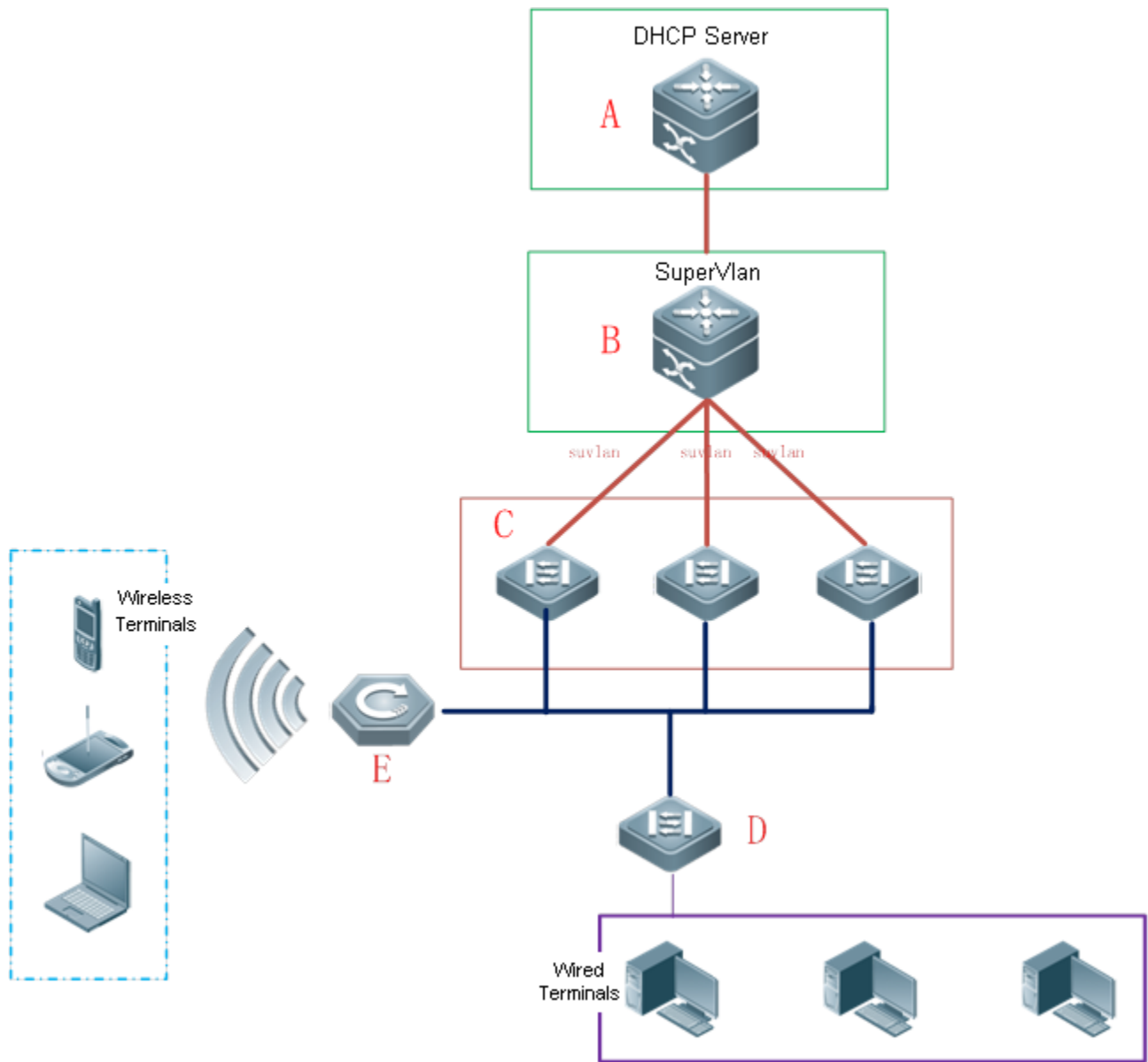
### 4.2.5 Applying AM Rule on DHCP Relay

#### Scenario

As shown in Figure 4-23, A is a DHCP server, B a core switch configured with Super VLAN, an AM rule and DHCP Relay, C an aggregation switch, D an access switch, and E a wireless access device. The requirements are listed as follows:

- Based on the VLAN-port AM rule, the DHCP relay agent chooses a subnet address as Giaddress of relay packets and forwards them to the DHCP server to request an IP address for the client.
- Based on default AM rule, the DHCP relay agent chooses a subnet address as Giaddress of relaying packets and forwards them to the DHCP server to request an IP address for the client.

Figure 4-23 Applying AM Rule on DHCP Relay



<b>Remarks</b>	A is a core device. B is a core device. C is an aggregation device. D is a wired access device. E is a wireless access device.
----------------	--

## Deployment

- Enable DHCP Server on A.
- Configure an AM rule, enable DHCP Relay and create a Super VLAN on B.
- Create VLANs on C and D to transparently transmit DHCP packets from wired users to B to request IP addresses.
- Enable the wireless function on E to transparently transmit DHCP packets from wireless users to B addresses.

## 4.3 Features

### Basic Concepts

#### ↘ DHCP Server

Based on the RFC 2131, Orion\_B54Q DHCP server assigns IP addresses to clients and manages these IP addresses.

#### ↘ DHCP Client

DHCP Client enables a device to automatically obtain an IP address and configurations from a DHCP server.

#### ↘ DHCP Relay

When a DHCP client and a DHCP server are not in a same subnet, they need a DHCP relay to forward DHCP request and reply packets.

#### ↘ Lease

Lease is a period of time specified by a DHCP server for a client to use an assigned IP address. An IP address is active when leased to a client. Before a lease expires, a client needs to renew the lease through a server. When a lease expires or is deleted from a server, the lease becomes inactive.

#### ↘ Excluded Address

An excluded address is a specified IP address not assigned to a client by a DHCP server.

#### ↘ Address Pool

An address pool is a collection of IP addresses that a DHCP server may assign to clients.

➤ **Option Type**

An option type is a parameter specified by a DHCP server when it provides lease service to a DHCP client. For example, a public option include the IP addresses of a default gateway (router), WINS server and a DNS server. DHCP server allows configuration of other options. Though most options are defined in the RFC 2132, you can add user-defined options.

**Overview**

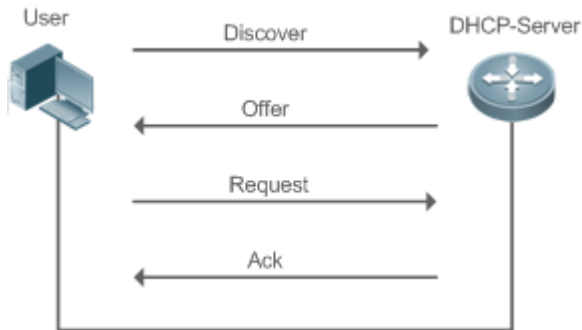
Feature	Description
DHCP Server	Enable DHCP Server on a device, and it may assign IP addresses dynamically and pushes configurations to DHCP clients.
<a href="#">DHCP Relay</a>	Enable DHCP Relay on a device, and it may forward DHCP request and reply packets across different network segments.
DHCP Client	Enable DHCP Client on a device, and it may obtain IP addresses and configurations automatically from a DHCP server.
AM Rule	Enable an AM rule on a device, and it may assign IP addresses according to the rule.

**4.3.1 DHCP Server**

**Working Principle**

➤ **DHCP Working Principle**

Figure 4-24



A host requests an IP address through DHCP as follows:

1. A host broadcasts a DHCP discover packet to find DHCP servers in a network.
2. DHCP servers unicast/broadcast (based on the property of the host packet) DHCP offer packets to the host, containing an IP address, a MAC address, a domain name and a lease.
3. The host broadcasts a DHCP request packet to formally request an IP address.
4. A DHCP server sends a DHCP ACK unicast packet to the host to acknowledge the request.

- ❗ A DHCP client may receive DHCPOFFER packets from multiple DHCP servers, but usually it accepts only the first DHCPOFFER packet. Besides, the address specified in a DHCPOFFER packet is not necessarily assigned. Instead, it is retained by the DHCP server until a client sends a formal request.

To formally request an IP address, a client broadcasts a DHCPREQUEST packet so that all DHCPOFFER packets may receive the packet and release OFFER IP addresses.

If a DHCPOFFER packet contains invalid configuration parameters, a client will send a DHCPDECLINE packet to the server to decline the configuration.

During the negotiation, if a client does not respond to the DHCPOFFER packets in time, servers will retransmit packets to the client and the client will reinitiate the process.

During network construction, Orion\_B54Q DHCP servers have the following features:

- Low cost. Usually the static IP address configuration costs more than DHCP configuration.
- Simplified configuration. Dynamic IP address assignment dramatically simplifies device configuration.
- Centralized management. You can modify the configuration for multiple subnets by simply modifying the DHCP server configuration.

#### 📄 Address Pool

After a server receives a client's request packet, it chooses a valid address pool, determines an available IP address from the pool through PING, and pushes the pool and address configuration to the client. The lease information is saved locally for validity check upon lease renewal.

An address pool may carry various configuration parameters as follows:

- An IP address range, which is the range of IP addresses that are available.
- A gateway address. A maximum of 8 gateway addresses are supported.
- A DNS address. A maximum of 8 DNS addresses are supported.
- A lease period notifying clients of when to age an address and request a lease renewal.

#### 📄 VRRP Monitoring

In a Virtual Router Redundancy Protocol (VRRP) scenario, Orion\_B54Q devices enabled with DHCP provide a command to monitor the VRRP status of the interface. To an interface configured with VRRP address and VRRP monitoring, a DHCP server only processes the DHCP clients' request packets from the interface in Master state; packets from other states are discarded. If no VRRP address is configured, the DHCP server does not monitor the VRRP status, and all DHCP packets are processed. VRRP monitoring is configured on only layer-3 interfaces. It is disabled by default, namely, only the Master device processes the DHCP service.

#### 📄 IP Address Assignment Based on VLANs, Ports and IP Range

After an IP address pool is deployed, the specified IP address range is assigned based on VLANs and ports. There are three scenarios. 1. Global configuration. 2. Configuration based on VLANs, ports and IP range. 3. Both 1 and 2. In scenario 1, the addresses are assigned globally. In scenario 2, the addresses in the specified IP range are assigned only to the clients of the

specified VLANs and ports. In scenario 3, the clients of the specified VLANs and ports are assigned the addresses in the specified IP range, and the other clients are configured with default global addresses.

## Related Configuration

### Enabling DHCP Server Globally

- By default, DHCP Server is disabled.
- Run the **service dhcp** command to enable the DHCP Server.
- Run the **service dhcp** command globally to enable DHCP service.

### Configuring Address Pool

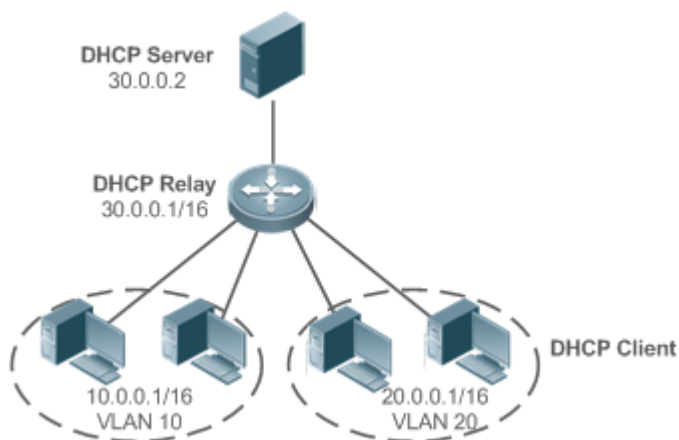
- By default, no address pool is configured.
- Run the **ip dhcp pool** command to configure an IP address range, a gateway and a DNS.
- If no address pool is configured, no addresses will be assigned.

## 4.3.2 DHCP Relay Agent

### Working Principle

The destination IP address of DHCP request packets is 255.255.255.255, and these packets are forwarded within a subnet. To achieve IP address assignment across network segments, a DHCP relay agent is needed. The DHCP relay agent unicasts DHCP request packets to a DHCP server and forwards DHCP reply packets to a DHCP client. The DHCP relay agent serves as a repeater connecting a DHCP client and a DHCP server of different network segments by forwarding DHCP request packets and DHCP reply packets. The Client-Relay-Server mode achieves management of IP addresses in multiple network segments by only one DHCP server. See the following figure.

Figure 4-25 DHCP Relay Scenario



VLAN 10 and VLAN 20 correspond to the segments 10.0.0.1/16 and 20.0.0.1/16 respectively. A DHCP server address 30.0.0.2 is in segment 30.0.0.1/16. To achieve management of dynamic IP addresses in VLAN 10 and VLAN 20 by



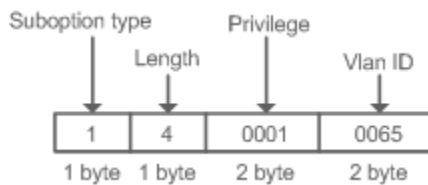
the DHCP server, you only need to enable DHCP Relay on a gateway and configure IP address 30.0.0.2 for the server.

↘ **DHCP Relay Agent Information (Option 82)**

As defined in RFC3046, an option can be added to indicate a DHCP client's network information when DHCP performed, so that a DHCP server may assign IP addresses of various privileges based on more accurate information. The option is called Option 82. Currently, Orion\_B54Q devices support four schemes of relay agent information described respectively as follows:

3. Relay agent information option dot1x: This scheme should be implemented with 802.1X authentication on OrionSAM products. Specifically, OrionSAM products push the IP privilege during 802.1X authentication. A DHCP relay agent forms a Circuit ID sub-option based on the IP privilege. The option format is shown in the following figure.

Figure 4-26 Option Format



4. Relay agent information option82: This scheme serves without correlation with other protocol modules. A DHCP relay agent forms an Option 82 based on the physical port receiving DHCP request packets and the MAC address of device. The option format is shown in the following figure.

Figure 4-27 Agent Circuit ID

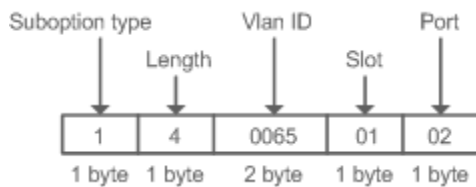
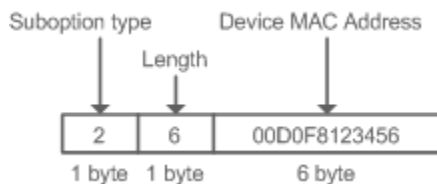
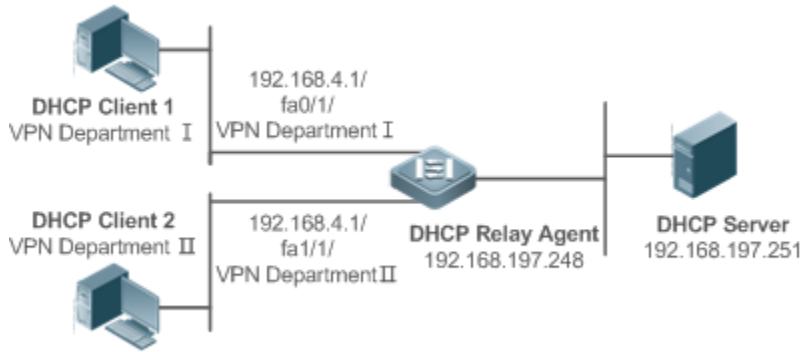


Figure 4-28 Agent Remote ID



5. Relay agent information option VPN: This scheme should be implemented with MPLS VPN functions.

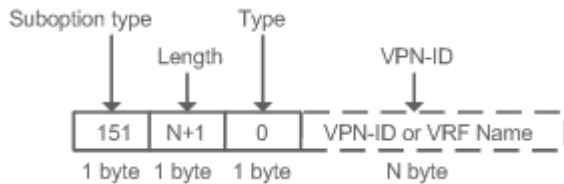
Figure 4-29 Application in MPLS VPN Environment



As shown in Figure 4-29 in MPLS VPN environment, DHCP Client 1 is connected to fa0/1 on a DHCP relay agent and DHCP Client 2 to fa1/1. Interfaces fa0/1 and fa1/1 belongs to different VRFs. DHCP Client 1 and DHCP Client 2 obtain IP addresses through DHCP. According to network planning, VPN Department I and VPN Department II are in a same segment 192.168.4.0/24. In this case, conventional DHCP application cannot meet the requirement. The support of DHCP Relay in MPLS VPN environment is introduced, which includes the three sub-options, namely, VPN-ID, Subnet-Selection and Server-Identifier-Override.

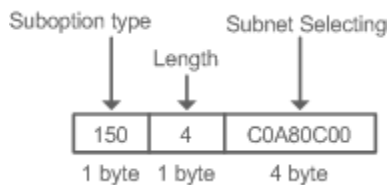
- **VPN-ID:** When a DHCP relay agent receives a DHCP request packet, it adds the information of the VPN the DHCP client resides to the packet as an option. The DHCP server keeps the VPN-ID in a reply packet, and the DHCP relay agent forwards the packet to the corresponding VRF according to the option. The option format is shown in the following figure.

Figure 4-30 VPN-ID



- **Subnet-Selection:** In conventional DHCP Relay, the information of a client network and the address of a DHCP server and a DHCP relay agent are indicated by the gateway address field. In MPLS VPN environment, set `giaddr` to the IP address of the interface of a DHCP relay agent connected to a DHCP server, so that the server may communicate directly with the relay agent. Besides, the information of the client subnet is indicated by the Subnet-Selection option. The option format is shown in the following figure.

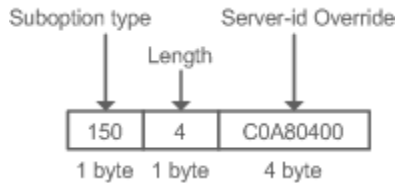
Figure 4-31 Subnet-Selection



- **Server-Identifier-Override:** In MPLS VPN environment, request packets from a DHCP client cannot be sent directly to a DHCP server. A DHCP relay agent use this option to carry the information of the interface connecting the relay agent

and the DHCP server. When the server sends a reply message, this option overrides the Server-Identifier option. In this way, the DHCP client sends packets to DHCP relay agent, and the DHCP relay agent forwards them to the DHCP server. The option format is shown in the following figure.

Figure 4-32 Server-Identifier-Override



### ↘ DHCP Relay Check Server-ID

In DHCP environment, multiple DHCP servers are deployed for a network, achieving server backup to ensure uninterrupted network operation. If the `ip dhcp relay check server-id` function is enabled, the DHCP request packet will be sent to the DHCP server specified by the `server-id` option. In alleviating the burden on servers in specific environments, you need to enable this function on a relay agent to send a packet to a specified DHCP server rather than all DHCP servers.

### ↘ DHCP Relay suppression

After you configure the `ip dhcp relay suppression` command on an interface, DHCP request packets received on the interface will be filtered, and the other DHCP request packets will be forwarded.

## Related Configuration

### ↘ Enabling DHCP Relay

- By default, DHCP Relay is disabled.
- You may run the `service dhcp` command to enable DHCP Relay.
- You need to enable DHCP Relay before it works.

### ↘ Configuring IP Address for DHCP Server

- By default, no IP address is configured for a DHCP server.
- You may run the `ip helper-address` command to configure an IP address for a DHCP server. The IP address can be configured globally or on a layer-3 interface. A maximum of 20 IP addresses can be configured for a DHCP server.
- When an interface receives a DHCP request packet, the DHCP server configuration on the interface prevails over that configured globally. If the interface is not configured with DHCP server addresses, the global configuration takes effect.

### ↘ Enabling DHCP Option 82

- By default, DHCP Option 82 is disabled.
- You may run the `ip dhcp relay information option82` command to enable DHCP Option 82.

### ↘ Enabling DHCP Relay Check Server-ID

- By default, DHCP Relay check server-id is disabled.
- You may run the **ip dhcp relay check server-id** command to enable DHCP Relay check server-id.

#### ↳ Enabling DHCP Relay Suppression

- By default, DHCP Relay suppression is disabled on all interfaces.
- You may run the **ip dhcp relay suppression** command to enable it on an interface.

#### ↳ Enabling the Function of Multiple Gateway IP Addresses

- By default, the function of multiple gateway IP addresses is enabled.
- You may run the **ip dhcp relay multiple-giaddr** command to enable the function of multiple gateway IP addresses.

### 4.3.3 DHCP Client

#### Working Principle

A DHCP client broadcasts a DHCP discover packet after entering the Init state. Then it may receive multiple DHCP packets. It chooses one of them and responds to the corresponding DHCP server. After that, it sends lease renewal request packets in the Renew and Rebind processes of an aging period to request lease renewal.

#### Related Configuration

##### ↳ Enabling DHCP Client on Interface

- By default, DHCP Client is disabled.
- In interface configuration mode, you may run the **ip address dhcp** command to enable DHCP Client.
- You need to enable DHCP Client to enable DHCP service.
- The configuration takes effect on a layer-3 interface, for example, an SVI or a routed port.

### 4.3.4 AM Rule

#### Working Principle

An AM rule defines the range of IP addresses assigned to DHCP clients in different VLANs and ports. It can be used to quickly identify the VLAN and port of a faulty DHCP client and effectively assign addresses. After an AM rule is configured, all DHCP clients from the set VLAN and ports may obtain IP addresses. If no AM rule is configured, there are two following cases: If a default AM rule is configured, the client obtains an IP address from the default range; if no default AM rule is configured, the client cannot obtain an IP address.

#### Related Configuration

##### ↳ Configuring AM Rule in Global Configuration Mode

- In global configuration mode, run the **address-manage** command to enter AM rule configuration mode.

- Run the **match ip default** command to configure a default AM rule.
- Run the **match ip** command to configure an AM rule based on VLAN & port or port.

## 4.4 Configuration

### ↳ Configuring DHCP Server


Configuration	Description and Command																						
Configuring Dynamic IP Address	<p><b>⚠ (Mandatory)</b> It is used to enable DHCP Server to achieve dynamic address assignment.</p>																						
	<table border="1"> <tr> <td><b>service dhcp</b></td> <td>Enables DHCP Server.</td> </tr> <tr> <td><b>ip dhcp pool</b></td> <td>Configures an address pool.</td> </tr> <tr> <td><b>network</b></td> <td>Configures the network number and subnet mask of a DHCP address pool.</td> </tr> </table>	<b>service dhcp</b>	Enables DHCP Server.	<b>ip dhcp pool</b>	Configures an address pool.	<b>network</b>	Configures the network number and subnet mask of a DHCP address pool.																
	<b>service dhcp</b>	Enables DHCP Server.																					
	<b>ip dhcp pool</b>	Configures an address pool.																					
	<b>network</b>	Configures the network number and subnet mask of a DHCP address pool.																					
	<p><b>⚠ (Optional)</b> It is used to configure the properties of an address pool.</p>																						
	<table border="1"> <tr> <td><b>default-router</b></td> <td>Configures a default gateway of a client.</td> </tr> <tr> <td><b>lease</b></td> <td>Configures an address lease.</td> </tr> <tr> <td><b>next-server</b></td> <td>Configures a TFTP server address</td> </tr> <tr> <td><b>bootfile</b></td> <td>Configures a boot file of a client.</td> </tr> <tr> <td><b>domain-name</b></td> <td>Configures a domain name of a client.</td> </tr> <tr> <td><b>dns-server</b></td> <td>Configures a domain name server.</td> </tr> <tr> <td><b>netbios-name-server</b></td> <td>Configures a NetBIOS WINS server.</td> </tr> <tr> <td><b>netbios-node-type</b></td> <td>Configures a NetBIOS node type of a client.</td> </tr> <tr> <td><b>lease-threshold</b></td> <td>Configures an alarm threshold of an address pool.</td> </tr> <tr> <td><b>option</b></td> <td>Configures a user-defined option.</td> </tr> <tr> <td><b>pool-status</b></td> <td>Enables or disables an address pool.</td> </tr> </table>	<b>default-router</b>	Configures a default gateway of a client.	<b>lease</b>	Configures an address lease.	<b>next-server</b>	Configures a TFTP server address	<b>bootfile</b>	Configures a boot file of a client.	<b>domain-name</b>	Configures a domain name of a client.	<b>dns-server</b>	Configures a domain name server.	<b>netbios-name-server</b>	Configures a NetBIOS WINS server.	<b>netbios-node-type</b>	Configures a NetBIOS node type of a client.	<b>lease-threshold</b>	Configures an alarm threshold of an address pool.	<b>option</b>	Configures a user-defined option.	<b>pool-status</b>	Enables or disables an address pool.
	<b>default-router</b>	Configures a default gateway of a client.																					
	<b>lease</b>	Configures an address lease.																					
	<b>next-server</b>	Configures a TFTP server address																					
	<b>bootfile</b>	Configures a boot file of a client.																					
	<b>domain-name</b>	Configures a domain name of a client.																					
	<b>dns-server</b>	Configures a domain name server.																					
	<b>netbios-name-server</b>	Configures a NetBIOS WINS server.																					
	<b>netbios-node-type</b>	Configures a NetBIOS node type of a client.																					
<b>lease-threshold</b>	Configures an alarm threshold of an address pool.																						
<b>option</b>	Configures a user-defined option.																						
<b>pool-status</b>	Enables or disables an address pool.																						
Configuring Static IP Address	<p><b>⚠ (Optional)</b> It is used to statically assign an IP address to a client.</p>																						
	<table border="1"> <tr> <td><b>ip dhcp pool</b></td> <td>Configures an address pool name and enters address pool configuration mode.</td> </tr> <tr> <td><b>host</b></td> <td>Configures the IP address and subnet mask of a client host.</td> </tr> <tr> <td><b>hardware-address</b></td> <td>Configures a client hardware address.</td> </tr> <tr> <td><b>client-identifier</b></td> <td>Configures a unique client identifier.</td> </tr> <tr> <td><b>client-name</b></td> <td>Configures a client name.</td> </tr> </table>	<b>ip dhcp pool</b>	Configures an address pool name and enters address pool configuration mode.	<b>host</b>	Configures the IP address and subnet mask of a client host.	<b>hardware-address</b>	Configures a client hardware address.	<b>client-identifier</b>	Configures a unique client identifier.	<b>client-name</b>	Configures a client name.												
	<b>ip dhcp pool</b>	Configures an address pool name and enters address pool configuration mode.																					
	<b>host</b>	Configures the IP address and subnet mask of a client host.																					
	<b>hardware-address</b>	Configures a client hardware address.																					
	<b>client-identifier</b>	Configures a unique client identifier.																					
<b>client-name</b>	Configures a client name.																						

Configuration	Description and Command
Configuring AM Rule for DHCP Server	<p><b>⚠ (Optional)</b> It is used to configure the properties of the AM rule.</p>
	<p><b>ip dhcp excluded-address</b> Configures an excluded IP address.</p>
	<p><b>ip dhcp force-send-nak</b> Configures Compulsory NAK reply by DHCP server.</p>
	<p><b>ip dhcp monitor-vrrp-state</b> Configures VRRP state.</p>
	<p><b>ip dhcp ping packets</b> Configures ping times.</p>
	<p><b>ip dhcp ping timeout</b> Configures a ping timeout.</p>
	<p><b>ip dhcp server arp-detect</b> Configures a DHCP server to detect user offline.</p>
Configuring Global Properties of DHCP Server	<p><b>⚠ (Optional)</b> It is used to configure the AM rule of the DHCP server.</p>
	<p><b>match ip default</b> Configures a default AM rule.</p>
	<p><b>match ip ip-address</b> Configures an AM rule based on the VLAN and port.</p>

↘ **Configuring DHCP Relay**

Configuration	Description and Command
Configuring Basic DHCP Relay Functions	<p><b>⚠ (Mandatory)</b> It is used to enable DHCP Relay.</p>
	<p><b>service dhcp</b> Enables DHCP Relay.</p>
Configuring DHCP Relay Option 82	<p><b>⚠ (Optional)</b> It is used to assign IP addresses of different privileges to clients in combination with the information of a physical port. This function cannot be used together with the <b>dhcp option dot1x</b> command.</p>
	<p><b>ip dhcp relay information option82</b> Enables DHCP option82.</p>
Configuring DHCP Relay Check Server-ID	<p><b>⚠ (Optional)</b> It is used to enable a DHCP Relay agent to send DHCP request packets only to a specified server.</p>
	<p><b>ip dhcp relay check server-id</b> Enables a DHCP Relay agent to send DHCP request packets only to a specified server.</p>
Configuring DHCP Relay Suppression	<p><b>⚠ (Optional)</b> It is used to shield DHCP request packets on an interface.</p>
	<p><b>ip dhcp relay suppression</b> Enables DHCP Relay Suppression.</p>

↳ **Configuring DHCP Client**

Configuration	Description and Command
Configuring DHCP Client	<p> (Mandatory) It is used to enable DHCP Client.</p>
	<p><b>ip address dhcp</b></p> <p>Enables and enables the DHCP client on the interface. It enables the DHCP client on the interface and enables the DHCP client on the interface. It enables the DHCP client on the interface and enables the DHCP client on the interface.</p>

### 4.4.1 Configuring Dynamic IP Address

#### Configuration Effect

Provide all DHCP clients with DHCP service including assigning IP addresses and gateways.

#### Notes

A DHCP server and a DHCP relay share the **service dhcp** command, but a device cannot function as a DHCP server and relay at the same time. When a device is configured with a valid address pool, it acts as a server and forwards packets. Otherwise, it serves as a relay agent.

#### Configuration Steps

↳ **Enabling DHCP Server**

- Mandatory. It achieves dynamic IP address assignment.
- Run the **service dhcp** command in global configuration mode.

↳ **Configuring Address Pool**

- Mandatory. It is used to create an IP address pool.
- Run the **ip dhcp pool** command in global configuration mode.

↳ **Configuring Network Number and Subnet Mask of DHCP Address Pool**

- Mandatory. It defines a range of dynamically assigned addresses.
- Run the **network** command in DHCP address pool configuration mode.

↳ **Configuring Default Gateway of Client**

- Optional. It is used to configure a gateway address.
- Run the **default-router** command in DHCP address pool configuration mode.

↳ **Configuring Address Lease**

- Optional. It is used to configure an IP address lease, which is 24h by default.

- Run the **lease** command in DHCP address pool configuration mode.

#### ↘ **Configuring TFTP Server Address**

- Optional. It is used to configure a TFTP server address.
- Run the **next-server** command in DHCP address pool configuration mode.

#### ↘ **Configuring Domain Name of Client**

- Optional. It is used to configure the domain name of a client.
- Run the **domain-name** command in DHCP address pool configuration mode.

#### ↘ **Configuring DNS**

- Optional. It is used to configure a DNS address.
- Run the **dns** command in DHCP address pool configuration mode.

#### ↘ **Configuring NetBIOS WINS Server**

- Optional. It is used to configure a NetBIOS WINS server address.
- Run the **netbios-name-server** command in DHCP address pool configuration mode.

#### ↘ **Configuring NetBIOS Node Type on Client**

- Optional. It is used to configure a NetBIOS node type.
- Run the **netbios-name-type** command in DHCP address pool configuration mode.

#### ↘ **Configuring Alarm Threshold of Address Pool**

- Optional. It is used to manage the number of leases. When a threshold (90% by default) is reached, an alarm will be printed.
- Run the **lease-threshold** command in DHCP address pool configuration mode.

#### ↘ **Configuring User-Defined Option**

- Optional. It is used to configure user-defined options.
- Run the **option** command in DHCP address pool configuration mode.

#### ↘ **Enabling or Disabling Address Pool**

- Optional. It is used to enable or disable an address pool. It is enabled by default.
- Run the **pool-status** command in DHCP address pool configuration mode.

### **Verification**

---

Connect a DHCP client and a DHCP server.

- Check whether the client obtains configurations on the server.



## Related Commands

### ↳ Enabling DHCP Server

<b>Command</b>	<code>service dhcp</code>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Enable DHCP Server and DHCP Relay. A DHCP server and a DHCP relay server have the same command. When a device is configured with a valid address pool, it acts as a server and sends DHCP packets. Otherwise, it serves as a relay agent.

### ↳ Configuring Address Pool

<b>Command</b>	<code>ip dhcp pool dhcp-pool</code>
<b>Parameter Description</b>	<i>pool-name</i> : Indicates the name of an address pool.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Before assigning an IP address to a client, you need to configure an address pool name and enter DHCP address pool configuration mode.

### ↳ Configuring Network Number and Subnet Mask of DHCP Address Pool

<b>Command</b>	<code>network network-number mask [low-ip-address high-ip-address]</code>
<b>Parameter Description</b>	<i>network-number</i> : Indicates the network number of an IP address pool. <i>mask</i> : Indicates the subnet mask of an IP address pool. If no subnet mask is defined, the natural subnet mask is applied.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	To configure dynamic address assignment, you need to configure a network number and subnet mask of an address pool to provide a DHCP server with a range of addressable IP addresses in a pool are assigned in order. If an address is assigned or exists in the target network segment, the next address will be checked until a valid address is assigned.  Orion_B54Q wireless products provide available network segments addresses. The configuration is optional. If the start and end address are not specified, all IP addresses in the network segment are assignable.  For Orion_B54Q products, addresses are assigned based on the client's physical address. Therefore, one client will not be assigned two leases from one address pool. In case of address redundancy between a client and a server, address assignment may fail.  To avoid such failures, a network administrator needs to prevent address redundancy construction, for example, by adjusting physical links or network paths.

### ↘ Configuring Default Gateway of Client

<b>Command</b>	<b>default-router</b> <i>address</i> [ <i>address2...address8</i> ]
<b>Parameter</b>	<i>address</i> : Indicates the IP address of a default gateway. Configure at least one IP address.
<b>Description</b>	<i>ip-address2...ip-address8</i> : (Optional) A maximum of 8 gateways can be configured.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	Configure a default gateway of a client, and a server will push the gateway configuration to the client. The IP addresses of the default gateway and the client should be in a same network.

### ↘ Configuring Address Lease

<b>Command</b>	<b>lease</b> { <i>days</i> [ <i>hours</i> ] [ <i>minutes</i> ]   <b>infinite</b> }
<b>Parameter</b>	<i>days</i> : Defines a lease in the unit of day.
<b>Description</b>	<i>hours</i> : (Optional) Defines a lease in the unit of hour. Please define <i>days</i> before <i>hours</i> . <i>minutes</i> : (Optional) Defines a lease in the unit of minute. Please define <i>days</i> and <i>hours</i> before <i>minutes</i> . <b>infinite</b> : Defines an unlimited lease.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	The default lease of an IP address assigned by a DHCP server is 1 day. When a lease is expiring soon, a client needs to request a lease renewal. Otherwise the IP address cannot be used after the lease is expired.

### ↘ Configures Boot File on Client

<b>Command</b>	<b>bootfile</b> <i>filename</i>
<b>Parameter</b>	<i>file-name</i> : Defines a boot file name.
<b>Description</b>	
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	A boot file is a bootable image file used when a client starts up. The file is usually an OS downloaded by a DHCP client.

### ↘ Configuring Domain Name of Client

<b>Command</b>	<b>domain-name</b> <i>domain</i>
<b>Parameter</b>	<i>domain-name</i> : Defines a domain name of a DHCP client.
<b>Description</b>	
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	You may define a domain name for a client. When the client accesses network through the host name, the domain name will be added automatically to complete the host name.

### ↘ Configuring DNS

<b>Command</b>	<b>dns-server</b> { <i>ip-address</i> [ <i>ip-address2</i> ... <i>ip-address8</i> ]
<b>Parameter</b>	<i>ip-address</i> : Defines an IP address of a DNS server. Configure at least one IP address.
<b>Description</b>	<i>ip-address2</i> ... <i>ip-address8</i> : (Optional) A maximum of 8 DNS servers can be configured.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	If a client accesses network resources through the domain name, you need to configure a DNS server to resolve the domain name.

↳ **Configuring NetBIOS WINS Server**

<b>Command</b>	<b>netbios-name-server</b> <i>address</i> [ <i>address2</i> ... <i>address8</i> ]
<b>Parameter</b>	<i>address</i> : Defines an IP address of a WINS server. Configure at least one IP address.
<b>Description</b>	<i>ip-address2</i> ... <i>ip-address8</i> : (Optional) A maximum of 8 WINS servers can be configured.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	WINS is a domain name service through which a Microsoft TCP/IP network resolves a NetBIOS name to an IP address. A WINS server is a Windows NT service. When a WINS server starts, it receives a registration request from a WINS client. When the client shuts down, it sends a name release message, so that the computers in the WINS database and on the network are consistent.

↳ **Configuring NetBIOS Node Type on Client**

<b>Command</b>	<b>netbios-node-type</b> <i>type</i>
<b>Parameter</b>	<i>type</i> : Defines a NetBIOS node type with one of the following approaches.
<b>Description</b>	<p>1. A hexadecimal number, ranging from 0 to FF. Only followings values are available.</p> <ul style="list-style-type: none"> <li>● b-node</li> <li>● p-node</li> <li>● m-node</li> <li>● 8 for h-node</li> </ul> <p>2. A character string.</p> <ul style="list-style-type: none"> <li>● b-node for a broadcast node;</li> <li>● p-node for a peer-to-peer node;</li> <li>● m-node for a mixed node;</li> <li>● h-node for a hybrid mode.</li> </ul>
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	There are four types of NetBIOS nodes of a Microsoft DHCP client. 1) A broadcast node. For such node, NetBIOS name resolution is requested through broadcast.2) A peer-to-peer node. The client sends a resolution request to the WINS server. 3) A mixed node. The client broadcasts a resolution request and sends the resolution request to the WINS server.. 4) A hybrid node. The client send request to the WINS server. If no reply is received, the client will broadcast the resolution request. By default, a Microsoft operating system is a broadcast or hybrid node. If no WINS server is configured, it is

	a broadcast node. Otherwise, it is a hybrid node.
--	---

↘ **Configuring User-Defined Option**

<b>Command</b>	<b>option code { ascii string   hex string   ip ip-address }</b>
<b>Parameter Description</b>	<i>code</i> : Defines a DHCP option code. <b>ascii string</b> : Defines an ASCII character string. <b>hex string</b> : Defines a hexadecimal character string. <b>ip ip-address</b> : Defines an IP address.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	The DHCP allows transmitting configuration information to a host via a TCP/IP network. DHCP packets contain the option field of definable content. A DHCP client should be able to receive a DHCP packet carrying at least 312 bytes. Besides, the fixed data field in a DHCP packet is also called a option. In a WLAN, a DHCP client on an AP dynamically requests the IP address of an AC. You may configure on a DHCP server the <b>option</b> command specifying the AC address.

↘ **Enabling or Disabling Address Pool**

<b>Command</b>	<b>pool-status {enable   disable}</b>
<b>Parameter Description</b>	<b>enable</b> : Enables an address pool. <b>disable</b> : Disable an address pool. It is enabled by default.
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	A Orion_B54Q wireless product provides a command for you to enable/disable a DHCP address pool.

**Configuration Example**

↘ **Configuring Address Pool**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Define an address pool net172.</li> <li>● The network segment is 172.16.1.0/24.</li> <li>● The default gateway is 172.16.1.254.</li> <li>● The address lease is 1 day.</li> <li>● xcluded addresses range from 172.16.1.2 to 172.16.1.100.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp excluded-address 172.16.1.2 172.16.1.100 Orion_B54Q(dhcp-config)# ip dhcp pool net172 Orion_B54Q(dhcp-config)# network 172.16.1.0 255.255.255.0 Orion_B54Q(dhcp-config)# default-router 172.16.1.254</pre>

	<pre>Orion_B54Q(dhcp-config)# lease 1</pre>
<b>Verification</b>	Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip dhcp ip dhcp excluded-address 172.16.1.2 172.16.1.100 ip dhcp pool net172 network 172.16.1.0 255.255.255.0 default-router 172.16.1.254lease 1</pre>

## 4.4.2 Configuring Static IP Address

### Configuration Effect

Assign specific IP addresses and push configuration to specific DHCP clients.

### Notes

N/A

### Configuration Steps

#### ▾ Configuring Address Pool Name and Entering Address Pool Configuration Mode

- Mandatory. It is used to create an IP address pool.
- Run the **ip dhcp pool** command in global configuration mode.

#### ▾ Configuring IP Address and Subnet Mask of Client

- Mandatory. It is used to configure a static IP address and a subnet mask.
- Run the **host** command in DHCP address pool configuration mode.

#### ▾ Configuring Hardware Address of Client

- Optional. It is used to configure a MAC address.
- Run the **hardware** command in DHCP address pool configuration mode.

#### ▾ Configures Unique Client Identifier

- Optional. It is used to configure a static user identifier (UID).
- Run the **client-identifier** command in DHCP address pool configuration mode.

#### ▾ Configuring Client Name

- Optional. It is used to configure a static client name.

- Run the **host-name** command in DHCP address pool configuration mode.

### Verification

Check whether the client obtains the IP address when it is online.

### Related Commands

#### ↳ Configuring Address Pool

<b>Command</b>	<b>ip dhcp pool</b> <i>dhcp-pool</i>
<b>Parameter Description</b>	<i>pool-name</i> : Indicates the name of an address pool.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Before assigning an IP address to a client, you need to configure an address pool name a address pool configuration mode.

#### ↳ Manual IP Address Binding

<b>Command</b>	<b>host</b> <i>ip-address</i> [ <i>netmask</i> ] <b>client-identifier</b> <i>unique-identifier</i> <b>client-name</b> <i>name</i>
<b>Parameter Description</b>	<i>ip-address</i> : Defines the IP address of a DHCP client. <i>netmask</i> : Defines the subnet mask of a DHCP client. <i>unique-identifier</i> : Defines the hardware address (for example, aabb.bbbb.bb88 example, 01aa.bbbb.bbbb.88) of a DHCP client. <i>name</i> : (Optional) It defines a client name using ASCII characters. The name excludes a domain name. For example, name a host <b>mary</b> rather than <b>mary.rg.com</b> .
<b>Command Mode</b>	DHCP address pool configuration mode
<b>Usage Guide</b>	Address binding means mapping between an IP address and a client's MAC address. There are two kind of address binding. 1) Manual binding. Manual binding can be deemed as a special DHCP address pool with only one address. 2) Dynamic binding. A DHCP server dynamically assigns an IP address from a pool to a client when it receives a DHCP request, creating mapping between the IP address and the client's MAC address. To configure manual binding, you need to define a host pool and then specify a DHCP client's IP address and hardware address or identifier. A hardware address is a MAC address. A client identifier includes a network medium type and a MAC address. A Microsoft client is usually identified by a client identifier rather than a MAC address. For the codes of medium types, refer to the <i>Address Resolution Protocol Parameters</i> section in the RFC 1700. The Ethernet type is <b>01</b> .

### Configuration Example

### Dynamic IP Address Pool

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure address pool VLAN 1 with IP address 20.1.1.0 and subnet mask 255.255.255.0.</li> <li>● The default gateway is 20.1.1.1.</li> <li>● The lease time is 1 day.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp pool vlan1 Orion_B54Q(dhcp-config)# network 20.1.1.0 255.255.255.0 Orion_B54Q(dhcp-config)# default-router 20.1.1.1 Orion_B54Q(dhcp-config)# lease 1 0 0</pre>
<b>Verification</b>	Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip dhcp ip dhcp pool vlan1 network 20.1.1.0 255.255.255.0 default-router 20.1.1.1 lease 1 0 0</pre>

### Manual Binding

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● The host address is 172.16.1.101 and the subnet mask is 255.255.255.0.</li> <li>● The host name is Billy.rg.com.</li> <li>● The default gateway is 172.16.1.254.</li> <li>● The MAC address is 00d0.df34.32a3.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp pool Billy Orion_B54Q(dhcp-config)# host 172.16.1.101 255.255.255.0 Orion_B54Q(dhcp-config)# client-name Billy Orion_B54Q(dhcp-config)# hardware-address 00d0.df34.32a3 Ethernet Orion_B54Q(dhcp-config)# default-router 172.16.1.254</pre>
<b>Verification</b>	Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip dhcp ip dhcp pool Billy host 172.16.1.101 255.255.255.0 client-name Billy</pre>

```
hardware-address 00d0.df34.32a3 Ethernet
default-router 172.16.1.254
```

### 4.4.3 Configuring AM Rule for DHCP Server

#### Configuration Effect

Assign IP addresses according to an AM rule based on a port and a VLAN.

#### Notes

Orion\_B54Q products support AM rule configuration on Ethernet, GB, FR, PPP and HDLC interfaces.

#### Configuration Steps

##### ↘ Configuring Address Management

- Mandatory. Enter address management mode.
- Run the **address-manage** command in address management configuration mode.

##### ↘ Configuring AM Rule

- Mandatory. Configure an AM rule based on a port and a VLAN.
- Run the **match ip** command in address management configuration mode.

#### Verification

Check whether clients in different VLANs and ports obtain the valid IP addresses.

#### Related Commands

##### ↘ Configuring Default Range

<b>Command</b>	<b>match ip default</b> <i>ip-address netmask</i>
<b>Parameter</b>	<i>ip-address</i> : Defines an IP address.
<b>Description</b>	<i>netmask</i> : Defines a subnet mask.
<b>Command Mode</b>	Address management mode
<b>Usage Guide</b>	After configuration, all DHCP clients are assigned IP addresses from the default range based on the VLAN and port. If this command is not configured, IP addresses will be assigned through the regular DHCP process.

##### ↘ Assigning Dynamic IP Address Based on VLAN and Port

<b>Command</b>	<b>match ip</b> <i>ip-address netmask interface</i> [add/remove] <b>vlan</b> <i>vlan-list</i>
----------------	---



<b>Parameter Description</b>	<p><i>ip-address</i>: Defines an IP address.</p> <p><i>netmask</i>: Defines a subnet mask.</p> <p><i>interface</i>: Defines an interface name.</p> <p><i>add/remove</i>: Adds or deletes a specific VLAN.</p> <p><i>vlan-list</i>: Indicates a VLAN index.</p>
<b>Command Mode</b>	Address management mode
<b>Usage Guide</b>	After configuration, DHCP clients are assigned IP addresses from the default address range based on the VLAN and port.

### Assigning Static IP Address Based on VLAN

<b>Command</b>	<b>match ip</b> <i>ip-address netmask [add/remove] vlan vlan-list</i>
<b>Parameter Description</b>	<p><i>ip-address</i>: Defines an IP address.</p> <p><i>netmask</i>: Defines a subnet mask.</p> <p><i>add/remove</i>: Adds or deletes a specific VLAN.</p> <p><i>vlan-list</i>: Indicates a VLAN index.</p>
<b>Command Mode</b>	Address management mode
<b>Usage Guide</b>	In a Super VLAN, a client may be assigned a fixed static address no matter which Super VLAN the client resides in. You do not need to configure an AM rule for this IP address based on all sub-VLANs and ports, but only configure an AM rule based on the VLAN. The rule takes effect for only static address assignment.

## Configuration Example

### Configuring AM Rule

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure a default rule.</li> <li>● Configure a rule based on a specific VLAN + port + address range.</li> <li>● Configure a rule based on a specific VLAN + address range.</li> </ul>
	<pre> Orion_B54Q(config)# address-manage Orion_B54Q(config-address-manage)# match ip default 172.50.128.0 255.255.128.0 Orion_B54Q(config-address-manage)# match ip 10.1.5.0 255.255.255.0 Gi5/3 vlan 1005 Orion_B54Q(config-address-manage)# match ip 10.1.6.0 255.255.255.0 vlan 1006                     </pre>
<b>Verification</b>	1: Run the <b>show run</b> command to display the configuration.
	<pre> address-manage match ip default 172.50.128.0 255.255.128.0 match ip 10.1.5.0 255.255.255.0 Gi5/3 vlan 1005                     </pre>

```
match ip 10.1.6.0 255.255.255.0 vlan 1006
```

## 4.4.4 Configuring Global Properties of DHCP Server

### Configuration Effect

Enable a server with specific functions, for example, ping and compulsory NAK.

### Notes

Configuring the command may cause exceptions on other servers.

### Configuration Steps

#### ↘ Configuring Excluded IP Address

- Optional. Configure some addresses or address ranges as unavailable.
- Run the **ip dhcp excluded-address** command in global configuration mode.

#### ↘ Configuring Compulsory NAK Reply

- Optional. A server replies to a wrong address request with a NAK packet.
- Run the **ip dhcp force-send-nak** command in global configuration mode.

#### ↘ Configuring VRRP Status Monitoring

- Optional. After configuration, DHCP packets are processed by the Master server.
- Run the **ip dhcp monitor-vrrp-state** command in global configuration mode.

#### ↘ Configuring Ping Times

- Optional. Check the address reachability with the **ping** command. The default is 2.
- Run the **ip dhcp ping packet** command in global configuration mode.

#### ↘ Configuring Ping Timeout

- Optional. Check the address reachability with the **ping** command. The default is 500 ms.
- Run the **ip dhcp ping timeout** command in global configuration mode.

#### ↘ Detecting User Offline Detection

- Configure a DHCP server to detect whether the client is offline or not. If a client does not get online after being offline for a period, the address assigned to the client will be retrieved.
- Run the **ip dhcp server arp-detect** command in global configuration mode.

### Verification

Run the **dhcp-server** command, and check the configuration during address assignment.

### Related Commands

#### Configuring Excluded IP Address

<b>Command</b>	<b>ip dhcp excluded-address</b> <i>low-ip-address</i> [ <i>high-ip-address</i> ]
<b>Parameter</b>	<i>low-ip-address</i> : Indicates a start IP address.
<b>Description</b>	<i>high-ip-address</i> : Indicates an end IP address.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Unless otherwise specified, a DHCP server assigns all the addresses from an IP address pool to DHCP clients. To reserve some addresses(e.g., addresses already assigned to the server or devices), you need to configure these addresses as excluded addresses. To configure a DHCP server, it is recommended to configure excluded addresses to avoid address conflict and shorten detection time assignment.

#### Configuring Compulsory NAK Reply

<b>Command</b>	<b>ip dhcp force-send-nak</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	In a WLAN, a DHCP client often moves from one network to another. When a DHCP server receives a lease renewal request from a client but finds that the client crosses the network segment or that the lease is expired, it replies with a NAK packet to require the client to obtain an IP address again. This prevents the client from sending request packets continually before obtaining an IP address again after timeout. The server sends a NAK packet only when it finds the client's lease record. When a DHCP client crosses the network, a DHCP server cannot find lease record of the client and will not reply with a NAK packet. The client sends request packets continually before obtaining an IP address. Consequently, it takes a long to obtain an IP address. This also occurs when a DHCP server loses a lease after restart and a client requests lease renewal. In this case, you may configure a command to force the DHCP server to reply with a NAK packet even though it cannot find the lease record so that the client may obtain an IP address rapidly. Please note that the command is disabled by default. To enable it, only one DHCP server can be configured in a broadcast domain.

#### Configuring Ping Times

<b>Command</b>	<b>ip dhcp ping packets</b> [ <i>number</i> ]
<b>Parameter</b>	<i>number</i> (Optional) Ranges from 0 to 10. 0 indicates the ping function is disabled. default is two
<b>Description</b>	pings.
<b>Command</b>	Global configuration mode

<b>Mode</b>	
<b>Usage Guide</b>	By default, when a DHCP server assigns an IP address from a pool, it pings the address twice (one packet per time). If there is no reply, the server takes the address as idle and assigns it to a client. If there is a reply, the server takes the address as occupied and assigns another address.

↘ **Configuring Ping Timeout**

<b>Command</b>	<code>ip dhcp ping timeout milliseconds</code>
<b>Parameter Description</b>	<i>milliseconds</i> indicates the time that it takes for a DHCP server to ping the IP address. The value ranges from 100 ms to 10,000 ms.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	By default, if a DHCP server receives no Ping reply within 500 ms, the IP address is taken as idle. You may adjust the ping timeout to change the time for a server to wait for a reply.

**Configuration Example**

↘ **Configuring Ping**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Set ping times to 5.</li> <li>● Set ping timeout to 800 ms.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp ping packet 5 Orion_B54Q(config)# ip dhcp ping timeout 800</pre>
<b>Verification</b>	Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip dhcp ip dhcp ping packet 5 ip dhcp ping timeout 800</pre>

↘ **Configuring Excluded IP Address**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure the excluded IP address from 192.168.0.0 to 192.168.255.255.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp excluded-address 192.168.0.0 192.168.255.255</pre>
<b>Verification</b>	Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip dhcp ip dhcp excluded-address 192.168.0.0 192.168.255.255</pre>

## 4.4.5 Configuring Basic DHCP Relay Functions

### Configuration Effect

- Deploy dynamic IP management in Client–Relay–Server mode to achieve communication between a DHCP client and a DHCP server, which are in different network segments.

### Notes

- To enable DHCP Relay, you need to configure IPv4 unicast routing in a network.

### Configuration Steps

#### ↳ Enabling DHCP Relay

- Mandatory.
- Unless otherwise specified, you need to enable DHCP Relay on a device.

#### ↳ Configuring IP Address for DHCP Server

- Mandatory.
- You need to configure an IP address for a DHCP server.

### Verification

- Check whether a client obtains an IP address through DHCP Relay.

### Related Commands

#### ↳ Enabling DHCP Relay

<b>Command</b>	<b>service dhcp</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

#### ↳ Configuring IP Address for DHCP Server

<b>Command</b>	<b>ip helper-address { cycle-mode   [ vrf { vrf-name } ] A.B.C.D }</b>
<b>Parameter Description</b>	<i>cycle-mode</i> : Indicates that DHCP request packets are forwarded to all DHCP servers. <i>vrf-name</i> : Indicates a VPN Routing & Forwarding (VRF) name. <i>A.B.C.D</i> : Indicates the IP address of a server.
<b>Command Mode</b>	Global configuration mode/interface configuration mode
<b>Usage Guide</b>	You may configure the function on a layer-3 interface, such as a routed port, a L3 AP port, SVI

	<p>loopback interface.</p> <p>The configured interface must be accessible via IPv4 unicast routing.</p>
--	---

### Configuration Example

#### Configuring DHCP Relay in Wired Connection

<p><b>Scenario</b> Figure 4-33</p>	
<p><b>Configuration Steps</b></p> <ul style="list-style-type: none"> <li>• Enable a client with DHCP to obtain an IP address.</li> <li>• Enable the DHCP Relay function on a DHCP relay agent.</li> <li>• Configure DHCP Server.</li> </ul>	
<p><b>A</b></p>	<p>Enable a client with DHCP to obtain an IP address.</p>
<p><b>B</b></p>	<p>Enable DHCP Relay.</p> <pre>Orion_B54Q(config)# service dhcp</pre> <p>Configure a global IP address of a DHCP server.</p> <pre>Orion_B54Q(config)# ip helper-address 172.2.2.1</pre> <p>Configure an IP address for the port connected to the client.</p> <pre>Orion_B54Q(config)# interface gigabitEthernet 0/1 Orion_B54Q(config-if)# ip address 192.1.1.1 255.255.255.0</pre> <p>Configure an IP address for the port connected to the server.</p> <pre>Orion_B54Q(config)# interface gigabitEthernet 0/2 Orion_B54Q(config-if-gigabitEthernet 0/2)# ip address 172.2.2.2 255.255.255.0</pre>
<p><b>C</b></p>	<p>Enable DHCP Server.</p> <pre>Orion_B54Q(config)# service dhcp</pre> <p>Configure an address pool.</p> <pre>Orion_B54Q(config)# ip dhcp pool relay Orion_B54Q (dhcp-config)#network 192.1.1.0 255.255.255.0 Orion_B54Q (dhcp-config)#default-router 192.1.1.1</pre> <p>Configure an IP address for the port connected to the relay agent.</p> <pre>Orion_B54Q(config)# interface gigabitEthernet 0/1 Orion_B54Q(config-if-gigabitEthernet 0/2)# ip address 172.2.2.1 255.255.255.0</pre>

<b>Verification</b>	<p>Check whether the client obtains an IP address.</p> <ul style="list-style-type: none"> <li>● Check whether the client obtains an IP address.</li> <li>● Check the DHCP Relay configuration.</li> </ul>
<b>A</b>	The user device obtains an IP address.
<b>B</b>	<p>After login to the DHCP relay agent, run the <b>show running-config</b> command in privileged EXEC mode to display DHCP Relay configuration.</p> <pre> Orion_B54Q# show running-config  service dhcp  ip helper-address 172.2.2.1  !  interface GigabitEthernet 0/1  ip address 192.1.1.1 255.255.255.0  !  interface GigabitEthernet 0/2  ip address 172.2.2.2 255.255.255.0  !</pre>

### Common Errors

- IPv4 unicast routing configuration is incorrect.
- DHCP Relay is disabled.
- No routing between DHCP relay agent and DHCP server is configured.
- No IP address is configured for the DHCP server.

## 4.4.6 Configuring DHCP Relay Option 82

### Configuration Effect

- Through a DHCP relay agent, a server may assign IP addresses of different privileges to the clients more accurately based on the option information.

### Notes

- You need to enable the DHCP Relay function.

### Configuration Steps

#### ↳ Enabling Basic DHCP Relay Functions

- Mandatory.

- Unless otherwise specified, you need to enable DHCP Relay on a device.

↳ **Enables DHCP Option82**

- By default, DHCP Option 82 is disabled.
- You may run the **ip dhcp relay information option82** command to enable or disable DHCP Option 82.

**Verification**

- Check whether the client obtains an IP address based on Option 82.

**Related Commands**

↳ **Enabling DHCP Option 82**

<b>Command</b>	<b>ip dhcp relay information option82</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

**Configuration Example**

↳ **Enabling DHCP Option 82**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Enable DHCP Option 82.</li> </ul>
	<pre>Orion_B54Q(config)# ip dhcp relay information option82</pre>
<b>Verification</b>	<p>After login to the DHCP relay agent, run the <b>show running-config</b> command in privileged EXEC mode to display DHCP Relay configuration.</p>
	<pre>Orion_B54Q#show ru   incl ip dhcp relay ip dhcp relay information option82</pre>

**Common Errors**

- Basic DHCP Relay functions are not configured.

**4.4.7 Configuring DHCP Relay Check Server-ID**

**Configuration Effect**

- After you configure the **ip dhcp relay check server-id**, a DHCP Relay agent will forward DHCP request packets only to the server specified by the **option server-id** command. Otherwise, they are forwarded to all DHCP servers.



## Notes

- You need to enable basic DHCP Relay functions.

## Configuration Steps

### ↳ Enabling DHCP Relay Check Server-ID

- By default, DHCP Relay check server-id is disabled.
- You may run the `ip dhcp relay check server-id` command to enable DHCP Relay check server-id.

## Verification

Check whether a DHCP Relay agent sends DHCP request packets with the `option server-id` command.

## Related Commands

### ↳ Configuring DHCP Relay Check Server-ID

<b>Command</b>	<code>ip dhcp relay check server-id</code>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

### ↳ Configuring DHCP Relay Check Server-ID

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Enable DHCP Relay.Omitted.</li> <li>● Enable <b>DHCP Relay check server-id</b> on an interface.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# ip dhcp relay check server-id</pre>
<b>Verification</b>	After login to the DHCP relay agent, run the <code>show running-config</code> command in privileged EXEC mode to display DHCP Relay configuration.
	<pre>Orion_B54Q# show running-config   include check server-id ip dhcp relay check server-id Orion_B54Q#</pre>

## Common Errors

- Basic DHCP Relay functions are not configured.

## 4.4.8 Configuring DHCP Relay Suppression

### Configuration Effect

- After you configure the **ip DHCP Relay suppression** command on an interface, DHCP request packets received on the interface will be filtered, and the other DHCP requests will be forwarded.

### Notes

- You need to enable basic DHCP Relay functions.

### Configuration Steps

#### ↳ Enabling DHCP Relay Suppression

By default, DHCP Relay suppression is disabled on all interfaces.

You may run the **ip dhcp relay suppression** command to enable DHCP Relay suppression.

### Verification

- Check whether the DHCP request packets received on the interface are filtered.

### Related Commands

#### ↳ Configuring DHCP Relay Suppression

<b>Command</b>	<b>ip dhcp relay suppression</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	N/A

### Configuration Example

#### ↳ Configuring DHCP Relay Suppression

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure basic DHCP Relay functions.</li> <li>● Configure DHCP Relay suppression on an interface.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface gigabitEthernet 0/1 Orion_B54Q(config-if-GigabitEthernet 0/1)# ip dhcp relay suppression Orion_B54Q(config-if-GigabitEthernet 0/1)#end Orion_B54Q#</pre>
<b>Verification</b>	<p>After login to the DHCP relay agent, run the <b>show running-config</b> command in privileged EXEC mode to display DHCP Relay configuration.</p>
	<pre>Orion_B54Q# show running-config   include relay suppression ip dhcp relay suppression Orion_B54Q#</pre>

### Common Errors

Basic DHCP Relay functions are not configured.

## 4.4.9 Configuring Multiple Gateway IP Addresses on DHCP Relay

### Configuration Effect

Enable the function of multiple gateway IP addresses by running the `ip dhcp relay multiple-giaddr` command.

### Notes

Basic DHCP Relay functions should be configured.

### Configuration Steps

By default, this function is disabled.

Run the `ip dhcp relay multiple-giaddr` command to enable this function.

### Verification

When more than one IP address is configured on a specified interface, check whether the DHCP request packet forwarded to the DHCP server contains different IP addresses.

### Related Commands

#### ↳ Configuring Multiple Gateway IP Addresses

<b>Command</b>	<code>ip dhcp relay multiple-giaddr</code>
----------------	--

<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

## Configuration Example

### Configuring Multiple Gateway IP Addresses

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>1: Configure basic DHCP Relay functions.</li> <li>2: Configure the function of multiple gateway IP addresses.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# ip dhcp relay multiple-giaddr</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>1: Log in the DHCP Relay Agent; and then in Privileged EXEC mode, <b>show running-config</b> command to display the DHCP Relay configuration.</li> </ul>
	<pre>Orion_B54Q# show running-config ip dhcp relay multiple-giaddr</pre>

## Common Errors

Basic DHCP Relay functions are not configured.

## 4.4.10 Configuring DHCP Client

### Configuration Effect

Enable DHCP Client on a device so that it obtains IP addresses and configurations dynamically.

### Notes

Orion\_B54Q products support DHCP Client configuration on Ethernet, FR, PPP and HDLC interfaces.

### Configuration Steps

Run the **ip address dhcp** command on an interface.

### Verification

Check whether the interface obtains an IP address.

### Related Commands

#### Configuring DHCP Client

<b>Command</b>	<b>ip address dhcp</b>
<b>Parameter</b>	N/A
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	<ul style="list-style-type: none"> <li>Orion_B54Q products support dynamic IP address obtainment by an Ethernet interface.</li> <li>Orion_B54Q products support dynamic IP address obtainment by a PPP-encapsulated interface.</li> <li>Orion_B54Q products support dynamic IP address obtainment by an FR-encapsulated interface.</li> <li>Orion_B54Q products support dynamic IP address obtainment by a PPP-encapsulated interface.</li> </ul>

### Configuration Example

#### Configuring DHCP Client

<b>Configuration Steps</b>	1: Enable port FastEthernet 0/0 with DHCP to obtain an IP address.
	<pre>Orion_B54Q(config)# interface FastEthernet0/0 Orion_B54Q(config-if-FastEthernet 0/0)#ip address dhcp</pre>
<b>Verification</b>	1: Run the <b>show run</b> command to display the configuration.
	<pre>Orion_B54Q(config)#show run   begin ip address dhcp ip address dhcp</pre>

## 4.5 Monitoring

### Clearing

**⚠** Running the clear commands may lose vital information and interrupt services.


Description	Command
Clears DHCP address binding.	<b>clear ip dhcp binding { address   *}</b>
Clears DHCP address conflict.	<b>clear ip dhcp conflict { address   *}</b>
Clears statistics of a DHCP server.	<b>clear ip dhcp server statistics</b>
Clears statistics of a DHCP relay.	<b>clear ip dhcp relay statistics</b>
Clears statistics of DHCP server rate performance.	<b>clear ip dhcp server rate</b>

### Displaying

Description	Command
-------------	---------

Displays DHCP lease.	<b>show dhcp lease</b>
Displays manually configured IP addresses.	<b>show dhcp manual ip</b>
Displays DHCP sockets.	<b>show ip dhcp socket</b>
Displays assigned IP addresses.	<b>show ip dhcp binding</b>
Displays statistics of DHCP Server.	<b>show ip dhcp server statistic</b>
Displays statistics of DHCP Relay.	<b>show ip dhcp relay statistic</b>
Displays conflicted addresses.	<b>show ip dhcp conflict</b>

## Debugging

 System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Debugs DHCP agent.	<b>debug ip dhcp server agent</b>
Debugs DHCP hot backup.	<b>debug ip dhcp server ha</b>
Debugs DHCP address pools.	<b>debug ip dhcp server pool</b>
Debugs DHCP VRRP.	<b>debug ip dhcp server vrrp</b>
Debugs all DHCP servers.	<b>debug ip dhcp server all</b>
Debugs DHCP packets.	<b>debug ip dhcp client</b>
Debugs DHCP Relay events.	<b>debug ip dhcp relay</b>

## 5 Configuring DHCPv6

### 5.1 Overview

The Dynamic Host Configuration Protocol for IPv6 (DHCPv6) is a protocol that allows configurations (such as IPv6 addresses) to IPv6 nodes.

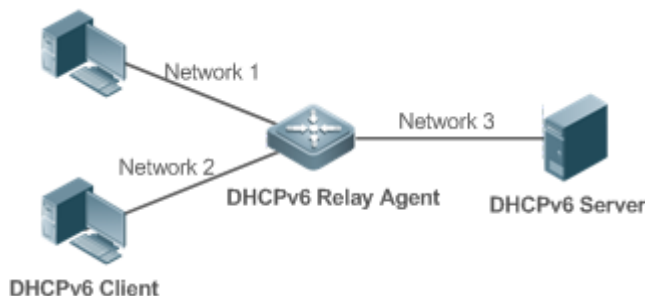
As compared with other IPv6 address allocation methods, such as manual configuration and stateless automatic address configuration, DHCPv6 provides the address allocation, prefix delegation, and configuration parameter allocation.

- DHCPv6 is a stateful protocol for automatically configuring addresses and flexibly allocating addresses, which can record allocated addresses and enhance network manageability.
- By using the prefix delegation of DHCPv6, uplink network devices can allocate address prefixes to downlink network devices, which implements flexible station-level automatic configuration and flexible control of station address space.
- The DHCPv6 configuration parameter allocation solves the problem that parameters cannot be obtained by stateless automatic address configuration protocol and allocates DNS server addresses and domain names to hosts.

DHCPv6 is a protocol based on the client/server model. A DHCPv6 client is used to obtain various configurations whereas a DHCPv6 server is used to provide various configurations. If the DHCPv6 client and DHCPv6 server are not on the same network link (the same network segment), they can interact with each other by using a DHCPv6 relay agent.

The DHCPv6 client usually discovers the DHCPv6 server by reserving multicast addresses within a link. If the DHCPv6 client and DHCPv6 server must be able to directly communicate with each other, that is, they must be deployed within the same link. This may cause management inconvenience, economic waste (a DHCPv6 server is deployed for each subnet) and upgrade inconvenience. The DHCPv6 relay agent function can solve these problems by enabling a DHCPv6 client to send packets to a DHCPv6 server on a different link. The DHCP relay agent is often deployed within the link where a DHCPv6 client resides and is used to relay interaction packets between the DHCPv6 client and the DHCPv6 server. The DHCP relay agent is transparent to the DHCPv6 client.

Figure 5-34



### Protocols and Standards

- RFC3315: Dynamic Host Configuration Protocol for IPv6

- RFC3633: IPv6 Prefix Options for Dynamic Host Configuration Protocol (DHCP) Version 6
- RFC3646: DNS Configuration Options for Dynamic Host Configuration Protocol for IPv6 (DHCPv6)
- RFC3736: Stateless DHCP Service for IPv6
- RFC5417: Control And Provisioning of Wireless Access Points (CAPWAP) Access Controller DHCP Option

## 5.2 Applications

Application	Description
Requesting/Allocating Addresses and Configuration Parameters	A DHCPv6 client requests addresses from a DHCPv6 server. The DHCPv6 server allocates addresses and configuration parameters to the DHCPv6 client.
Requesting/Allocating Prefixes	The DHCPv6 client requests a prefix from the DHCPv6 server. The DHCPv6 server allocates a prefix to the DHCPv6 client and then the DHCPv6 client configures addresses by using this prefix.
Relay Service	The DHCPv6 relay is used to enable communication between the DHCPv6 client and the DHCPv6 server on different links.

### 5.2.1 Requesting/Allocating Addresses and Configuration Parameters

#### Scenario

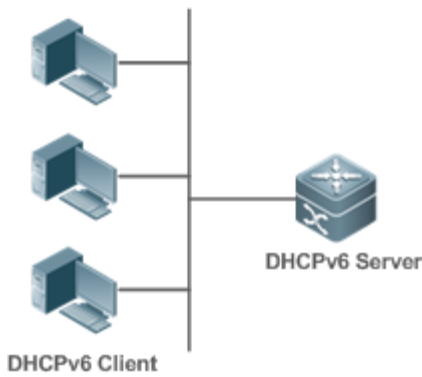
In a subnet, a DHCPv6 client requests addresses from a DHCPv6 server. The DHCPv6 server allocates addresses and configuration parameters to the DHCPv6 client.

As shown in Figure 5-35:

- The DHCPv6 server is configured with IPv6 addresses, DNS servers, domain name and other configuration parameters to be allocated.
- A host works as a DHCPv6 client to request an IPv6 address from the DHCPv6 server. After receiving the request, the DHCPv6 server selects an available address and allocates the address to the host.
- The host can also request a DNS server, domain name and other configuration parameters from the DHCPv6 server.



Figure 5-35



**Deployment**

- Run the DHCPv6 client on a host in the subnet to obtain an IPv6 address and other parameters.
- Run the DHCPv6 server on a device and configure the IPv6 address and other parameters to allocate the IPv6 address and parameters.

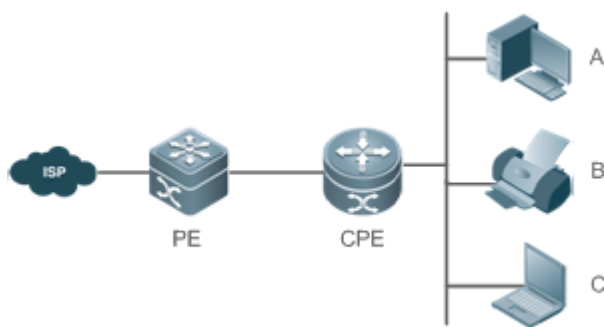
**5.2.2 Requesting/Allocating Prefixes**

**Scenario**

As shown in Figure 5-36 an uplink device (PE) allocates an IPv6 address prefix for a downlink device (CPE). The CPE generates a new address prefix for the internal subnet based on the obtained prefix. Hosts in the internal subnet of the CPE are configured with addresses through Router Advertisement (RA) by using the new address prefix.

- The PE provides the prefix delegation service as a DHCPv6 server.
- The CPE requests an address prefix from the PE as a DHCPv6 client. After obtaining the address prefix, the CPE generates a new address prefix for the internal subnet and sends an RA message to hosts in the internal subnet.
- The hosts in the internal subnet where CPE resides configure their addresses based on the RA message sent by the CPE.

Figure 5-36



<b>Remarks</b>	The Provider Edge (PE) works as a DHCPv6 server for providing prefixes and is also called a delegation router.
----------------	--

The Customer Premises Equipment (CPE) works as a DHCPv6 client for requesting prefixes and is also called a requesting router.  
A, B and C are various hosts.

## Deployment

- Run the DHCPv6 server on the PE to implement the prefix delegation service.
- Run the DHCPv6 client on the CPE to obtain address prefixes.
- Deploy IPv6 ND between the CPE and the hosts to configure the host addresses in the subnet through RA.

## 5.2.3 Relay Service

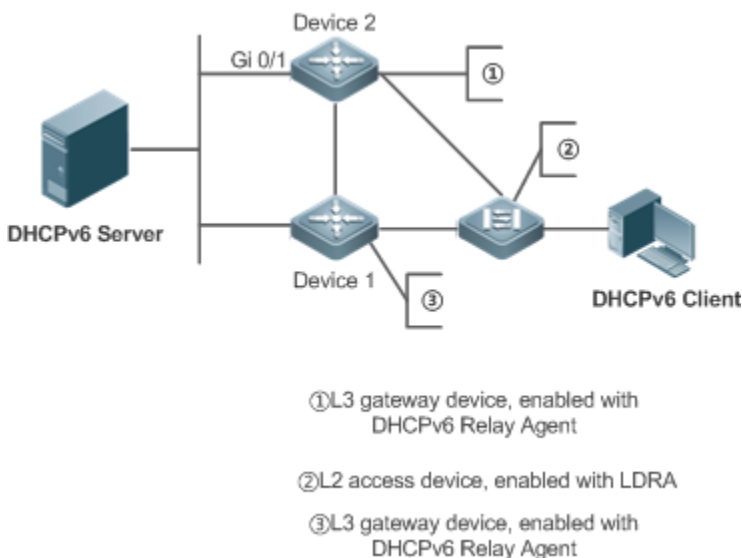
### Scenario

The DHCPv6 relay agent provides the relay service for the DHCPv6 client and DHCPv6 server on different links to enable communication between them.

As shown in Figure 5-37:

- Device 1 is enabled with the DHCPv6 relay agent and destined to 3001::2.
- Device 2 wants to forward packets to other servers through a next-level relay service. Enable the DHCPv6 relay agent on Device 2, set the destination address to FF02::1:2 (all servers and Relay multicast addresses) and egress interface as the layer-3 interface gi 0/1.

Figure 5-37



## Deployment

- Enable the DHCPv6 relay agent on device 1 and specify the address as 3000::1.
- Enable the DHCPv6 relay agent on device 2 and specify the address as FF02::1:2.

## 5.3 Features

### Basic Concept

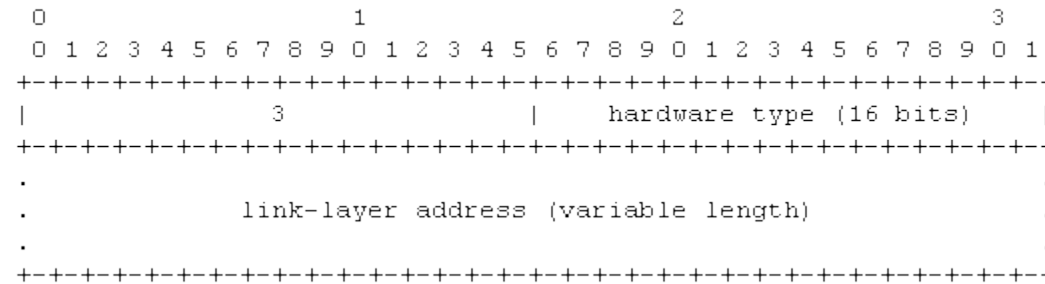
#### ↳ DUID

The DHCP Unique Identifier (DUID) identifies a DHCPv6 device. As defined in RFC3315, each DHCPv6 device (DHCPv6 client, relay or server) must have a DUID, which is used for mutual authentication during DHCPv6 message exchange.

RFC3315 defines three types of DUIDs:

- DUID Based on Link-Layer address plus Time (DUID-LLT).
- DUID Assigned by Vendor Based on Enterprise Number (DUID-EN).
- Link-Layer address (DUID-LL).

Orion\_B54Q DHCPv6 devices use DUID-LLs. The structure of a DUID-LL is as follows:



The values of *DUID-LLHardware type* and *Link-layer address* are 0x0003, 0x0001 (indicating the Ethernet), and MAC address of a device respectively.

#### ↳ Identity Association (IA)

A DHCPv6 server allocates IAs to DHCPv6 clients. Each IA is uniquely identified by an identity association identifier (IAID). IAIDs are generated by DHCPv6 clients. A one-to-one mapping is established between IAs and clients. An IA may contain several addresses, which can be allocated by the client to other interfaces. An IA may contain one of the following types of addresses:

- Non-temporary Addresses (NAs), namely, globally unique addresses.
- Temporary Addresses (TAs), which are hardly used.
- Prefix Delegation (PD).

Based on the address type, IAs are classified into IA\_NA, IA\_TA, and IA\_PD (three IA-Types). Orion\_B54Q DHCPv6 servers support only IA\_NA and IA\_PD.

#### ↳ Binding

A DHCPv6 binding is a manageable address information structure. The address binding data on a DHCPv6 server records the IA and other configurations of every client. A client can request multiple bindings. The address binding data on a server is

present in the form of an address binding table with DUID, IA-Type and IAID as the index. The address binding table configurations uses DUID as the index.

### ⌵ DHCPv6 Conflict

When an address allocated by a DHCPv6 client is in conflict, the client sends a Decline packet to notify the DHCPv6 server that the address is rebound. Then, the server adds the address to the address conflict queue. The server will not allocate the addresses in the address conflict queue. The server supports viewing and clearing of address information in the address conflict queue.

### ⌵ Packet Type

RFC3315 stipulates that DHCPv6 uses UDP ports 546 and 547 for packet exchange. Specifically, a DHCPv6 client uses port 546 for receiving packets, while a DHCPv6 server and DHCPv6 relay agent use port 547 for sending packets. RFC3315 defines the following types of packets that can be exchanged among the DHCPv6 server, client, and relay agent:

- Packets that may be sent by a DHCPv6 client to a DHCPv6 server include Solicit, Request, Confirm, Renew, Rebind, Release, Decline, and Information-request.
  - Packets that may be sent by a DHCPv6 server to a DHCPv6 client include Advertise, Reply, and Reconfigure.
  - Packets that may be sent by a DHCPv6 relay agent to another DHCPv6 relay agent or a DHCPv6 server include Relay-forward.
  - Packets that may be sent by a DHCPv6 relay agent to another DHCPv6 relay agent or a DHCPv6 server include Relay-reply.
- 
- ✔ Orion\_B54Q DHCPv6 servers do not support the Reconfigure packet.
  - ✔ Orion\_B54Q DHCPv6 clients do not support the Confirm and Reconfigure packets.
- 

## Overview

Feature	Description
Requesting/Allocating Addresses	Dynamically obtains/allocates IPv6 addresses in a network in the client/server mode.
Requesting/Allocating Prefixes	Dynamically obtains/allocates IPv6 prefixes in a network in the client/server mode.
Stateless Service	Provides stateless configuration service for hosts in a network.
Relay Service	Provides the DHCPv6 server service for hosts in different networks by using the relay service.

### 5.3.1 Requesting/Allocating Addresses

A DHCPv6 client can request IPv6 addresses from a DHCPv6 server.

After being configured with available addresses, a DHCPv6 server can provide IPv6 addresses to hosts in the network. The server records the allocated addresses and improves the network manageability.

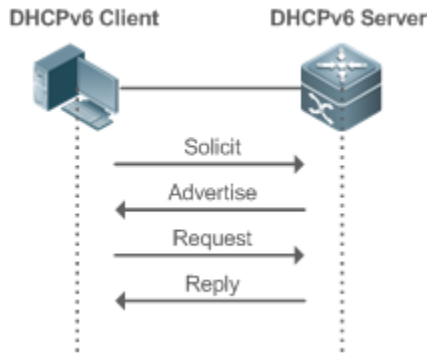
### Working Principle

Network hosts serve as DHCPv6 clients and DHCPv6 servers to implement address allocation, update, confirmation, release and other operations through message exchange.

#### Four-Message Exchange

Figure 5-5 shows the four-message exchange process.

Figure 5-38

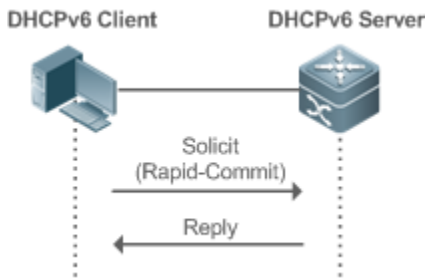


- A DHCPv6 client sends a Solicit message whose destination address is FF02::1:2 and destination port number is 547 within the local link to request address, prefix and configuration parameter allocation. All DHCPv6 servers or DHCPv6 relay agents within the link will receive the Solicit message.
- After receiving the Solicit message, a DHCPv6 server will send an Advertise message in the unicast mode to provide the information requested in the Solicit message. The Advertise message includes the address and configuration parameters.
- The DHCPv6 client may receive the Advertise message from multiple DHCPv6 servers. After DHCPv6 gets the most suitable DHCPv6 server, the DHCPv6 client sends a Request message whose destination address is FF02::1:2 and destination port number is 547 to request address, prefix and configuration parameter allocation.
- After receiving the Request message, the DHCPv6 server creates a binding locally and sends a Reply message in the unicast mode. The Reply message includes the address, prefix and configuration parameters that the DHCPv6 server will allocate to the DHCPv6 client. The DHCPv6 client obtains address, prefix or configuration parameters based on the information in the Reply message.

#### Two-Message Exchange

Two-message exchange can be used to complete address, prefix and parameter configuration for DHCPv6 clients quickly.

Figure 5-39

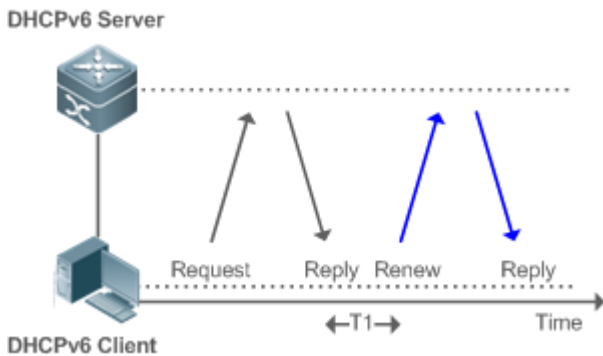


- A DHCPv6 client sends a Solicit message whose destination address is FF02::1:2 and destination port number is 547 within the local link to request address, prefix and configuration parameter allocation. The Solicit message Rapid Commit.
- If a DHCPv6 server supports the Rapid Commit option, the DHCPv6 server creates a binding locally and sends a Reply message in the unicast mode. The Reply message includes the address, prefix and configuration parameter allocated to the DHCPv6 client. The DHCPv6 client completes configuration based on the information in the Reply message.

↘ Update and Rebinding

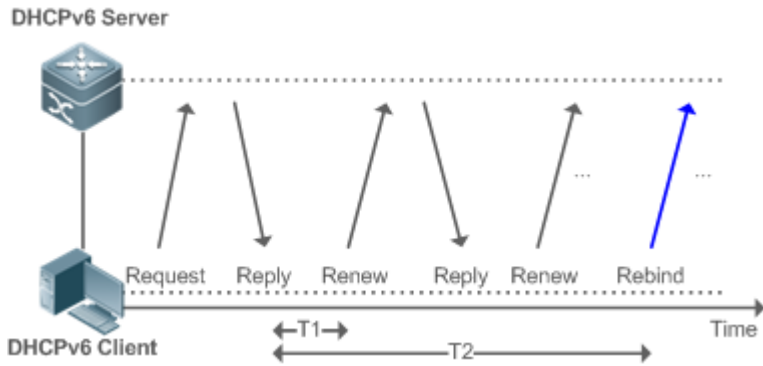
The DHCPv6 server provides the control address and the updated T1 and T2 in the IA of the message sent to the DHCPv6 client.

Figure 5-40



- The DHCPv6 client will send a Renew multicast message to the DHCPv6 server for updating the address and prefix after T1 seconds. The Renew message contains the DUID of the DHCPv6 server and the IA information to be updated.
- After receiving the Renew message, the DHCPv6 server checks whether the DUID value in the Renew message equal to the DUID value of the local device. If yes, the DHCPv6 server updates the local binding and sends a Reply message in the unicast mode. The Reply message contains the new T1 and other parameters.

Figure 5-41

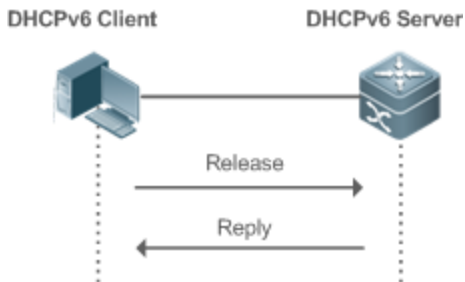


- If no response is received after the DHCPv6 client sends a Renew message to the DHCPv6 server, the DHCPv6 client will send a Rebind multicast message to the DHCPv6 server for rebinding the address and prefix after T2 expires.
- After receiving the Rebind message, the DHCPv6 server (perhaps a new DHCPv6 server) sends a Reply message according to the content of the Rebind message.

↳ **Release**

If a DHCPv6 client needs to release an address or a prefix, the DHCPv6 client needs to send a Release message to the DHCPv6 server to notify the DHCPv6 server of the released addresses or prefixes. In this way, the DHCPv6 server can allocate these addresses and prefixes to other DHCPv6 clients.

Figure 5-42

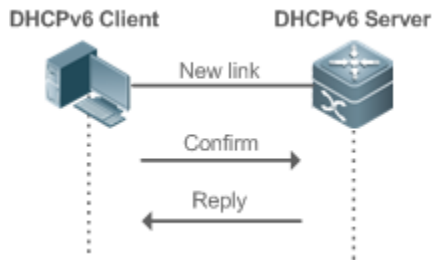


- After receiving the Release message, the DHCPv6 server removes the corresponding bindings based on the addresses or prefixes in the Release message, and sends a Reply message carrying the state option to the DHCPv6 client.

↳ **Confirmation**

After moving to a new link (for example, after restart), a DHCPv6 client will send a Confirm message to the DHCPv6 server on the new link to check whether the original addresses are still available.

Figure 5-43

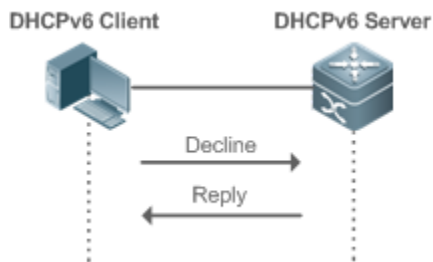


- After receiving the Confirm message, the DHCPv6 server performs confirmation based on the address information in the Confirm message, and sends a Reply message carrying . . . . . If the confirmation fails, the DHCPv6 client may initiate a new address allocation request.

### ⚡ DHCPv6 Conflict

If the DHCPv6 client finds that the allocated addresses have been used on the link after address allocation is completed, the DHCPv6 client sends a Decline message to notify the DHCPv6 server of the address conflict.

Figure 5-44



- The DHCPv6 client includes the IA information of the conflicted addresses in the Decline message.
- After receiving the Decline message, the DHCPv6 server marks the addresses in the Decline message as "declined" and will not allocate these addresses. Then, the DHCPv6 server sends a Reply message carrying the state option to the DHCPv6 client. You can manually clear addresses marked as "declined" to facilitate re-allocation.

## Related Configuration

### ⚡ Enabling the DHCPv6 Server Function on an Interface

- By default, an interface is not enabled with the DHCPv6 server function.
- You can run the **ipv6 dhcp server** command to enable the DHCPv6 server function for the interface.

⚠ The DHCPv6 server function must be enabled on a layer-3 interface.

### ⚡ Allocating Addresses Through the DHCPv6 Server

- By default, the DHCPv6 server has no configuration pool and is not configured with addresses to be allocated.
- You can run the **ipv6 dhcp pool** command to create a configuration pool.



- You can run the `iana-address` command to configure addresses to be allocated and the `preferred-lifetime` and `valid-lifetime` values.

#### ▾ Clearing Conflicted Addresses Through the DHCPv6 Server

- By default, the DHCPv6 server does not clear conflicted addresses that are detected.
- You can run the `clear ipv6 dhcp conflict` command to clear conflicted addresses so that these addresses can be reused.

### 5.3.2 Requesting/Allocating Prefixes

Configure available prefixes on the DHCPv6 server. By using the prefix delegation of DHCPv6, uplink network devices can allocate address prefixes to downlink network devices, which implements flexible station-level automatic configuration and flexible control of station address space.

#### Working Principle

Downlink network devices serve as DHCPv6 clients to exchange messages with the DHCPv6 server to implement address allocation, update, release and other operations. Downlink network devices obtain, update, rebind and release prefixes by using the four-/two-message exchange mechanism similar to that for all IPv6 addresses. Prefix allocation is different from address allocation in the following aspects:

- In message exchange using the prefix delegation, the Confirm and Decline messages are not used.
  - If a DHCPv6 client moves to a new link and needs to check whether the prefix information is available, it performs confirmation through Rebind and Reply message exchange.
  - The IA type in various messages is IA\_PD.
- For the message exchange using the prefix delegation, refer to the section "Requesting/Allocating Addresses".

#### Related Configuration

##### ▾ Enabling the DHCPv6 Server Function on an Interface

- By default, an interface is not enabled with the DHCPv6 server function.
  - You can run the `ipv6 dhcp server` command to enable the DHCPv6 server function for the interface.
- ⚠ The DHCPv6 server function is effective only on a layer-3 interface.

##### ▾ Prefix Delegation of the DHCPv6 Server

- By default, the DHCPv6 server has no configuration pool and is not configured with prefixes.
- You can run the `ipv6 dhcp pool` command to create a configuration pool.
- You can run the `prefix-delegation` command to allocate specified prefixes to a specific DHCPv6 client.
- You can run the `prefix-delegation pool` command to configure a prefix pool so that all prefixes requested by the DHCPv6 client are allocated from this pool.

### 5.3.3 Stateless Service

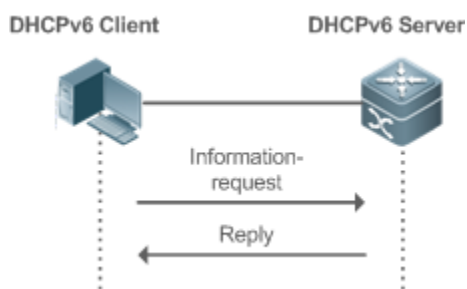
When a DHCPv6 client needs only configuration parameters, the DHCPv6 stateless service can be used to obtain related configuration parameters which cannot be obtained through a stateless automatic address configuration protocol, such as the DNS server address.

#### Working Principle

Network hosts serve as DHCPv6 clients to exchange messages with the DHCPv6 server to obtain and update configuration parameters.

#### Message Exchange Using the Stateless Service

Figure 5-45



- A DHCPv6 client sends an Information-request message to a DHCPv6 server to request stateless messages. Usually, this message does not contain the DUID of the specified DHCPv6 server.
- The DHCPv6 server sends a Reply message containing the configuration parameters to the DHCPv6 client.

#### Related Configuration

##### Enabling the DHCPv6 Server Function on an Interface

- By default, an interface is not enabled with the DHCPv6 server function.
- You can run the **ipv6 dhcp server** command to enable or disable the DHCPv6 server function for the interface.

⚠ The DHCPv6 server function is effective only on a layer-3 interface.

##### Stateless Service of a DHCPv6 Server

- By default, the DHCPv6 server has no configuration pool and is not configured with configuration parameters.
- You can run the **ipv6 dhcp pool** command to create a configuration pool.
- You can run the **dns-server** command to add a DNS server.
- You can run the **domain-name** command to add a domain name.
- You can run the **option52** command to add the IPv6 address of the CAPWAP AC.

### 5.3.4 Relay Service

When the DHCPv6 client and DHCPv6 server are on different links, the DHCPv6 client can relay related messages to the DHCPv6 server through the DHCPv6 relay agent. The DHCPv6 server also relays the response to the client through the relay agent.

#### Working Principle

When receiving a message from the DHCPv6 client, the DHCPv6 relay agent creates a Relay-forward message. The Relay-forward message contains the original message from the DHCPv6 client and some information. Then, the relay agent sends the Relay-forward message to a specified DHCPv6 server or a specified multicast address FF05::1:3.

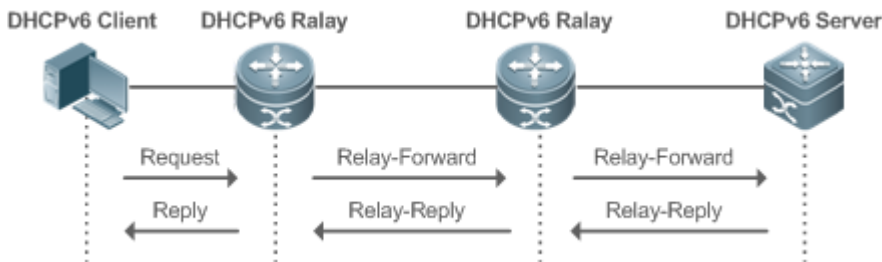
After receiving the Relay-forward message, the DHCPv6 server extracts the original message from the DHCPv6 client for processing. Then, the DHCPv6 server constructs a response to the original message, encapsulates the response in a Relay-reply message, and then sends the Relay-reply message to the DHCPv6 relay agent.

After receiving the Relay-reply message, the DHCPv6 relay agent extracts the original message from the DHCPv6 server for processing, and forwards the message to the DHCPv6 client.

Multi-level relay agents are allowed between the DHCPv6 client and DHCPv6 server.

#### ↳ DHCPv6 Relay Agent





Figure 5-46



- The DHCPv6 relay agent performs message encapsulation and decapsulation between the DHCPv6 client and DHCPv6 server to enable communication between the DHCPv6 client and DHCPv6 server on different links.

## 5.4 Configuration

Configuration	Description and Command
Configuring Server	▲ (Mandatory) It is used to create a configuration pool.
	<b>ipv6 dhcp pool</b>
	▲ (Optional) It is used to allocate addresses.
	Configures a configuration pool for a DHCPv6 server.

Configuration	Description and Command	
	<b>iana-address prefix</b>	Configures the address prefixes to be allocated on the DHCPv6 server.
	 (Optional) It is used to allocate prefixes.	
	<b>prefix-delegation</b>	Configures prefix addresses on the DHCPv6 server.
	<b>prefix-delegation pool</b>	Configures the DHCPv6 server prefixes from a local prefix pool.
	<b>ipv6 local pool</b>	Configures a local IPv6 prefix pool.
	 (Optional) It is used to allocate configuration parameters.	
	<b>dns-server</b>	Configures the DNS server on the DHCPv6 server.
	<b>domain-name</b>	Configures the domain name of the DHCPv6 server.
	<b>option52</b>	Configures the IPv6 address of the CAPWAP AC on the DHCPv6 server.
	 (Mandatory) It is used to enable the DHCPv6 server service.	
	<b>ipv6 dhcp server</b>	Enables the DHCPv6 server service interface.
Configuring Relay	 (Mandatory) It is used to enable the DHCPv6 relay agent service.	
	<b>ipv6 dhcp relay destination</b>	Configures the DHCPv6 relay agent function.

### 5.4.1 Configuring the DHCPv6 Server

#### Configuration Effect

- An uplink device can automatically allocate DHCPv6 addresses, prefixes and configuration parameters to a downlink device.

#### Notes

- To provide the DHCPv6 server service, you must specify a DHCPv6 server configuration pool.
- The name of the configuration pool cannot be too long.
- When enabling the DHCPv6 server service, you must specify a configuration pool.
- Only the Switch Virtual Interface (SVI), routed port and L3 aggregate port (AP) support this configuration.

#### Configuration Steps

##### ↳ Configuring a DHCPv6 Server Configuration Pool

- Mandatory.
- Unless otherwise specified, you should configure a DHCPv6 server configuration pool on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring the Address Prefixes to Be Allocated on the DHCPv6 Server**

- Optional.
- To provide the address allocation service, you should configure address prefixes to be allocated on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring Prefixes of Static Addresses on the DHCPv6 Server**

- Optional.
- To provide the prefix delegation service for statically bound addresses, you should configure prefixes of statically bound addresses on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring the DHCPv6 Server to Allocate Prefixes from a Local Prefix Pool**

- Optional.
- To provide the prefix delegation service, you should specify a local prefix pool on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring a Local IPv6 Prefix Pool**

- Optional.
- To provide the prefix delegation service through a prefix pool, you should specify a local prefix pool on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring the DNS Server on the DHCPv6 Server**

- Optional.
- To allocate DNS servers, you should configure the DNS server on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring Domain Names on the DHCPv6 Server**

- Optional.
- To allocate domain names, you should configure domain names on all devices that need to provide the DHCPv6 server service.

#### ↳ **Configuring the IPv6 Address of the CAPWAP AC on the DHCPv6 Server**

- Optional.
- To allocate CAPWAP AC information, you should configure the IPv6 address of the CAPWAP AC on all devices that need to provide the DHCPv6 server service.

### ↳ Enabling the DHCPv6 Server Service

- Mandatory.
- Unless otherwise specified, you should enable the DHCPv6 server service on specific interfaces of all devices that need to provide the DHCPv6 server service.

### Verification

The DHCPv6 server allocates addresses, prefixes or configuration parameters for the DHCPv6 client.

- The DHCPv6 client obtains the required information.
- The DHCPv6 server successfully creates a local binding.

### Related Commands

#### ↳ Configuring a DHCPv6 Server Configuration Pool

<b>Command</b>	<code>ipv6 dhcp pool poolname</code>
<b>Parameter Description</b>	<b>poolname:</b> Indicates the name of a user-defined DHCPv6 configuration pool.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run the <code>ipv6 dhcp pool</code> command to create a DHCPv6 server configuration pool. After configuring this command, you may enter the DHCPv6 pool configuration mode, in which you can configure the parameters such as the prefix and DNS server. After creating a DHCPv6 server configuration pool, you can use the <code>ipv6 dhcp server</code> command to associate the configuration pool with the DHCPv6 server service on an interface.

#### ↳ Configuring the IA\_NA Address Prefix for the DHCPv6 Server

<b>Command</b>	<code>iana-address prefix ipv6-prefix/prefix-length [ lifetime { valid-lifetime   preferred-lifetime } ]</code>
<b>Parameter Description</b>	<b>ipv6-prefix/prefix-length:</b> Indicates an IPv6 address prefix and the prefix length. <b>lifetime</b> Sets the valid time of the address allocated to a client. This keyword must be configured together with <i>valid-lifetime</i> and <i>preferred-lifetime</i> . <b>valid-lifetime:</b> Indicates the valid time of the address allocated to a client. <b>preferred-lifetime:</b> Indicates the time when an address is preferentially allocated to a client.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Run the <code>iana-address prefix</code> command to configure IA_NA address prefixes for a DHCPv6 server, some of which are allocated to the client. When receiving an IA_NA address request from a client, the DHCPv6 server selects an address according to the IA_NA address range and a priority. When the client does not use this address, the DHCPv6 server marks this address as available for another client.

### ↳ Configuring Prefixes of Statically Bound Addresses on the DHCPv6 Server

<b>Command</b>	<b>prefix-delegation</b> <i>ipv6-prefix/prefix-length client-DUID [ lifetime ]</i>
<b>Parameter Description</b>	<i>ipv6-prefix/prefix-length</i> : Indicates an IPv6 address prefix and the prefix length. <i>client-DUID</i> : Indicates the DUID of a client. <i>lifetime</i> : Sets the time when the client can use this prefix.
<b>Command Mode</b>	DHCPv6 pool configuration mode
<b>Usage Guide</b>	You can run the <b>prefix-delegation</b> command to manually configure a prefix list for an IA_PD of a client and specify the valid time of these prefixes. Use the <i>client-DUID</i> parameter to specify the client to which the address prefix is allocated. The address prefix will be allocated to the first IA_PD of the client. After receiving a request for the address prefix from the client, the DHCPv6 server checks whether static binding is available. If yes, the DHCPv6 server directly returns the static binding. If no, the DHCPv6 server allocates the address prefix from another prefix source.

### ↳ Configuring the DHCPv6 Server to Allocate Prefixes from a local prefix pool

<b>Command</b>	<b>prefix-delegation pool</b> <i>poolname [lifetime { valid-lifetime   preferred-lifetime } ]</i>
<b>Parameter Description</b>	<b>poolname</b> : Indicates the name of a user-defined local prefix pool. <b>lifetime</b> : Sets the valid time of the prefix allocated to a client. This keyword must be configured together with <i>valid-lifetime</i> and <i>preferred-lifetime</i> . <i>valid-lifetime</i> : Indicates the valid time of the prefix allocated to the client. <i>preferred-lifetime</i> : Indicates the time when a prefix is preferentially allocated to a client.
<b>Command Mode</b>	DHCPv6 pool configuration mode
<b>Usage Guide</b>	Run the <b>prefix-delegation pool</b> command to configure a prefix pool for a DHCPv6 server to allocate prefixes to clients. The <b>ipv6 local pool</b> command is used to configure a prefix pool. When receiving a prefix request from a client, the DHCPv6 server selects an available prefix from the prefix pool and allocates the prefix to the client. When the client does not use this prefix, the DHCPv6 server retrieves the prefix.

### ↳ Configuring a Local IPv6 Prefix Pool

<b>Command</b>	<b>ipv6 local pool</b> <i>poolname prefix/prefix-length assigned-length</i>
<b>Parameter Description</b>	<i>poolname</i> : Indicates the name of a local prefix pool. <i>prefix/prefix-length</i> : Indicates the prefix and prefix length. <i>assigned-length</i> : Indicates the length of the prefix allocated to a user.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run the <b>ipv6 local pool</b> command to create a local prefix pool. If the DHCPv6 server needs prefix delegation, you can run the <b>prefix-delegation pool</b> command to specify a local prefix pool. Afterwards, prefixes will be allocated from the specified local prefix pool.

### ↘ Configuring the DNS Server on the DHCPv6 Server

<b>Command</b>	<b>dns-server</b> <i>ipv6-address</i>
<b>Parameter Description</b>	<i>ipv6-address</i> : Indicates the IPv6 address of the DNS server.
<b>Command Mode</b>	DHCPv6 pool configuration mode
<b>Usage Guide</b>	You can run the <b>dns-server</b> command for multiple times to configure multiple DNS server addresses. A new DNS server address will not overwrite old DNS server addresses.

### ↘ Configuring Domain Names on the DHCPv6 Server

<b>Command</b>	<b>domain-name</b> <i>domain</i>
<b>Parameter Description</b>	<i>domain</i> : Defines a domain name to be allocated to a user.
<b>Command Mode</b>	DHCPv6 pool configuration mode
<b>Usage Guide</b>	You can run the <b>domain-name</b> command for multiple times to create multiple domain names. A new domain name will not overwrite old domain names.

### ↘ Configuring the option52 on the DHCPv6 Server

<b>Command</b>	<b>option52</b> <i>ipv6-address</i>
<b>Parameter Description</b>	<i>ipv6-address</i> : Specifies the IPv6 address of the CAPWAP AC.
<b>Command Mode</b>	DHCPv6 pool configuration mode
<b>Usage Guide</b>	You can run the <b>option52</b> command to configure IPv6 addresses for the multiple CAPWAP ACs. A new CAPWAP AC IPv6 address will not overwrite old IPv6 addresses.

### ↘ Enabling the DHCPv6 Server Service

<b>Command</b>	<b>ipv6 dhcp server</b> <i>poolname</i> [ <b>rapid-commit</b> ] [ <b>preference value</b> ]
<b>Parameter Description</b>	<i>poolname</i> : Indicates the name of a user-defined DHCPv6 configuration pool. <b>rapid-commit</b> : Permits the two-message exchange process. <b>preference value</b> : Configures the priority of the advertise message ranging from 0 to 255. The default value is 0.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Run the <b>ipv6 dhcp server</b> command to enable the DHCPv6 service on an interface. When the <b>rapid-commit</b> keyword is configured, the two-message exchange with a client is permitted during allocation of address prefixes and other configuration. When the <b>preference</b> keyword is configured, if the Solicit message from a client contains the <b>rapid-commit</b> option, the DHCPv6 server will send a Reply



message directly.

If **preferencés** set to a non-0 value, the advertise message sent by the DHCPv6 server contains the **preference** option. The **preference** field affects the server selection by a client. If an advertise message does not contain this field, the value **ofpreferenceis** considered**0**. If the value of**ofpreference**received by the client is 255, the client sends a request to the server immediately to obtain configurations.

The DHCPv6 client, server, and relay functions are mutually exclusive. An interface can be configured with only one function at a time.

## Configuration Example

### ↳ Configuring the DHCPv6 Server

<p><b>Configuration Steps</b></p>	<ul style="list-style-type: none"> <li>● Configure a configuration pool named "pool1".</li> <li>● Configure the IA_NA address prefix for the DHCPv6 server.</li> <li>● Configure prefixes of statically bound addresses on the DHCPv6 server.</li> <li>● Configure two DNS servers.</li> <li>● Configure the domain name.</li> <li>● Enable the DHCPv6 server service on an interface.</li> </ul>
	<pre> Orion_B54Q# configure terminal Orion_B54Q(config)# ipv6 dhcp pool pool1 Orion_B54Q(config-dhcp)# iana-address prefix 2008:50::/64 lifetime 2000 1000 Orion_B54Q(config-dhcp)# prefix-delegation 2008:2::/64 0003000100d0f82233ac Orion_B54Q(config-dhcp)# dns-server 2008:1::1 Orion_B54Q(config-dhcp)# dns-server 2008:1::2 Orion_B54Q(config-dhcp)# domain-name example.com Orion_B54Q(config-dhcp)#exit Orion_B54Q(config)# interface GigabitEthernet 0/1 Orion_B54Q(config-if)# ipv6 dhcp server pool1                     </pre>
<p><b>Verification</b></p>	<ul style="list-style-type: none"> <li>● Run the <b>show ipv6 dhcp pool</b> command to display the created configuration pool.</li> </ul>
	<pre> Orion_B54Q# show ipv6 dhcp pool DHCPv6 pool: pool1   Static bindings:     Binding for client 0003000100d0f82233ac       IA PD prefix: 2008:2::/64         preferred lifetime 3600, valid lifetime 3600                     </pre>

```
IANA address range: 2008:50::1/64 -> 2008:50::ffff:ffff:ffff:ffff/64
    preferred lifetime 1000, valid lifetime 2000
DNS server: 2008:1::1
DNS server: 2008:1::2
Domain name: example.com
```

## Common Errors

- The specified pool name is too long.
- The number of the configuration pools exceeds the system limit (256).
- The configuration is performed on other interfaces than the Switch Virtual Interface (SVI), routed port and L3 AP port.
- The number of interfaces configured with the DHCPv6 server service exceeds the system limit (256).
- The specified value of **valid lifetime** is smaller than that of **preferred lifetime**.
- An invalid IA\_NA address is specified.
- The number of address ranges exceeds the system limit (20).
- When prefixes of statically bound addresses are configured, the specified DUIDs are too long.
- The number of prefixes of statically bound addresses exceeds the system limit (1024).
- When a local prefix pool is configured, the **valid lifetime** is smaller than **preferred lifetime**.
- The number of DNS servers exceeds the system limit (10).
- The number of domain names exceeds the system limit (10).
- The number of option52 addresses exceeds the system limit (10).

## 5.4.2 Configuring the DHCPv6 Relay

### Configuration Effect

- A DHCPv6 relay agent can be configured for address allocation, prefix delegation and parameter allocation to enable communication between the DHCPv6 client and server on different links.

### Notes

- A destination address must be specified. If the destination address is a multicast address (such as FF05::1:3), you also need to specify an egress interface.

### Configuration Steps

#### ↳ Configuring the DHCPv6 Relay Agent Function

- Mandatory.
- Unless otherwise specified, you should configure the DHCPv6 relay agent function on all devices that need to provide the DHCPv6 relay agent service.

### Verification

The DHCPv6 client and DHCPv6 server exchange messages through the relay agent.

- Check whether the interface is enabled with the DHCPv6 relay.
- Check whether the DHCPv6 relay agent can receive and send messages.

### Related Commands

#### ↳ Configuring the DHCPv6 Relay Agent Function

<b>Command</b>	<b>ipv6 dhcp relay destination</b> <i>ipv6-address</i> [ <i>interface-type interface-number</i> ]
<b>Parameter Description</b>	<i>ipv6-address</i> : Specifies the destination address of the relay agent. <i>interface-type</i> : Specifies the type of the destination interface (optional). <i>interface-number</i> : Specifies the destination interface number (optional).
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	All DHCPv6 packets from clients received by an interface enabled with the DHCPv6 relay function will be encapsulated and sent to a specified destination address (or multiple destination addresses) through a specified interface (optional).

### Configuration Example

#### ↳ Configuring the DHCPv6 Relay

<b>Configuration Steps</b>	Specify an interface enabled with the relay service to forward received DHCPv6 client packets to the specified destination address through the specified interface (optional).
	<pre> Orion_B54Q#configure terminal Enter configuration commands, one per line. End with CNTL/Z. Orion_B54Q(config)#interface vlan 1 Orion_B54Q(config-if)#ipv6 dhcp relay destination 3001::2 Orion_B54Q(config-if)#ipv6 dhcp relay destination ff02::1:2 vlan 2                     </pre>
<b>Verification</b>	Run the <code>show ipv6 dhcp relay destination</code> command to display the configured destination addresses.
	<pre> Interface:VLAN 1 Destination address(es)           Output Interface                     </pre>

	3001::2
	ff02::1:2
	VLAN 2

### Common Errors

- The configuration is performed on other interfaces than the Switch Virtual Interface (SVI), routed port and L3 AP port.

## 5.5 Monitoring

### Clearing

**⚠** Running the **clear** commands may lose vital information and thus interrupt services.

Description	Command
Clears DHCPv6 bindings.	<b>clear ipv6 dhcp binding</b> [ <i>ipv6-address</i> ]
Clears DHCPv6 server statistics.	<b>clear ipv6 dhcp server statistics</b>
Clears conflicted addresses on DHCPv6 server.	<b>clear ipv6 dhcp conflict</b> { <i>ipv6-address</i>   * }
Clears the statistics received packets after the DHCPv6 relay is enabled on the current device.	<b>clear ipv6 dhcp relay statistics</b>


### Displaying

Description	Command
Displays the DUID of a device.	<b>show ipv6 dhcp</b>
Displays address binding on DHCPv6 server.	<b>show ipv6 dhcp binding</b> [ <i>ipv6-address</i> ]
Displays DHCPv6 interface.	<b>show ipv6 dhcp interface</b> [ <i>interface-name</i> ]
Displays DHCPv6 pool.	<b>show ipv6 dhcp pool</b> [ <i>poolname</i> ]
Displays conflicted DHCPv6 addresses.	<b>show ipv6 dhcp conflict</b> [ <i>ipv6-address</i> ]
Displays the DHCPv6 server statistics.	<b>show ipv6 dhcp server statistics</b>
Displays the destination address of the DHCPv6 relay agent.	<b>show ipv6 dhcp relay statistics</b> { <i>all</i>   <i>interface</i> } [ <i>number</i> ]
Displays the statistics on received packets after the DHCPv6 relay is enabled on a device.	<b>show ipv6 dhcp relay statistics</b>

Displays the local IPv6 prefix pool.	<b>show ipv6 local pool [ <i>poolname</i> ]</b>
--------------------------------------	---

## Debugging

---

 System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

---

Description	Command
Debugs DHCPv6.	<b>debug ipv6 dhcp [ <i>detail</i> ]</b>

## 6 Configuring DNS

### 6.1 Overview

A Domain Name System (DNS) is a distributed database containing mappings between domain names and IP addresses on the Internet, which facilitate users to access the Internet without remembering IP strings that can be directly accessed by computers. The process of obtaining an IP address through the corresponding host name is called domain name resolution (or host name resolution).

#### Protocols and Standards

- RFC1034: DOMAIN NAMES - CONCEPTS AND FACILITIES
- RFC1035: DOMAIN NAMES - IMPLEMENTATION AND SPECIFICATION

### 6.2 Applications

Application	Description
Static Domain Name Resolution	Performs domain name resolution directly based on the mapping between domain name and an IP address on a device.
Dynamic Domain Name Resolution	Obtains the IP address mapped to a domain name dynamically from a DNS server on the network.

#### 6.2.1 Static Domain Name Resolution

##### Scenario

- Preset the mapping between a domain name and an IP address on a device.
- When you perform domain name operations (such as Ping and Telnet) through application programs, the system can resolve the IP address without being connected to a server on the network.

##### Deployment

- Preset the mapping between a domain name and an IP address on a device.

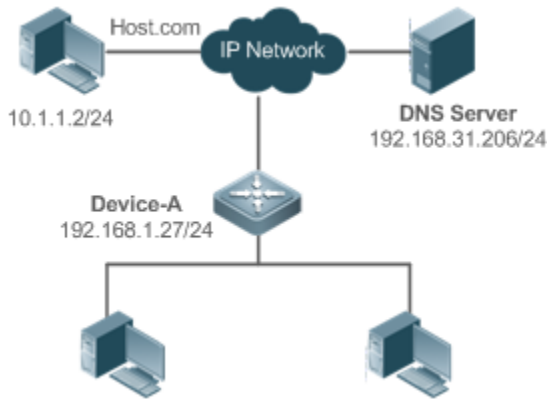
#### 6.2.2 Dynamic Domain Name Resolution

##### Scenario

- DNS Server is deployed on the network to provide the domain name service.
- Domain name "host.com" is deployed on the network.

- Device-A applies to DNS Server for domain name "host.com".

Figure 6-47 Dynamic Domain Name Resolution



### Deployment

- Deploy DNS Server as the DNS server of Device-A.

## 6.3 Features

### Basic Concepts

#### ↳ DNS

The DNS consists of a resolver and a DNS server. The DNS server stores the mappings between domain names and IP addresses of all hosts on the network, and implements mutual conversion between the domain names and IP addresses. Both the TCP and UDP port IDs of DNS are 53, and generally a UDP port is used.

### Features

Feature	Description
Domain Name Resolution	IP addresses are obtained based on domain names from a DNS server or a local database.

### 6.3.1 Domain Name Resolution

#### Working Principle

##### ↳ Static Domain Name Resolution

Static domain name resolution means that a user presets the mapping between a domain name and an IP address on a device. When you perform domain name operations (such as Ping and Telnet) through application programs, the system can resolve the IP address without being connected to a server on the network.

##### ↳ Dynamic Domain Name Resolution

Dynamic domain name resolution means that when a user perform domain name operations through application programs, the DNS resolver of the system queries an external DNS server for the IP address mapped to the domain name.

The procedure of dynamic domain name resolution is as follows:

1. A user application program (such as Ping or Telnet) requests the IP address mapped to a domain name from the DNS resolver of the system.
2. The DNS resolver queries the dynamic cache at first. If the domain name on the dynamic cache does not expire, the DNS resolver returns the domain name to the application program.
3. If all domain names expire, the DNS resolver initiates a request for domain name-IP address conversion to the external DNS server.
4. After receiving a response from the DNS server, the DNS resolver caches and transfers the response to the application program.

### Related Configuration

#### ▾ Enabling Domain Name Resolution

- By default, domain name resolution is enabled.
- Run the **ip domain-lookup** command to enable or disable domain name resolution.

#### ▾ Configuring the IP Address Mapped to a Static Domain Name

- By default, no mapping between a domain name and an IP address is configured.
- Run the **ip host** command to specify the IPv4 address mapped to a domain name.

#### ▾ Configuring a DNS Server

- By default, no DNS server is configured.
- Run the **ip name-server** command to configure a DNS server.

## 6.4 Configuration

Configuration	Description and Command	
Configuring Static Domain Name Resolution	⚠ Optional. <b>ip domain-lookup</b>	Enables domain name resolution.
	<b>ip host</b>	Configures the IPv4 address mapped to a domain name.
Configuring Dynamic Domain Name Resolution	⚠ Optional. <b>ip domain-lookup</b>	Enables domain name resolution.
	<b>ip name-server</b>	Configures a DNS server.



## 6.4.1 Configuring Static Domain Name Resolution

### Configuration Effect

The system resolver resolves the IP address mapped to a domain name on a local device.

### Configuration Steps

#### ↳ Enabling Domain Name Resolution

- The domain name resolution function is enabled by default.
- If this function is disabled, static domain name resolution does not take effect.

#### ↳ Configuring the IPv4 Address Mapped to a Domain Name

- (Mandatory) Domain names to be used must be configured with mapped IP addresses.

### Verification

- Run the **show run** command to check the configuration.
- Run the **show hosts** command to check the mapping between the domain name and the IP address.

### Related Commands

#### ↳ Configuring the IPv4 Address Mapped to a Domain Name

<b>Command</b>	<b>ip host</b> <i>host-name ip-address</i>
<b>Parameter</b>	<i>host-name</i> : indicates a domain name.
<b>Description</b>	<i>ip-address</i> : indicates a mapped IPv4 address.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

### Configuration Example

#### ↳ Configuring Static Domain Name Resolution

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Set the IP address of static domain name www.test.com to 192.168.1.1 on a device.</li> </ul> <pre>Orion_B54Q#configure terminal Orion_B54Q(config)# ip host www.test.com 192.168.1.1 Orion_B54Q(config)# exit</pre>
<b>Verification</b>	Run the <b>show hosts</b> command to check whether the static domain name entry is configured.
	<pre>Orion_B54Q#show hosts Name servers are:</pre>

Host	type	Address	TTL (sec)
www.test.com	static	192.168.1.1	---

## 6.4.2 Configuring Dynamic Domain Name Resolution

### Configuration Effect

The system resolver resolves the IP address mapped to a domain name through a DNS server.

### Configuration Steps

#### ↳ Enabling Domain Name Resolution

- Domain name resolution is enabled by default.
- If this function is disabled, dynamic domain name resolution does not take effect.

#### ↳ Configuring a DNS Server

- (Mandatory) To use dynamic domain name resolution, you must configure an external DNS server.

### Verification

- Run the **show run** command to check the configuration.


### Related Commands

#### ↳ Configuring a DNS Server

<b>Command</b>	<b>ip name-server [ oob ] ip-address [ via mgmt-name ]</b>
<b>Parameter</b>	<i>ip-address</i> : indicates the IPv4 address of the DNS server.
<b>Description</b>	<b>oob</b> : indicates that the DNS server supports an out-of-band management interface (interface of mgmt). <b>via</b> : configures an egress management interface. <i>mgmt-name</i> : specifies the egress management interface for packets in oob mode.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

### Configuration Example

#### ↳ Configuring Dynamic Domain Name Resolution

<p><b>Scenario</b> Figure 6-48</p>	
	<p>Device resolves the domain name through the DNS server (192.168.10.1) on the network.</p>
<p><b>Configuration Steps</b></p>	<p>Set the IP address of the DNS server to 192.168.10.1 on the device.</p>
	<pre>DEVICE#configure terminal DEVICE(config)# ip name-server 192.168.10.1 DEVICE(config)# exit</pre>
<p><b>Verification</b></p>	<p>Run the <b>show hosts</b> command to check whether the DNS server is specified.</p>
	<pre>Orion_B54Q(config)#show hosts Name servers are: 192.168.10.1 static  Host          type      Address                               TTL(sec)</pre>

## 6.5 Monitoring

### Clearing

**⚠** Running the **clear** command during device operation may cause data loss or even interrupt services.

Description	Command
Clears the dynamic host name cache table.	<b>clear host</b> [ <i>host-name</i> ]

### Displaying

Description	Command
Displays DNS parameters.	<b>show hosts</b> [ <i>host-name</i> ]

### Debugging

**⚠** System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Debugs the DNS function.	<b>debug ip dns</b>

## 7 Configuring FTP Server

### 7.1 Overview

The File Transfer Protocol (FTP) server function enables a device to serve as an FTP server. In this way, a user can connect an FTP client to the FTP server and upload files to and download files from the FTP server through FTP.

A user can use the FTP server function to easily obtain files such as syslog files from a device and copy files to system of the device through FTP.

#### Protocols and Standards

- RFC959: FILE TRANSFER PROTOCOL (FTP)
- RFC3659: Extensions to FTP
- RFC2228: FTP Security Extensions
- RFC2428: FTP Extensions for IPv6 and NATs
- RFC1635: How to Use Anonymous FTP

### 7.2 Applications

Application	Description
Providing FTP Services in a LAN	Provides the uploading and downloading services for a user in a Network (LAN).

#### 7.2.1 Providing FTP Services in a LAN

##### Scenario

Provide the uploading and downloading services for a user in a LAN.

As shown in Figure 7-49, enable the FTP server function only in a LAN.

- G and S are enabled with the FTP server function and layer-2 transparent transmission function respectively.
- A user initiates a request for FTP uploading and downloading services.

Figure 7-49



**Remarks** G is an egress gateway device.

S is an access device.

## Deployment

- G is enabled with the FTP server function.
- As a layer-2 switch, S provides the function of layer-2 transparent transmission.

## 7.3 Features

### Basic Concepts

#### FTP

FTP is a standard protocol defined by the IETF Network Working Group. It implements Transmission Control Protocol (TCP). FTP enables a user to transfer files between two networked computers and is the most important approach to transferring files on the Internet. A user can obtain abundant Internet for free through anonymous FTP. In addition, FTP provides functions such as login, directory query, file operation, and other session control. Among the TCP/IP protocol family, FTP is an application-layer protocol and uses TCP ports 20 and 21 for transmission. Port 20 is used to transmit data and port 21 is used to transmit control messages. Basic operations of FTP are described in RFC959.

#### User Authorization

To connect an FTP client to an FTP server, you should have an account authorized by the FTP server. That is, a user can enjoy services provided by the FTP server after logging in to the FTP server with a user name and password.

#### FTP File Transmission Modes

FTP provides two file transmission modes:

- Text transmission mode (ASCII mode): It is used to transfer text files (such as .txt, .bat, and .cfg files). This mode is different from the binary mode in carriage return and line feed processing. In ASCII mode, carriage return and line feed are changed to local CRC characters, for example, \n. Assume that a file being copied contains ASCII text. If a remote computer does not run Unix, FTP converts the file format to suit the remote computer.
- Binary transmission mode: It is used to transfer program files (for example, .app, .bin and executable files, compressed files and image files) and processing data. Therefore, Binary mode facilitates faster transfer of all files and more reliable transfer of ASCII files.

#### FTP Working Modes

FTP provides two working modes:

Figure 7-50

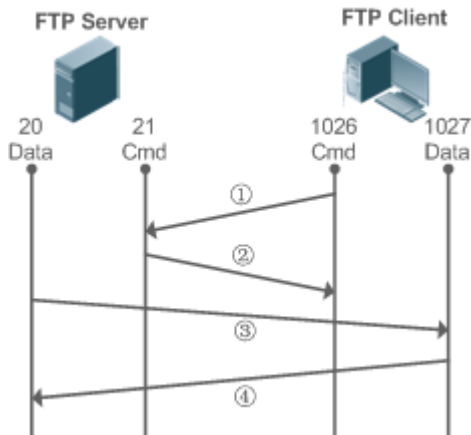
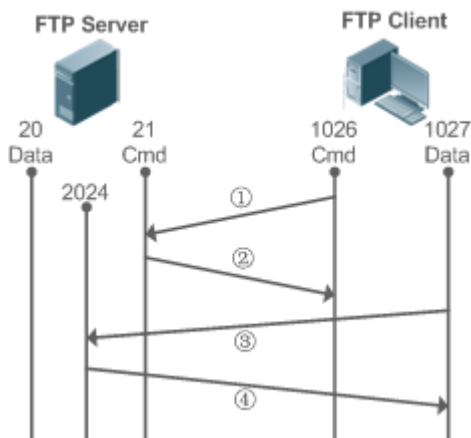


Figure 7-51



- Figure 7-50 shows the active (PORT) mode. The FTP client uses port 1026 to connect to the FTP server through port 21. The client sends commands through this channel. The **PORT** command on this channel. The **PORT** command contains information on the channel port (1027) of the client for receiving data. The server uses port 20 to connect to the client through port 1027 for establishing a data channel to receive and transmit data. The FTP server must establish a new connection with the client for data transmission.
- Figure 7-51 shows the passive (PASV) mode. The process for establishing a control channel is similar to that in the PORT mode. However, after the connection is established, the client sends the **PASV** command rather than the **PORT** command. After receiving the **PASV** command, the FTP server enables a high-end port (2024) at random and notifies the client that data will be transmitted on this port. The client uses port 1027 to connect the FTP server through port 2024. Then, the client and server can transmit and receive data on this channel. In this case, the FTP server does not need to establish a new connection with the client.

➤ Supported FTP Commands

After receiving an FTP connection request, the FTP server requires the client to provide the user name and password for authentication.

If the client passes the authentication, the FTP client commands can be executed for operations. The available FTP client commands are listed as follows:

ascii	delete	mdelete	mput	quit	send
bin	dir	mdir	nlist	recv	size
bye		mget		rename	system
cd	get	mkdir	passive		type
cdup		mls	put	rmdir	user
close	ls		pwd		

For usage of these FTP client commands, please refer to your FTP client software document. In addition, many FTP client tools (such as CuteFTP and FlashFXP) provide the graphic user interface. These tools facilitate operations by freeing users from configuring FTP commands.

## Overview

Feature	Description
Enabling Server Function	Provides the functions of uploading, downloading, displaying, creating and deleting files for an FTP client.

### 7.3.1 Enabling the FTP Server Function

#### Working Principle

The basic working principle is described in the previous chapter. Orion\_B54Q devices provide FTP services after the user name, password, and top-level directory are configured.

#### Related Configuration

##### ↳ Enabling the FTP Server Function Globally

The FTP server function is disabled by default.

Run the **ftp-server enable** command to enable the FTP server function.

You must enable the FTP server function globally before using it.



##### ↳ Configuring a User Name, Password, and Top-Level Directory

There is no authorized user or top-level directory by default.

Run the **ftp-server password**, **ftp-server username** and **ftp-server topdir** commands to set an authorized user and top-level directory.

The three configurations above are mandatory; otherwise, the FTP server function cannot be enabled.

## 7.4 Configuration

Configuration	Description and Command		
Configuring Basic Functions	<p> (Mandatory) It is used to enable an FTP server.</p>		
	<table border="1"> <tr> <td><b>ftp-server enable</b></td> <td>Enables the FTP server function.</td> </tr> </table>	<b>ftp-server enable</b>	Enables the FTP server function.
	<b>ftp-server enable</b>	Enables the FTP server function.	
	<table border="1"> <tr> <td><b>ftp-server login timeout</b></td> <td>Configures Login timeout for session.</td> </tr> </table>	<b>ftp-server login timeout</b>	Configures Login timeout for session.
	<b>ftp-server login timeout</b>	Configures Login timeout for session.	
	<table border="1"> <tr> <td><b>ftp-server login times</b></td> <td>Configures the valid login count.</td> </tr> </table>	<b>ftp-server login times</b>	Configures the valid login count.
	<b>ftp-server login times</b>	Configures the valid login count.	
	<table border="1"> <tr> <td><b>ftp-server topdir</b><i>directory</i></td> <td>Configures the top-level directory of the FTP server.</td> </tr> </table>	<b>ftp-server topdir</b> <i>directory</i>	Configures the top-level directory of the FTP server.
<b>ftp-server topdir</b> <i>directory</i>	Configures the top-level directory of the FTP server.		
<table border="1"> <tr> <td><b>ftp-server username</b><i>username</i></td> <td>Configures a user name.</td> </tr> </table>	<b>ftp-server username</b> <i>username</i>	Configures a user name.	
<b>ftp-server username</b> <i>username</i>	Configures a user name.		
<table border="1"> <tr> <td><b>ftp-server password</b> [<i>type</i>] <i>password</i></td> <td>Configures a password.</td> </tr> </table>	<b>ftp-server password</b> [ <i>type</i> ] <i>password</i>	Configures a password.	
<b>ftp-server password</b> [ <i>type</i> ] <i>password</i>	Configures a password.		
<p> Optional.</p>			
<table border="1"> <tr> <td><b>ftp-server timeout</b> <i>time</i></td> <td>Configures the idle timeout of a session.</td> </tr> </table>	<b>ftp-server timeout</b> <i>time</i>	Configures the idle timeout of a session.	
<b>ftp-server timeout</b> <i>time</i>	Configures the idle timeout of a session.		

### 7.4.1 Configuring Basic Functions

#### Configuration Effect

- Create an FTP server to provide FTP services for an FTP client.

#### Notes

- The user name, password, and top-level directory need to be configured.
- To enable the server to close an abnormal session within a limited period, you need to configure the idle timeout of a session.

#### Configuration Steps

##### ↳ Enabling the FTP Server Function

- Mandatory.
- Unless otherwise noted, enable the FTP server function on every router.

##### ↳ Configuring a Top-Level Directory

- Mandatory.
- Unless otherwise noted, configure the top-level directory as the root directory on every router.

##### ↳ Configuring a User Name and Password for Login

- Mandatory.



- The lengths of the user name and password are restricted.

↳ **Configuring the Login Timeout for an FTP Session**

- Optional.
- When the client is disconnected from the server due to an error or other abnormal causes, the FTP server may not know that the user is disconnected and continues to keep the connection. Consequently, the FTP connection is occupied for a long time and the server cannot respond to the login requests of other users. This configuration can ensure that other users can connect to the FTP server within a period of time upon an error.

**Verification**

Connect an FTP client to the FTP server.

- Check whether the client is connected.
- Check whether operations on the client are normal.

**Related Commands**

↳ **Enabling the FTP Server Function**

<b>Command</b>	<code>ftp-server enable</code>
<b>Parameter Description</b>	-
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	The client cannot access the FTP server unless the top-level directory, user name and password are configured. Therefore, it is recommended that you configure the top-level directory, user name and password for login by referring to the subsequent chapters before enabling the service for the first time.

↳ **Configuring the Valid Login Count**

<b>Command</b>	<code>ftp-server login times <i>times</i></code>
<b>Parameter Description</b>	<i>times</i> : Indicates the valid login count, ranging from 1 to 10.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	The valid login count refers to the number of times you can perform account verification during an FTP session. The default value is 3, which means that your session will be terminated if you enter an incorrect user name or password for three times and other users can go online.

↳ **Configuring the Login Timeout for an FTP Session**

<b>Command</b>	<b>ftp-server login timeout</b> <i>timeout</i>
<b>Parameter Description</b>	<i>timeout</i> : Indicates the login timeout, ranging from 1 to 30 minutes.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	The login timeout refers to the maximum duration that the session lasts since If you do not pass the password verification again during the login timeout, the session will be terminated to ensure that other users can log in.

#### ↳ Configuring the Top-Level Directory of the FTP Server

<b>Command</b>	<b>ftp-server topdir</b> <i>directory</i>
<b>Parameter Description</b>	<i>directory</i> : Indicates the user access path.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	If the top-level directory of the server is set to "/syslog", the FTP client can access only the files and directories in the "/syslog" directory on the device after login. Due to restriction on the top-level directory, the client cannot return to the upper directory of "/syslog".

#### ↳ Configuring a User Name for Server Login

<b>Command</b>	<b>ftp-server username</b> <i>username</i>
<b>Parameter Description</b>	<b>Username</b> : Indicates a user name.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	The FTP server does not support anonymous login; therefore, a user name must be configured. A user name consists of up to 64 characters including letters, half-width digits and symbols spaces.

#### ↳ Configuring a User Name and Password for Server Login

<b>Command</b>	<b>ftp-server password</b> [ <i>type</i> ] <i>password</i>
<b>Parameter Description</b>	<i>type</i> : 0 or 7. 0 indicates that the password is not encrypted (plaintext) and 7 indicates that the password is encrypted (cipher text). <b>password</b> : Indicates a password.
<b>Command Mode</b>	Global configuration mode

<b>Usage Guide</b>	<p>A password consists of only letters or digits. Spaces at the beginning and end of the password are ignored. Spaces inside the password are viewed as part of the password.</p> <p>A plaintext password consists of 1 to 25 characters. A cipher text password consists of 1 to 25 characters.</p> <p>User names and passwords must match. A maximum of 10 users can be configured.</p>
--------------------	---

↘ **Configuring the Idle Timeout for an FTP Session**

<b>Command</b>	<b>ftp-Server timeout <i>time</i></b>
<b>Parameter Description</b>	<i>time</i> : Indicates the idle timeout, ranging from 1 to 3,600 minutes.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	<p>The idle timeout of a session refers to the duration from the end of an FTP operation to the start of the next FTP operation in an FTP session. After the server responds to an FTP client command operation (for example, after a file is completely transferred), the server starts to count the idle time again, and stops when the next FTP client command operation occurs. Therefore, the configuration of the idle timeout has no effect on some time-consuming file transfer operations.</p>

↘ **Displaying Server Status**

<b>Command</b>	<b>show ftp-server</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Privileged EXEC mode
<b>Usage Guide</b>	Run this command to display FTP server status.

↘ **Debugging**

<b>Command</b>	<b>debug ftp-server pro/err</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Privileged EXEC mode
<b>Usage Guide</b>	Run this command to debug message/error events of the FTP server.

**Configuration Example**

↘ **Creating an FTP Server on an IPv4 Network**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Enable the FTP server function.</li> <li>● Configure the top-level directory/syslog.</li> <li>● Set the user name <b>user</b> and password to <b>password</b>.</li> </ul>
----------------------------	--

	<ul style="list-style-type: none"> <li>● Set the session idle timeout to 5 minutes.</li> </ul> <pre> Orion_B54Q(config)#ftp-server username user Orion_B54Q(config)#ftp-server password password Orion_B54Q(config)#ftp-server timeout 300 Orion_B54Q(config)#ftp-server topdir / Orion_B54Q(config)#ftp-server enable                     </pre>
<b>Verification</b>	Run the <b>show ftp-server</b> command to check whether the configuration takes effect.
	<pre> Orion_B54Q#sho ftp-server    ftp-server information ===== enable : Y topdir : / timeout: 30min username config : Y password config : Y transfer type: ASCII control connection : N port data connection : N passive data connection : N Orion_B54Q#                     </pre>

**Common Errors**

- No user name is configured.
- No password is configured.
- No top-level directory is configured.


## 7.5 Monitoring

**Displaying**

Description	Command
Displays the FTP server configuration.	show ftp-server

## Debugging

---

 System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

---

Description	Command
Debugs the FTP server error events.	<b>debug ftp-server err</b>
Debugs the FTP server message events.	<b>debug ftp-server pro</b>

## 8 Configuring FTP Client

### 8.1 Overview

The File Transfer Protocol (FTP) is an application of TCP/IP. By establishing a connection-oriented connection between the FTP client and server, a user can access a remote computer that runs the FTP server program.

An FTP client enables file transfer between a device and the FTP server over the FTP protocol. It allows the client to send a command to the server. The server responds to the command and sends the execution result to the client. By means of command interaction, the user can view files in the server directory, copy files from a remote computer, or transfer local files to a remote computer.

FTP is intended to facilitate sharing of program/data files and encourage remote operation (by using programs). Users do not need to be concerned with differences of different files systems on different hosts. Data is transmitted in an efficient and reliable manner. FTP enables remote file operation securely.

Orion\_B54Q FTP clients are different from standard FTP clients that run interactive commands. Instead of using the **copy** command in CLI to perform control-connection instructions such as **open**, **user**, and **pass**. After a control connection is established, the file transfer process starts, and then a data connection is established to upload or download files.

- Old devices support TFTP. However, TFTP is used to transfer small files whereas FTP is used to transfer large files. Implementing FTP on a device enables the file transfer between the local device and other clients or servers.

#### Protocols and Standards

- RFC959: FILE TRANSFER PROTOCOL (FTP)

### 8.2 Applications

Application	Description
Uploading a Local File to a Remote Server	Local and remote files need to be shared, for example, uploading a local file to a remote server.
Downloading a File from a Remote Server to a Local Device	Local and remote files need to be shared, for example, downloading a file from a remote server to a local device.

#### 8.2.1 Uploading a Local File to a Remote Server

##### Scenario

Local and remote files need to be shared, for example, uploading a local file to a remote server.

As shown in Figure 8-52, resources are shared only on the Intranet.

Figure 8-52



## Deployment

- Implement only communication on the Intranet.
- Enable file uploading on the FTP client.
- Enable file uploading on the FTP server.

### 8.2.2 Downloading a File from a Remote Server to a Local Device

#### Scenario

Local and remote files need to be shared, for example, downloading a file from a remote server to a local device.

As shown in Figure 8-53, resources are shared only on the Intranet.

Figure 8-53



## Deployment

- Implement only communication on the Intranet.
- Enable file downloading on the FTP client.
- Enable file downloading on the FTP server.

## 8.3 Features

### Basic Concepts

#### ↘ Uploading FTP Files

Upload files from an FTP client to an FTP server.

#### ↘ Downloading FTP Files

Download files from an FTP server to an FTP client.

#### ↘ FTP Connection Mode

An FTP client and an FTP server can be connected in the active or passive mode.

↳ **FTP Transmission Mode**

The transmission between an FTP client and an FTP server is available in two modes (ASCII mode, binary (Binary)).

↳ **Specifying the Source Interface IP Address for FTP Transmission**

An FTP client is configured with a source IP address for communication with an FTP server.

**Overview**

Feature	Description
Uploading FTP Files	Uploads files from an FTP client to an FTP server.
Downloading FTP Files	Downloads files from an FTP server to an FTP client.
FTP Connection Mode	Specifies the connection mode between an FTP client and an FTP server.
FTP Transmission Mode	Specifies the transmission mode between an FTP client and an FTP server.
Specifying Source Interface IP Address for FTP Transmission	Configures a source IP address of an FTP client for communication with an FTP server.

**8.3.1 Uploading FTP Files**

FTP enables file uploadingStart the FTP client and FTP server simultaneously, and upload files from the FTP client to the FTP server.

**8.3.2 Downloading FTP Files**

FTP enables file downloadingStart the FTP client and FTP server simultaneously, and download files from the FTP server to the FTP client.

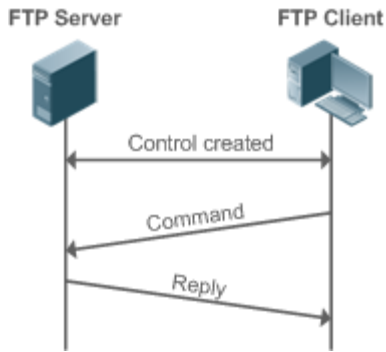
**8.3.3 FTP Connection Mode**

FTP needs to use two TCP connections: one is a control link (command link) that is used to transfer commands between the FTP client and server; the other one is a data link that is used to upload or download data.

1. Control connection: Some simple sessions are enabled with the control connection only. A client sends a command to a server. After receiving the command, the server sends a response. The process is shown in Figure 8-54.

Figure 8-54 Control Connection





- Control connection and data connection: When a client sends a command for uploading or downloading data, both the control connection and data connection need to be established.

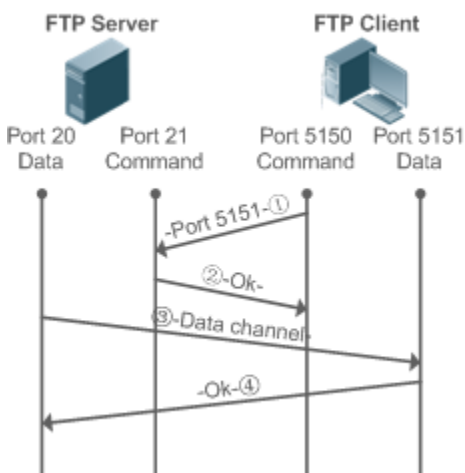
FTP supports two data connection modes: active (PORT) and passive (PASC). The two modes are different in establishing a data connection.

- Active mode

In this mode, an FTP server connects to an FTP client actively when a data connection is established. This mode comprises four steps:

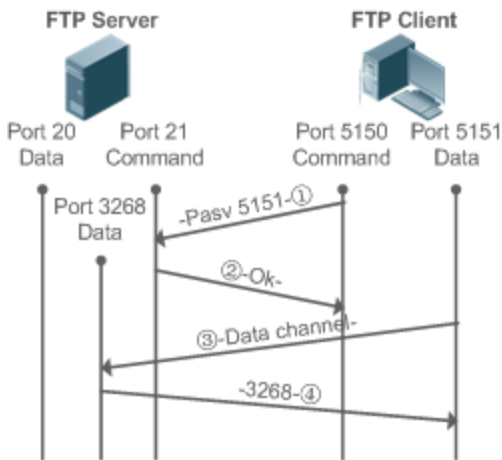
- The client uses source port 5150 to communicate with the server through port 21 as shown in Figure 1-1 to send a connection request and tell the server that the port to be used is port 5151.
- After receiving the request, the server sends a response OK(ACK). The client and server exchanges control signaling by console ports.
- The server enables port 20 as the source port to send data to port 5151 of the client.
- The client sends a response. Data transmission ends.

Figure 8-55 Active (PORT) Mode



- Passive mode

Figure 8-56 Passive (PASV) Mode



This mode is often set by the **passive** command. When a data connection is established, the FTP server is connected to the FTP client passively. This mode comprises four steps:

1. In the passive mode, the client initializes the control signaling connection. The client uses source port 5150 to connect to the server through port 21 as shown in Figure 1-5, and runs the **passive** command to request the server to enter the PASV mode.
2. The server agrees to enter the PASV mode, selects a port number greater than 1024 at random, and tells the port number to the client.
3. After receiving the message, the client uses port 5151 as shown in Figure 1-5 to communicate with the server through port 3268. Here, port 5151 is the source port and port 3268 is the destination port.
4. After receiving the message, the server sends data and responds an ACK(OK) response.

After the data connection is established, you can perform file uploading and downloading. Besides, you can perform some operations on the server file from the client.

**i** The control connection for command and feedback transmission is always present whereas the data connection is established as required. Only an FTP client has the right to select and set the PASV or PORT mode. The FTP client sends a command to establish a data connection. Orion\_B54Q FTP clients use the PASV mode by default.

### 8.3.4 FTP Transmission Mode

FTP provides two transmission modes: text (ASCII) and binary (Binary). At present, Orion\_B54Q FTP clients support both the ASCII and Binary modes and use the BINARY mode by default.

- ASCII mode

The difference between the ASCII and Binary modes lies in carriage return and line feed processing. In ASCII mode, carriage return and line feed are changed to a local Carriage Return Character (CRC), for example, \n in Unix, \r\n in Windows, and \r in Mac.



- Binary mode

The Binary mode can be used to transfer executable files, compressed files and image files without processing data. For example, a text file needs to be transferred from Unix to Windows. When the Binary mode is used, the line breaks in Unix will not be converted from \r to \r\n; therefore in Windows, this file has no line feeds and displays many blank lines. Therefore, Binary mode facilitates faster transfer of all files and more reliable transfer of ASCII files.

### 8.3.5 Specifying the Source Interface IP Address for FTP Transmission

An FTP client is configured with a source IP address for communication with an FTP server. In this way, the FTP client connects to the server and shares files with the server through the specified source IP address.

## 8.4 Configuration

Configuration	Description and Command				
Configuring Basic Functions	<p> (Mandatory) It is used to configure the functions of an FTP client.</p>				
	<table border="1"> <tr> <td><b>copy flash</b></td> <td>Uploads a file.</td> </tr> <tr> <td><b>copy ftp</b></td> <td>Downloads a file.</td> </tr> </table>	<b>copy flash</b>	Uploads a file.	<b>copy ftp</b>	Downloads a file.
	<b>copy flash</b>	Uploads a file.			
<b>copy ftp</b>	Downloads a file.				
Configuring Advanced Functions	<p> (Optional) It is used to configure the working mode of the FTP client.</p>				
	<table border="1"> <tr> <td><b>ftp-client port</b></td> <td>Sets the connection mode to active (port).</td> </tr> <tr> <td><b>ftp-client ascii</b></td> <td>Sets the transmission mode to ASCII.</td> </tr> </table>	<b>ftp-client port</b>	Sets the connection mode to active (port).	<b>ftp-client ascii</b>	Sets the transmission mode to ASCII.
	<b>ftp-client port</b>	Sets the connection mode to active (port).			
	<b>ftp-client ascii</b>	Sets the transmission mode to ASCII.			
<table border="1"> <tr> <td><b>ftp-client source-address</b></td> <td>Configures the source IP address of the FTP client.</td> </tr> </table>	<b>ftp-client source-address</b>	Configures the source IP address of the FTP client.			
<b>ftp-client source-address</b>	Configures the source IP address of the FTP client.				
<table border="1"> <tr> <td><b>default ftp-client</b></td> <td>Restores the default settings: connection mode set to passive (PASV), transmission mode to Binary and source IP address removed.</td> </tr> </table>	<b>default ftp-client</b>	Restores the default settings: connection mode set to passive (PASV), transmission mode to Binary and source IP address removed.			
<b>default ftp-client</b>	Restores the default settings: connection mode set to passive (PASV), transmission mode to Binary and source IP address removed.				

### 8.4.1 Configuring Basic Functions

#### Configuration Effect

- Implement file uploading and downloading.

#### Notes

- Pay attention to the command formats for uploading and downloading.

#### Configuration Steps

##### ↳ Uploading a File

- This configuration is mandatory when a file needs to be uploaded.

- Configure the FTP URL as the destination address of **copy** in Privileged EXEC mode.

↳ **Downloading a File**

- This configuration is mandatory when a file needs to be downloaded.
- Configure the FTP URL as the source address of **copy** in Privileged EXEC mode.

**Verification**

- Check whether the uploaded file exists on the FTP server.
- Check whether the downloaded file exists at the destination address.

**Related Commands**

↳ **Uploading a File**

<b>Command</b>	<b>copy flash:</b> [ <i>local-directory/</i> ] <i>local-file</i> <b>ftp:</b> //username:password@dest-address[ /remote-directory ]/remote-file
<b>Parameter Description</b>	<p><i>local-directory</i>: Specifies a directory on the local device. If it is not specified, it indicates the current directory.</p> <p><i>local-file</i>: Specifies a local file to be uploaded.</p> <p><i>username</i>: Specifies a user name for accessing the FTP server, consisting of no more than 32 bytes and excluding delimiters such as /, :, @ and space. This parameter is mandatory.</p> <p><i>password</i>: Specifies a password for accessing the FTP server, consisting of no more than 32 bytes and excluding delimiters such as /, :, @ and space. This parameter is mandatory.</p> <p><i>dest-address</i>: Specifies an IP address for the FTP server.</p> <p><i>remote-directory</i>: Specifies a directory on the server.</p> <p><i>remote-file</i>: Renames the file on the server.</p> <hr/> <p>⚠ The directory specified by <i>remote-directory</i> must have been created on the device. This command will not automatically create a directory.</p>
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to upload a file from the flash of a local device to an FTP server.

↳ **Downloading an FTP File**

<b>Command</b>	<b>copy ftp:</b> //username:password@dest-address[ /remote-directory ]/remote-file <b>flash:</b> [ <i>local-directory/</i> ] <i>local-file</i>
<b>Parameter Description</b>	<p><i>username</i>: Specifies a user name for accessing the FTP server, consisting of no more than 32 bytes and excluding delimiters such as /, :, @ and space. This parameter is mandatory.</p> <p><i>password</i>: Specifies a password for accessing the FTP server, consisting of no more than 32 bytes and excluding delimiters such as /, :, @ and space. This parameter is mandatory.</p> <p><i>dest-address</i>: Specifies an IP address for the FTP server.</p>

	<p><i>remote-directory</i>: Specifies a directory on the server.</p> <p><i>remote-file</i>: Specifies a file to be downloaded.</p> <p><i>local-directory</i>: Specifies a directory on the local device. If it is not specified, it indicates the current directory.</p> <p><i>local-file</i>: Renames the file in the local flash.</p> <hr/> <p><b>▲</b> The directory specified by <i>remote-directory</i> must have been created on the device. This command will not automatically create a directory.</p>
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to download a file from an FTP server to the flash of a local device.

### Configuration Example

#### 📄 Uploading a File

<b>Configuration Steps</b>	Upload the <b>local-file</b> file in the <b>home</b> directory of a device to the <b>root</b> directory of an FTP server whose user name is <b>user</b> , password is <b>pass</b> and IP address is <b>192.168.23.69</b> and name the file <b>remote-file</b> .
	<pre>Orion_B54Q# copy flash: home/local-file ftp://user:pass@192.168.23.69/root/remote-file</pre>
<b>Verification</b>	Check whether the <b>remote-file</b> file exists on the FTP server.

#### 📄 Downloading a File

<b>Configuration Steps</b>	Download the <b>remote-file</b> file from the <b>root</b> directory of an FTP server whose user name is <b>user</b> , password is <b>pass</b> and IP address is <b>192.168.23.69</b> to the <b>home</b> directory of a device and save the file as <b>local-file</b> .
	<pre>Orion_B54Q# copy ftp://user:pass@192.168.23.69/root/remote-file flash: home/local-file</pre>
<b>Verification</b>	Check whether the <b>remote-file</b> file exists in the <b>home</b> directory of the flash.

### Common Errors

- The command formats for uploading and downloading are incorrect.
- The user name or password is incorrect.

## 8.4.2 Configuring Optional Functions

### Configuration Effect

- Set the connection and transmission modes and configure a source IP address of the client for file upload and download.

## Notes

- If an FTP client needs to be configured based on VRF, specify a VRF first.

## Configuration Steps

### Setting the Connection Mode to Active (Port)

- Optional.
- Configure the connection mode of FTP.

### Setting the Transmission Mode to ASCII

- Optional.
- Configure the transmission mode of FTP.

### Configuring the Source IP Address of the FTP Client

- Optional.
- Configure the source IP address of the FTP client.

### Restoring the Default Settings

- Optional.
- Restore the default settings of the FTP client.

## Verification

Run the **show run** command to check whether the configuration takes effect.

## Related Commands

### Setting the Connection Mode to Active (Port)

<b>Command</b>	<b>ftp-client [ vrf <i>vrf-name</i> ] port</b>
<b>Parameter Description</b>	<b>vrf <i>vrf-name</i></b> : Specifies a VRF.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to set the connection mode to active (port). The default connection mode is passive (PASV).

### Configuring the Source IP Address of the FTP Client

<b>Command</b>	<b>ftp-client [ vrf <i>vrfname</i> ] source-address {<i>ip-address</i>   <i>ipv6-address</i>}</b>
<b>Parameter Description</b>	<b>vrf <i>vrf-name</i></b> : Specifies a VRF. <b><i>ip-address</i></b> : Specifies the IPv4 address of a local interface.

	<i>ipv6-address</i> : Specifies the IPv6 address of a local interface.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to configure an interface IP address of the client for connection. By default, the client is not configured with a local IP address. Instead, the route selects an IP address for the client.

↳ **Setting the Transmission Mode to ASCII**

<b>Command</b>	<b>ftp-client [ vrf <i>vrf-name</i> ] ascii</b>
<b>Parameter Description</b>	<b>vrf <i>vrf-name</i></b> : Specifies a VRF.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to set the transmission mode to ASCII. The default transmission mode is Binary.

↳ **Restoring the Default Settings**

<b>Command</b>	<b>default ftp-client [ vrf <i>vrf-name</i> ]</b>
<b>Parameter Description</b>	<b>vrf <i>vrf-name</i></b> : Specifies a VRF.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	Run this command to restore the default settings, namely, connection mode set to passive and transmission mode to Binary and source IP address removed.

**Configuration Example**

↳ **Configuring Optional Functions**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Set the connection mode of FTP to port.</li> <li>● Set the transmission mode to ASCII.</li> <li>● Set the source IP address to 192.168.23.167.</li> <li>● Set the connection mode of vrf 123 to port.</li> <li>● Set the transmission mode of vrf 123 to ASCII.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# ftp-client ascii Orion_B54Q(config)# ftp-client port Orion_B54Q(config)# ftp-client source-address 192.168.23.167 Orion_B54Q(config)# ftp-client vrf 123 port</pre>

	<pre>Orion_B54Q(config)# ftp-client vrf 123 ascii Orion_B54Q(config)# end</pre>
<p><b>Verification</b></p>	<p>Run the <b>show run</b> command on the device to check whether the configuration takes effect.</p> <pre>Orion_B54Q# show run  ! ftp-client ascii ftp-client port ftp-client vrf 123 port ftp-client vrf 123 ascii ftp-client source-address 192.168.23.167 !</pre>

**Common Errors**


- The source IP address is not a local IP address.
- Before configuring the **ftp-client vrf** command, configure the **vrf** command.

## 8.5 Monitoring

**Displaying**

Description	Command
Display configuration.	<b>show run</b> h e F T P c l i e n t

**Debugging**

 System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Debugs the FTP Client.	<b>debug ftp-client</b>



## 9 Configuring Tunnel Interfaces

### 599.1 Overview

Tunnel interfaces are virtual interfaces used to implement tunneling. A tunnel interface provides a standard transmission link and you do not need to specify a transport protocol or payload protocol. Each tunnel interface represents a transmission link.

Tunneling function includes the following parts:

- **Payload protocol:** Is used to encapsulate the data transmitted in tunnels. For example, the IPv4 and IPv6 protocols work as payload protocols. Generic routing encapsulation (GRE) tunnels can carry IPv4 or IPv6 data.
- **Bearer protocol:** Is used for secondary encapsulation and identification of the data to be transmitted. Among the tunnels described in this document, only the GRE tunnel uses a bearer protocol, that is, the GRE protocol. The other tunnels use the IPv4 and IPv6 protocols. Packets are encapsulated with outer IPv4 and IPv6 headers.
- **Transport protocol:** Is used to transmit the data encapsulated for the second time. Orion\_B54Q products use the widely applied IPv4 and IPv6 protocols as transport protocols.

The tunnel mode can be used to set up communication between two private networks running the same protocol through a heterogeneous public network.

Tunneling is applicable to the following scenarios:

- Because tunneling supports different payload protocols, it allows the communication between local networks running non-IP protocols through a single network (IP network). Because tunneling operates on non-IP protocols (IP protocols), it allows wider application of the protocols with hop limit.
- Tunneling allows discrete subnets to be connected through a single network (IP network).
- Tunneling allows the virtual private network (VPN) feature to be enabled on wide area networks (WANs).

Encapsulated data is transmitted through tunnels, which is a complex process. In some cases, you need to pay attention to the following changes:

- Because a tunnel is a logical link, it appears to be a single hop in routing. However, actually its path cost may be more than one hop. When you use a tunnel for transmission, note that the route of the tunnel link is different from the actual route.
- When you configure a firewall or an access control list (ACL), take the tunnel configuration into consideration. The transmission bandwidth and maximum transmission unit (MTU) allowed by payload protocols are smaller than theoretical values.

#### Protocols and Standards

- RFC2784: Generic Routing Encapsulation (GRE)

- RFC2890: Key and Sequence Number Extensions to GRE
- RFC3056: Connection of IPv6 Domains via IPv4 Clouds
- RFC3068: An Anycast Prefix for 6to4 Relay Routers
- RFC3964: Security Considerations for 6to4
- RFC4023: Encapsulating MPLS in IP or Generic Routing Encapsulation (GRE)
- RFC4087: IP Tunnel MIB
- RFC4213: Basic Transition Mechanisms for IPv6 Hosts and Routers
- RFC4797: Use of Provider Edge to Provider Edge (PE-PE) Generic Routing Encapsulation (GRE) or IP in BGP/MPLS IP Virtual Private Networks
- RFC5158: 6to4 Reverse DNS Delegation Specification
- RFC5214: Intra-Site Automatic Tunnel Addressing Protocol (ISATAP)
- RFC5332: MPLS Multicast Encapsulations
- RFC5579: Transmission of IPv4 Packets over Intra-Site Automatic Tunnel Addressing Protocol (ISATAP) Interfaces
- RFC5845: Generic Routing Encapsulation (GRE) Key Option for Proxy Mobile IPv6
- RFC6245: Generic Routing Encapsulation (GRE) Key Extension for Mobile IPv4
- RFC6343: Advisory Guidelines for 6to4 Deployment
- RFC6372: 6to4 Provider Managed Tunnels
- draft-zhou-dhc-gre-option-00 DHCPv4 and DHCPv6 options for GRE
- draft-templin-v6ops-isops-18 Operational Guidance for IPv6 Deployment in IPv4 Sites using ISATAP

## 626.1 Applications

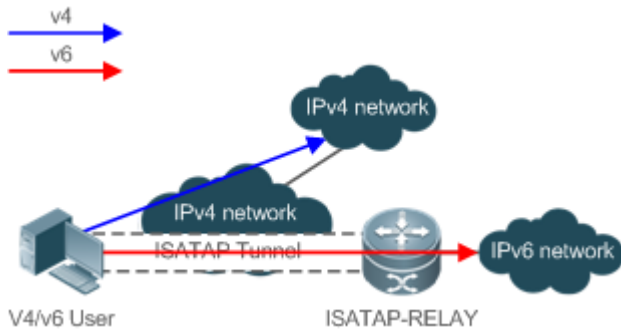
Application	Description
Accessing the IPv6 Campus Network	Accesses the IPv6 sites on a campus network.
Connecting a Campus Network to an IPv6 Backbone Network	Connects a campus network to an IPv6 backbone network.

### 626.1.1 Accessing the IPv6 Sites on a Campus Network

#### Scenario

IPv6 servers are deployed on some campus networks, and PCs need to access them. The Intra-Site Automatic Tunnel Addressing Protocol (ISATAP) can be used to realize the access.

Figure 9-6



<b>Remarks</b>	ISATAP-RELAY supports tunneling. Users on the campus network can access IPv4 servers directly through the IPv4 network, but need to access IPv6 servers through the ISATAP tunnel.
----------------	--

### Deployment

- IPv4 and IPv6 users access the IPv4 network by using IPv4 addresses.
- IPv4 and IPv6 users access the IPv6 network through the ISATAP tunnel.
- The ISATAP tunnel is established between PCs and the ISATAP-RELAY router.

## 629.1 Configuration

Configuration	Description and Command
Configuration of Tunnel Interfaces	⚠ (Mandatory) It is used to create tunnels. <code>interface tunnel</code>
	<code>interface tunnel</code> Creates a tunnel interface.
	<code>tunnel source</code> Configures the local address of a tunnel.
Configuring a Tunnel Mode	⚠ (Optional) It is used to configure a tunnel mode.
	<code>tunnel mode</code> Configures a tunnel encapsulation mode.
<a href="#">Configuring a Local Address</a>	⚠ (Optional) It is used to configure the local address of a tunnel.
	<code>tunnel source</code> Configures the address of a tunnel.
Configuring a Peer Address	⚠ (Optional) It is used to configure the peer address of a tunnel.
	<code>tunnel destination</code> Configures the peer address of a tunnel.
Configuring the TOS of a Tunnel	⚠ (Optional) It is used to configure the type of service (TOS) of a tunnel.
	<code>tunnel tos</code> Configures the TOS of a tunnel.
Configuring the TTL of a Tunnel	⚠ (Optional) It is used to configure the time to live (TTL) of a tunnel.
	<code>tunnel ttl</code> Configures the TTL of a tunnel.

## 629.1.1 Configuring Tunnel Interfaces

### Configuration Effect

- Create a tunnel interface.

### Configuration Steps

#### ↳ Creating a Tunnel Interface

- Run the **interface tunnel** *number* command in global configuration mode to create a tunnel interface.
- The tunneling service is available only after a tunnel interface is created.

### Verification

- Run the **show interface tunnel** *number* command to check whether the tunnel interface is created successfully.

### Related Commands

#### ↳ Configuring a Tunnel Interface

<b>Command</b>	<b>interface tunnel</b> <i>number</i>
<b>Parameter</b>	<i>number</i> : Indicates the number of a tunnel interface.
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

#### ↳ Checking the Tunnel Configuration

<b>Command</b>	<b>show interface tunnel</b> <i>number</i>
<b>Parameter</b>	<i>number</i> : Indicates the number of a tunnel interface.
<b>Description</b>	
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

### Configuration Example

#### ↳ Creating a Tunnel Interface

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Create a tunnel interface.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# end</pre>

<b>Verification</b>	<ul style="list-style-type: none"> <li>● Check the configuration of the tunnel interface.</li> </ul>
	<pre>Orion_B54Q# show interface tunnel 1 ..... Tunnel attributes: ..... Tunnel protocol/transport is gre ip</pre>

### Common Errors

- A tunnel interface cannot be created due to memory deficiency.
- A tunnel interface cannot be created due to insufficient hardware resource deficiency.

## 635.1.1 Configuring a Tunnel Mode

### Configuration Effect

- Configure a tunnel encapsulation mode in tunnel interface configuration mode when you need to use a tunnel in non-default encapsulation mode.

### Configuration Steps

#### ▾ Configuring a Tunnel Mode

- Optional.
- The default encapsulation mode for switches is tunnel mode ipv6ip.
- To change the default encapsulation mode, run the **tunnel mode** command in tunnel interface configuration mode.

### Verification

- Run the **show interface tunnel number** command to check whether the tunnel encapsulation mode is configured.

### Related Commands

#### ▾ Configuring a Tunnel Mode

<b>Command</b>	<b>tunnel mode { gre {ip   ipv6}   ipv6   ipip   ipv6ip [6to4   isatap ] }</b>
<b>Parameter Description</b>	<p>Each mode corresponds to different encapsulation format of the packets sent out by the tunnel interface.</p> <p><b>gre ip</b> indicates that a packet is encapsulated with a GRE header and an IPv4 header in sequence and then is transmitted over a new IPv4 network.</p> <p><b>gre ipv6</b> indicates that a packet is encapsulated with a GRE header and an IPv6 header in sequence and then is transmitted over a new IPv6 network.</p> <p><b>ipv6</b> indicates that a packet sent out by the tunnel interface is encapsulated with an IPv6 header and</p>

	<p>then transmitted over a new IPv6 network.</p> <p><b>ipip</b> indicates that the tunnel interface carries only IPv4 packets and a packet sent out by the tunnel interface is encapsulated with an IPv4 header and then transmitted over a new IPv4 network.</p> <p><b>ip6ip</b> indicates that the tunnel interface carries only IPv6 packets and a packet sent out by the tunnel interface is encapsulated with an IPv4 header and then transmitted over a new IPv4 network.</p> <p>The preceding tunnels are manual tunnels, whereas IPv6IP, 6to4, and ISATAP are automatic tunnels. During packet encapsulation, the destination IPv4 address is mapped from the destination IPv6 address.</p>
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	Both ends of a tunnel must be configured with the same encapsulation mode. Otherwise, the tunnel cannot work.

### Configuration Example

#### Configuring the IPv4 over IPv4 Encapsulation Mode

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>Configure the IPv4 over IPv4 encapsulation mode on a tunnel interface.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config)# end</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>Check the configuration of the tunnel interface.</li> </ul>
	<pre>Orion_B54Q# show interface tunnel 1 ..... Tunnel attributes: ..... Tunnel protocol/transport is ipip</pre>

### Common Errors

- A 6to4 tunnel or ISATAP tunnel is configured for a virtual routing and forwarding (VRF) instance that is not configured with a 6to4/ISATAP tunnel.

## 641.1.1 Configuring a Local Address

### Configuration Effect

- Configure the local address of a tunnel.

## Notes

- The local address of a tunnel must match the transport protocol used by the tunnel. Otherwise, the tunnel interface will not be up (be disabled).
- When the local address is specified indirectly by configuring another interface, the local address is the primary IPv4 address or the first global public IPv6 address of IPv6.

## Configuration Steps

### Configuring a Local Address

- Mandatory.
- Run the **tunnel source** command in tunnel interface configuration mode to specify the local address of a tunnel.

## Verification

- Run the **show interface tunnel number** command to display the local address of the tunnel.

## Related Commands

### Configuring a Local Address

<b>Command</b>	<b>tunnel source</b> { <i>ip-address</i>   <i>interface-name interface-number</i> }
<b>Parameter</b>	<b>ip-address:</b> Indicates an IPv4 or IPv6 address.
<b>Description</b>	<i>Interface-name interface-number:</i> Indicates a Layer-3 interface.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	If you specify an IPv4 or IPv6 address directly, you need to configure the address of the device.

## Configuration Example

### Configuring a Local Address

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure the local address of a tunnel as 1.1.1.1.</li> </ul> <pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config-if-Tunnel 1)# tunnel source 1.1.1.1</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>● Check the configuration of the tunnel interface.</li> </ul> <pre>Orion_B54Q# show interface tunnel 1 .....</pre>

```
Tunnel attributes:
Tunnel source 1.1.1.1, destination UNKNOWN, unroutable
Tunnel TOS/Traffic Class not set, Tunnel TTL 254
Tunnel config nested limit is 0, current nested number is 0
Tunnel protocol/transport ipip
Tunnel transport VPN is no set
.....
```

## 647.1.1 Configuring a Peer Address

### Configuration Effect

- A manual tunnel can be used (the tunnel interface is up) only after its peer address is configured.

### Notes

- Peer addresses cannot be configured for automatic tunnels.

### Configuration Steps

#### ▾ Configuring a Peer Address

- The peer addresses must be configured for all tunnels except 6to4, and ISATAP tunnels.
- Run the **tunnel destination** command in interface configuration mode to configure the peer address of a tunnel.

### Verification

- Run the **show interface tunnel** command to check whether the destination address is configured.

### Related Commands

#### ▾ Configuring a Peer Address

<b>Command</b>	<b>tunnel destination</b> { <i>ip-address</i> }
<b>Parameter Description</b>	<b><i>ip-address</i></b> : Indicates an IPv4 or IPv6 address.
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	The peer address of a manual tunnel must be configured. The protocol suite type of the configured peer address must be consistent with the transport protocol used by the tunnel. If they are not consistent, the tunnel interface will be disabled (down).

### Configuration Example



### ▾ Configuring a Peer Address

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure the peer address of a tunnel as 2.2.2.2.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config-if-Tunnel 1)# tunnel destination 2.2.2.2</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>● Check the configuration of the tunnel interface.</li> </ul>
	<pre>Orion_B54Q# show interface tunnel 1 ..... Tunnel attributes:   Tunnel source: UNKNOWN, destination 2.2.2.2, unroutable   Tunnel TOS/Traffic Class not set, Tunnel TTL 254   Tunnel config nested limit is 0, current nested number is 0   Tunnel protocol/transport ipip .....</pre>

### Common Errors

- A peer address is configured for an automatic tunnel.
- The peer address configured for a tunnel is the same as that of another tunnel.

## 654.1.1 Configuring the TOS of a Tunnel

### Configuration Effect

- Specify the TOS or Traffic Class field in the transport protocol header.

### Notes

- If the TOS or Traffic Class field in the transport protocol header is not specified, the TOS or Traffic Class field of the protocol is copied to the header.

### Configuration Steps

#### ▾ Configuring the TOS of a Tunnel

- Optional.

- To change the priority of tunnel data on a network, run the **tunnel tos** command in interface configuration mode.

## Verification

- Run the **show interface tunnel** command to check whether the TOS is configured.

## Related Commands

### ↳ Configuring the TOS of a Tunnel

<b>Command</b>	<b>tunnel tos</b> <i>number</i>
<b>Parameter</b>	<i>number</i> : Indicates the TOS of a tunnel.
<b>Description</b>	
<b>Command Mode</b>	Interface configuration mode
<b>Usage Guide</b>	By default, if the IPv4 protocol is used for the inner bearer and outer encapsulation in a tunnel, the TOS bytes in the inner IPv4 header are copied to the outer IPv4 header. If the IPv6 protocol is used for the inner bearer and outer encapsulation in a tunnel, the Traffic Class 8 bit in the inner IPv6 header is copied to the outer IPv6 header. In other cases, the TOS field in the outer IPv4 header and the Traffic Class field in the IPv6 header are 0.

## Configuration Example

### ↳ Configuring the TOS of a Tunnel

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>● Configure the TOS of a tunnel.</li> </ul> <pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config-if-Tunnel 1)# tunnel tos 2</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>● Check the configuration of the tunnel interface.</li> </ul> <pre>Orion_B54Q# show interface tunnel 1 ..... Tunnel attributes:   Tunnel source 1.1.1.1, destination UNKNOWN, unroutable   Tunnel TOS/Traffic Class 0x2, Tunnel TTL 254   Tunnel config nested limit is 0, current nested number is 0   Tunnel protocol/transport ipip</pre>

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>Configure the TOS of a tunnel.</li> </ul>
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config-if-Tunnel 1)# tunnel tos 2</pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>Check the configuration of the tunnel interface.</li> </ul>
	<pre>Tunnel transport VPN is VPN1 .....</pre>

## 659.1.1 Configuring the TTL of a Tunnel

### Configuration Effect

- Specify the TTL or hop limit of tunnel encapsulation protocol headers.

### Configuration Steps

#### ▾ Configuring the TTL of a Tunnel

- Optional.
- By default, the TTL is 255, which is the maximum value.
- To reduce the tunnel link length limit, run the **tunnel ttl** command.

### Verification

- Run the **show interface tunnel** command to check whether the TTL is configured.

### Related Commands

#### ▾ Configuring the TTL of a Tunnel

<b>Command</b>	<b>tunnel ttl hop-limit</b>
<b>Parameter Description</b>	<i>hop-limit</i> : Indicates the hop limit of a tunnel.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	The hop limit specifies the maximum number of routers that a packet can pass through. The default value is 255. This command is used to reduce the hop quantity limit.

### Configuration Example

↳ **Configuring the TTL of a Tunnel**

<b>Configuration Steps</b>	<ul style="list-style-type: none"> <li>Configure the TTL of a tunnel.</li> </ul> <pre> Orion_B54Q# configure terminal Orion_B54Q(config)# interface tunnel 1 Orion_B54Q(config-if-Tunnel 1)# tunnel mode ipip Orion_B54Q(config-if-Tunnel 1)# tunnel ttl 3                     </pre>
<b>Verification</b>	<ul style="list-style-type: none"> <li>Check the configuration of the tunnel interface.</li> </ul> <pre> Orion_B54Q# show interface tunnel 1 ..... Tunnel attributes:   Tunnel source 1.1.1.1, destination UNKNOWN, unroutable   Tunnel TOS/Traffic Class 0x2, Tunnel TTL 3   Tunnel config nested limit is 0, current nested number is 0   Tunnel protocol/transport ipip   Tunnel transport VPN is VPN1                     </pre>

## 664.1 Monitoring

### Displaying

Description	Command
Displays the information about a tunnel interface.	<code>show interface tunnel <i>number</i></code>

### Debugging

⚠ System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Enables tunnel interface debugging.	<code>debug tunnel</code>

# 10 Configuring Network Communication Test Tools

## 10.1 Overview

Network communication test tools can be used to check the connectivity of a network and helps you analyze and network faults. Network communication test tools include Packet Internet Groper (PING) and Traceroute. Ping is check the connectivity and delay of a network. A greater delay indicates a slower network speed. Traceroute helps you learn about the topology of physical and logical links and transmission rate. On a network device, you can run `ping` and `traceroute` commands to use the two tools respectively.

### Protocols and Standards

- RFC792: Internet Control Message Protocol
- RFC4443: Internet Control Message Protocol (ICMPv6) for the Internet Protocol Version 6 (IPv6) Specification

## 10.2 Applications

Application	Description
End-to-End Connectivity Test	Both the network device and the destination host are connected to the IP network and configured with IP addresses.
Host Route Test	Both the network device and the destination host are connected to the IP network and configured with IP addresses.

### 10.2.1 End-to-End Connectivity Test

#### Scenario

As shown in Figure 10-57, Network Device A and Target Host B are connected to the IP network.

If both the network device and the target host are connected to the IP network, the end-to-end connectivity test aims to check whether IP packets can be transmitted between the two ends. The target host can be the network device itself. In this case, the connectivity test aims to check the network interface and TCP/IP configurations on the device.

Figure 10-57



#### Deployment

Execute the ping function on the network device.

## 10.2.2 Host Route Test

### Scenario

As shown in Figure 10-58, Network Device A and Target Host B are connected to the IP network.

If both the network device and the target host are connected to the IP network, the host route test aims to check gateways (or routers) that IP packets pass through between the two ends. Generally, the target host is not within the same IP network segment as the network device.

Figure 10-58



### Deployment

Execute the traceroute function on the network device.

## 10.3 Features

### Overview

Feature	Description
Ping Test	Test whether the specified IPv4 or IPv6 address is reachable and display the related information.
Traceroute Test	Display the gateways that IPv4 or IPv6 packets pass through when transmitted from the source to the destination.

### 10.3.1 Ping Test

#### Working Principle

The ping tool sends an Internet Control Message Protocol (ICMP) Request message to the destination host to request the for an ICMP Echo Reply message. In this way, the ping tool determines the delay and the connectivity between network devices.

#### Related Configuration

- Run the **ping** command.

### 10.3.2 Traceroute Test



#### Working Principle

The traceroute tool uses the Time To Live (TTL) field in the headers of the ICMP and IP messages for the test. First, the traceroute tool on the network device sends an ICMP Request message with TTL 1 to the destination host. After receiving the message, the first router on the path decreases the TTL by 1. As the TTL becomes 0, the router drops the packets and returns an ICMP time exceeded message to the network device. After receiving this message, the traceroute tool learns that this router exists on this path, and then sends an ICMP Request packet with TTL 2 to the destination host to discover the second router. Each time the traceroute tool increases the TTL in the ICMP Request message by 1 to discover one more router. This process is repeated until a data packet reaches the destination host. After the packet reaches the destination host, the host returns an ICMP Echo message instead of an ICMP time exceeded message to the network device. Then, the traceroute tool finishes the test and displays the path from the network device to the destination host.

### Related Configuration

- Run the **traceroute** command.

## 10.4 Configuration

Configuration	Description and Command
Ping Test	 (Optional) It is used to check whether an IPv4 or IPv6 address is reachable.
	<b>ping</b> Executes the Ping function.
Traceroute Test	 (Optional) It is used to display the gateways that IPv4 or IPv6 packets pass through when transmitted from the source to the destination.
	<b>traceroute</b> Executes the traceroute function.

### 10.4.1 Ping Test

#### Configuration Effect

After conducting a ping test on a network device, you can learn whether the network device is connected to the destination host and whether packets can be transmitted between the network device and the destination host.

#### Notes

The network device must be configured with an IP address.

#### Configuration Steps

- To check whether an IPv4 address is reachable, use the **ping IPv4** command.
- To check whether an IPv6 address is reachable, use the **ping IPv6** command.

#### Verification

Run the **ping** command to display related information on the command line interface (CLI) window.

## Related Commands

### Ping IPv4

<b>Command</b>	<b>ping</b> [ <b>oob</b>   <b>vrf</b> <i>vrf-name</i>   <b>ip</b> ] [ <i>address</i> [ <b>via</b> <i>mgmt-name</i> ] [ <b>length</b> <i>length</i> ] [ <b>ntimes</b> <i>times</i> ] [ <b>timeout</b> <i>seconds</i> ] [ <b>data</b> <i>data</i> ] [ <b>source</b> <i>source</i> ] [ <b>df-bit</b> ] [ <b>validate</b> ] [ <b>detail</b> ] [ <b>interval</b> <i>millisecond</i> ]]
<b>Parameter Description</b>	<p><b>oob</b> Indicates out-of-band management. This parameter must be configured if the MGMT port is specified as the source port.</p> <p><i>vrf-name</i>: Indicates the VPN routing and forwarding (VRF) name.</p> <p><i>address</i>: Specifies the destination IPv4 address or domain name.</p> <p><i>mgmt-name</i>: Specifies the MGMT port in OOB mode.</p> <p><i>length</i>: Specifies the length of the data packet. The value ranges from 36 to 18,024. The default length is 100.</p> <p><i>times</i>: Specifies the number of probes. The value ranges from 1 to 4,294,967,295.</p> <p><i>seconds</i>: Specifies the timeout. The value ranges from 1s to 10s.</p> <p><i>data</i>: Specifies the data in the packet. The data is a string of 1 to 255 bytes. By default, the string is "abcd".</p> <p><i>source</i>: Specifies the source IPv4 address or source port of the packet. The loopback interface address, for example, 127.0.0.1, cannot be used as the source address.</p> <p><b>df-bit</b>: Configures the DF bit of the IP address. When the DF bit is set to 1, the packet is not fragmented. By default, the DF bit is 0.</p> <p><b>validate</b>: Configures whether to verify the response packet.</p> <p><b>detail</b>: Configures whether to display the Echo Reply message in detail. By default, only the exclamation mark (!) and dot (.) are displayed.</p> <p><i>millisecond</i>: Specifies the interval at which the ping packet is sent. The value ranges from 1 to 300,000 ms. The default interval is 100 ms.</p>
<b>Command Mode</b>	<p>In User EXEC mode, you can execute only the basic ping function. In Privileged EXEC mode, you can execute the extended ping function.</p> <p>In other configuration modes, you can run the <b>do</b> command to execute the extended ping function. For details about the configuration, see the description about the <b>do</b> command.</p>
<b>Configuration Usage</b>	<p>When the ping function is executed, information about the response (if any) will be displayed, and then related statistics will be output. Using the extended ping function, you can specify the number, length and timeout of packets to be sent. Like the basic ping function, related statistics will be output.</p> <p>To use the domain name, you must first configure the domain name server (DNS). For details about the configuration, see <i>Configuring DNS</i>.</p>

### Ping IPv6

<b>Command</b>	<b>ping</b> [ <b>vrf</b> <i>vrf-name</i> ] [ <b>oob</b>   <b>ip v6</b> ] [ <i>address</i> [ <b>via</b> <i>mgmt-name</i> ] [ <b>length</b> <i>length</i> ] [ <b>ntimes</b> <i>times</i> ] [ <b>timeout</b> <i>seconds</i> ] [ <b>data</b> <i>data</i> ] [ <b>source</b> <i>source</i> ] [ <b>detail</b> ] [ <b>interval</b> <i>millisecond</i> ] [ <b>out-interface</b> <i>interface</i> ]]
<b>Parameter Description</b>	<p><b>oob</b> Indicates out-of-band management. This parameter must be configured if the MGMT port is specified as the source port.</p>



	<p><i>vrf-name</i>: Indicates the VRF name.</p> <p><i>address</i>: Specifies the destination IPv6 address or domain name.</p> <p><i>mgmt-name</i>: Specifies the MGMT port in OOB mode.</p> <p><i>length</i>: Specifies the length of data packet. The value ranges from 1 to 255. The default length is 100.</p> <p><i>times</i>: Specifies the number of probes. The value ranges from 1 to 4, 294, 967, 295.</p> <p><i>seconds</i>: Specifies the timeout. The value ranges from 1s to 10s.</p> <p><i>data</i>: Specifies the data in the packet. The data is a string of 1 to 255 bytes.</p> <p><i>source</i>: Specifies the source IPv6 address or source port of the packet. The loopback interface address, for example, ::1, cannot be used as the source address.</p> <p><b>detail</b>: Configures whether to display the Echo Reply message in detail. By default, only the exclamation mark (!) and dot (.) are displayed.</p> <p><i>interval</i>: Specifies the interval at which the ping packet is sent. The value ranges from 10 ms to 300,000 ms. The default interval is 100 ms.</p>
<b>Command Mode</b>	<p>In User EXEC mode, you can execute only the basic ping IPv6 function. In Privileged EXEC mode, you can execute the extended ping IPv6 function.</p> <p>In other configuration modes, you can run the <b>do</b> command to execute the extended ping function. For details about the configuration, see the description about the <b>do</b> command.</p>
<b>Configuration Usage</b>	<p>When the ping IPv6 function is executed, information about the response (if any) will be displayed, and then related statistics will be output.</p> <p>Using the extended ping IPv6 function, you can specify the number, length and timeout of packets to be sent. Like the basic ping IPv6 function, related statistics will be output.</p> <p>To use the domain name, you must first configure the DNS. For details about the configuration, see <i>Configuring DNS</i>.</p>

## Configuration Example

### ↳ Executing the Common Ping Function

<b>Configuration Steps</b>	<p>In Privileged EXEC mode, run the <b>ping 192.168.21.26</b> command.</p>
	<pre> Common ping command: Orion_B54Q# ping 192.168.21.26 Sending 5, 100-byte ICMP Echoes to 192.168.21.26, timeout is 2 seconds: &lt; press Ctrl+C to break &gt; !!!! Success rate is 100 percent (5/5), round-trip min/avg/max = 1/2/10 ms Detailed ping command: Orion_B54Q# ping 192.168.21.26 detail                     </pre>

	<pre> Sending 5, 100-byte ICMP Echoes to 192.168.21.26, timeout is 2 seconds:   &lt; press Ctrl+C to break &gt;  Reply from 192.168.21.26: bytes=100 time=4ms TTL=64 Reply from 192.168.21.26: bytes=100 time=3ms TTL=64 Reply from 192.168.21.26: bytes=100 time=1ms TTL=64 Reply from 192.168.21.26: bytes=100 time=1ms TTL=64 Reply from 192.168.21.26: bytes=100 time=1ms TTL=64  Success rate is 100 percent (5/5), round-trip min/avg/max = 1/2/4 ms.                 </pre>
<b>Verification</b>	<p>Send five 100-byte packets to the specified IP address, and the response information will be displayed in the specified time (2s by default). Finally the statistics is output.</p>

↘ Executing the Extended Ping Function

<b>Configuration Steps</b>	<p>In Privileged EXEC mode, enter <code>ping 192.168.21.26</code> command. In addition, specify the length number, and timeout of the packets.</p>
	<pre> Common ping command:  Orion_B54Q# ping 192.168.21.26 length 1500 ntimes 100 data ffff source 192.168.21.99 timeout 3  Sending 100, 1500-byte ICMP Echoes to 192.168.21.26, timeout is 3 seconds:   &lt; press Ctrl+C to break &gt;  !! !!!!!!!!!!  Success rate is 100 percent (100/100), round-trip min/avg/max = 2/2/3 ms  Detailed ping command:  ping 192.168.21.26 length 1500 ntimes 20 data ffff source 192.168.21.99 timeout 3 detail  Sending 20, 1500-byte ICMP Echoes to 192.168.21.26, timeout is 3 seconds:   &lt; press Ctrl+C to break &gt;  Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64                 </pre>

	<pre> Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=2ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=3ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64 Reply from 192.168.21.26: bytes=1500 time=1ms TTL=64  Success rate is 100 percent (20/20), round-trip min/avg/max = 1/1/3 ms.                 </pre>
<b>Verification</b>	Send twenty 1500-byte packets to the specified IP address, and the response information (if any) will be displayed in the specified time (3s by default). Finally the statistics is output.

↘ Executing the Common Ping IPv6 Function

<b>Configuration Steps</b>	In Privileged EXEC mode, run the <b>ping ipv6 2001::1</b> command.
	<pre> Common ping command: Orion_B54Q# ping ipv6 2001::1 Sending 5, 100-byte ICMP Echoes to 2001::1, timeout is 2 seconds: &lt; press Ctrl+C to break &gt; !!!! Success rate is 100 percent (5/5), round-trip min/avg/max = 1/2/10 ms  Detailed ping command:                 </pre>

	<pre> Orion_B54Q#ping 2001::1 detail Sending 5, 100-byte ICMP Echoes to 2001::1, timeout is 2 seconds:     &lt; press Ctrl+C to break &gt; Reply from 2001::1: bytes=100 time=1ms Reply from 2001::1: bytes=100 time=1ms Reply from 2001::1: bytes=100 time=1ms Reply from 2001::1: bytes=100 time=1ms Reply from 2001::1: bytes=100 time=1ms  Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms.                 </pre>
<b>Verification</b>	<p>Send five 100-byte packets to the specified IP address, and the response information will be displayed in the specified time (2s by default). Finally the statistics is output.</p>

↘ Executing the Extended Ping IPv6 Function

<b>Configuration Steps</b>	<p>In Privileged EXEC mode, run the <b>ping ipv6 2001::5</b> command. In addition, specify the length, number, and timeout of the packets.</p>
	<pre> Common ping command: Orion_B54Q# ping ipv6 2001::5 length 1500 ntimes 100 data ffff source 2001::9 timeout 3 Sending 100, 1500-byte ICMP Echoes to 2000::1, timeout is 3 seconds:     &lt; press Ctrl+C to break &gt; !! !!!!!!!!!!  Success rate is 100 percent (100/100), round-trip min/avg/max = 2/2/3 ms  Detailed ping command: Orion_B54Q#ping 2001::5 length 1500 ntimes 10 data ffff source 2001::9 timeout 3 Sending 10, 1500-byte ICMP Echoes to 2001::5, timeout is 3 seconds:     &lt; press Ctrl+C to break &gt; Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms                 </pre>

	<pre> Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms Reply from 2001::5: bytes=1500 time=1ms  Success rate is 100 percent (10/10), round-trip min/avg/max = 1/1/1 ms.                 </pre>
<b>Verification</b>	Send one hundred 1500-byte packets to the specified IPv6 address, and the response information (any) will be displayed in the specified time (3s by default). Finally the statistics is output.

## 10.4.2 Traceroute Test

### Configuration Effect

After conducting a traceroute test on a network device, you can learn about the routing topology between the network device and the destination host, and the gateways through which packets are sent from the network device to the destination host.

### Notes

The network device must be configured with an IP address.

### Configuration Steps

- To trace the route an IPv4 packet would follow to the destination host, run the **traceroute IPv4** command.
- To trace the route an IPv6 packet would follow to the destination host, run the **traceroute IPv6** command.

### Verification

Run the **traceroute** command to display related information on the CLI window.

### Related Commands

#### Traceroute IPv4

<b>Command</b>	<b>traceroute</b> <i>oob</i>   <b>vrf</b> <i>vrf-name</i> <b>ip</b> [ <i>address</i> ] [ <b>via</b> <i>mgmt-name</i> ] [ <b>probenumber</b> ] [ <b>source</b> <i>source-port</i> ] [ <b>timeout</b> <i>seconds</i> ] [ <b>t</b> <i>minimum maximum</i> ]
<b>Parameter Description</b>	<i>o o b</i> Indicates out-of-band management parameter must be configured if the MGMT port is specified as the source port. <i>vrf-name</i> : Indicates the VRF name. <i>address</i> : Specifies the destination IPv4 address or domain name.

	<p><i>mgmt-name</i>: Specifies the MGMT port in OOB mode.</p> <p><i>number</i>: Specifies the number of probes. The value ranges from 1 to 255.</p> <p><i>source</i>: Specifies the source IPv4 address or source port of the packet. The loopback interface address, for example, 127.0.0.1, cannot be used as the source address.</p> <p><i>seconds</i>: Specifies the timeout. The value ranges from 1s to 10s.</p> <p><i>minimum maximum</i>: Specifies the minimum and maximum TTL values. The value ranges from 1 to 255.</p>
<b>Command Mode</b>	In User EXEC mode, you can execute only the basic traceroute function. In privileged EXEC mode, you can execute the extended traceroute function.
<b>Configuration Usage</b>	The <b>traceroute</b> command is used to test the network connectivity and accurately locate a fault when the fault occurs. To use the domain name, you must first configure the DNS. For details about configuration, see <i>Configuring DNS</i> .

↘ **Traceroute IPv6**

<b>Command</b>	<b>traceroute</b> [ <i>vrf vrf-name</i> ] [ <i>oob</i> ] <b>ipv6</b> [ <i>address</i> ] [ <i>via mgmt-name</i> ] [ <i>probe number</i> ] [ <i>timeout seconds</i> ] [ <i>tll minimum maximum</i> ]
<b>Parameter Description</b>	<p><b>o o b</b> Indicates out-of-band management. This parameter must be configured if the MGMT port is specified as a source port.</p> <p><i>vrf-name</i>: Indicates the VRF name.</p> <p><i>address</i>: Specifies the destination IPv6 address or domain name.</p> <p><i>mgmt-name</i>: Specifies the MGMT port in OOB mode.</p> <p><i>number</i>: Specifies the number of probes. The value ranges from 1 to 255.</p> <p><i>seconds</i>: Specifies the timeout. The value ranges from 1s to 10s.</p> <p><i>minimum maximum</i>: Specifies the minimum and maximum TTL values. The value ranges from 1 to 255.</p>
<b>Command Mode</b>	In User EXEC mode, you can execute only the basic traceroute IPv6 function. In privileged EXEC mode, you can execute the extended traceroute IPv6 function.
<b>Configuration Usage</b>	The traceroute IPv6 command is used to test the network connectivity and accurately locate a fault when the fault occurs. To use the domain name, you must first configure the DNS. For details about configuration, see <i>Configuring DNS</i> .

**Configuration Example**

↘ **Executing the Traceroute Function on a Properly Connected Network**

<b>Configuration Steps</b>	In Privileged EXEC mode, run the <b>traceroute 61.154.22.36</b> command.
	<pre> Orion_B54Q# traceroute 61.154.22.36  &lt; press Ctrl+C to break &gt;  Tracing the route to 61.154.22.36   1  192.168.12.1      0 msec  0 msec  0 msec  2  192.168.9.2       4 msec  4 msec  4 msec  3  192.168.9.1       8 msec  8 msec  4 msec  4  192.168.0.10      4 msec  28 msec 12 msec  5  202.101.143.130   4 msec  16 msec 8 msec  6  202.101.143.154  12 msec  8 msec 24 msec  7  61.154.22.36     12 msec  8 msec 22 msec </pre>
	The preceding test result indicates that the network device accesses host 61.154.22.36 by transmitting packets through gateways 1–6. In addition, the time required to reach each gateway is displayed.

#### ↘ Executing the Traceroute Function on a Faulty Network

<p><b>Configuration Steps</b></p>	<p>In Privileged EXEC mode, run the <b>traceroute 202.108.37.42</b> command.</p>
	<pre> Orion_B54Q# traceroute 202.108.37.42  &lt; press Ctrl+C to break &gt;  Tracing the route to 202.108.37.42   1  192.168.12.1      0 msec  0 msec  0 msec  2  192.168.9.2       0 msec  4 msec  4 msec  3  192.168.110.1    16 msec 12 msec 16 msec  4  * * *  5  61.154.8.129     12 msec 28 msec 12 msec  6  61.154.8.17      8 msec 12 msec 16 msec  7  61.154.8.250     12 msec 12 msec 12 msec  8  218.85.157.222   12 msec 12 msec 12 msec  9  218.85.157.130   16 msec 16 msec 16 msec 10  218.85.157.77    16 msec 48 msec 16 msec 11  202.97.40.65     76 msec 24 msec 24 msec 12  202.97.37.65     32 msec 24 msec 24 msec 13  202.97.38.162    52 msec 52 msec 224 msec 14  202.96.12.38     84 msec 52 msec 52 msec 15  202.106.192.226  88 msec 52 msec 52 msec 16  202.106.192.174  52 msec 52 msec 88 msec 17  210.74.176.158   100 msec 52 msec 84 msec 18  202.108.37.42    48 msec 48 msec 52 msec                 </pre>
	<p>The preceding test result indicates that the network device accesses host 202.108.37.42 by transmitting packets through gateways 1–17, and Gateway 4 is faulty.</p>

↘ **Executing the Traceroute IPv6 Function on a Properly Connected Network**



<b>Configuration Steps</b>	In Privileged EXEC mode, run the <b>traceroute ipv6 3004::1</b> command.
	<pre> Orion_B54Q# traceroute ipv6 3004::1  &lt; press Ctrl+C to break &gt;  Tracing the route to 3004::1   1    3000::1      0 msec  0 msec  0 msec  2    3001::1      4 msec  4 msec  4 msec  3    3002::1      8 msec  8 msec  4 msec  4    3004::1      4 msec  28 msec 12 msec                 </pre>
	The preceding test result indicates that the network device accesses host 3004 packets through gateways 1-4. In addition, the time required to reach each gateway is displayed.

↘ Executing the Traceroute IPv6 Function on a Faulty Network

<b>Configuration Steps</b>	In Privileged EXEC mode, run the <b>traceroute ipv6 3004::1</b> command.
	<pre> Orion_B54Q# traceroute ipv6 3004::1  &lt; press Ctrl+C to break &gt;  Tracing the route to 3004::1   1    3000::1      0 msec  0 msec  0 msec  2    3001::1      4 msec  4 msec  4 msec  3    3002::1      8 msec  8 msec  4 msec  4    * * *  5    3004::1      4 msec  28 msec 12 msec                 </pre>
	The preceding test result indicates that the network device accesses host 3004::1 by trans packets through gateways 1–5, and Gateway 4 is faulty.

# 11 Configuring TCP

## 11.1 Overview

The Transmission Control Protocol (TCP) is a transport-layer protocol providing reliable connection-oriented and IP-based services to for the application layer.

Internet network data flows in 8-bit bytes are sent from the fragmented into packet segments of a proper length via the TCP. The Maximum Segment Size (MSS) is usually limited by the Maximum Transmission Unit (MTU) of the data link layer. After that, the packets are sent to the IP layer and then to the TCP layer of a receiver through the network.

To prevent packet loss, every byte is identified by a sequence number via the TCP, and this ensures that packets destined for the peer are received in order. When the receiver responds with a TCP ACK packet upon receiving a packet. If the sender does not receive ACK packets in a reasonable Round-Trip Time (RTT), the corresponding packets (assumed lost) will be retransmitted.

- TCP uses the checksum function to check data integrity. Besides, MD5-based authentication can be used on data.
- Timeout retransmission and piggyback mechanism are adopted to ensure reliability.
- The Sliding Window Protocol is adopted to control flows. As documented in the Protocol, unidentified window should be retransmitted.

### Protocols and Standards

- RFC 793: Transmission Control Protocol
- RFC 1122: Requirements for Internet Hosts -- Communication Layers
- RFC 1191: Path MTU Discovery
- RFC 1213: Management Information Base for Network Management of TCP/IP-based Internets: MIB-II
- RFC 2385: Protection of BGP Sessions via the TCP MD5 Signature Option
- RFC 4022: Management Information Base for the Transmission Control Protocol (TCP)

## 11.2 Applications

Application	Description
Optimizing TCP Performance	To avoid TCP packet fragmentation on a link with a small MTU, Path MTU Discovery (PMTUD) is enabled.
Detecting TCP Connection Exception	TCP checks whether the peer works normally.

## 11.2.1 Optimizing TCP Performance

### Scenario

For example, TCP connection is established between A and D, as shown in the following figure. The MTU of the link between A and B is 1500 bytes, 1300 bytes between B and C, and 1500 bytes between C and D. To optimize TCP transmission performance, packet fragmentation should be avoided between B and C.

Figure 11-59



**Remarks:** A, B, C and D are routers.

### Deployment

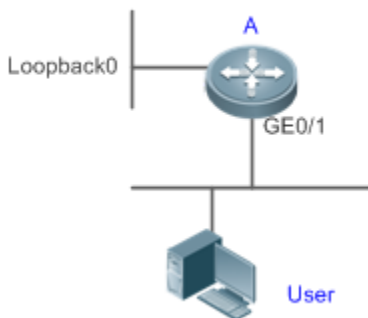
- Enable PMTUD on A and D.

## 11.2.2 Detecting TCP Connection Exception

### Scenario

For example, in the following figure, User logs in to A through telnet but is shut down abnormally, as shown in the following figure. In case of TCP retransmission timeout, the User's TCP connection remains for a long period. TCP keepalive can be used to rapidly detect TCP connection exception.

Figure 11-60



**Remarks:** A is a router.

### Deployment

- Enable TCP keepalive on A.

## 11.3 Features

### Basic Concepts

#### ↳ TCP Header Format



- **Source Port** is a 16-bit source port number.
- **Destination Port** is a 16-bit destination port number.
- **Sequence Number** is a 32-bit sequence number.
- **Acknowledgment Number** is a 32-bit number that identifies the next sequence number that the receiver is expecting to receive.
- **Data Offset** is a 4-bit number that indicates the total number of bytes in the TCP header (option included) divided by 4.
- A flag bit ~~6~~-bitURG the urgent pointer field is significant; ACK: the acknowledgment field is significant; PSH: indicates the push function; RST: resets TCP connection; SYN: synchronizes the sequence number (establishing a TCP connection); FIN: no more data from the sender (closing a TCP connection).

- A 16-bit Window value is used to control flows. It specifies the amount of data that may be transmitted from the peer between ACK packets.
- **Checksum** is a 16-bit checksum.
- **Urgent Pointers** 16-bit and shows the end of the urgent data so that interrupted data flows can continue. When the URG bit is set, the data is given priority over other data flows.

↳ **TCP Three-Way Handshake**

- The process of TCP three-way handshake is as follows:
  6. A client sends a SYN packet to the server.
  7. The server receives the SYN packet and responds with a SYN ACK packet.
  8. The client receives the SYN packet from the server and responds with an ACK packet.
- After the three-way handshake, the client and server are connected successfully and ready for data transmission.

**Overview**

Feature	Description
Configuring SYN Timeout	Configure a timeout waiting for a response packet after an SYN or SYN ACK packet sent.
Configuring Window Size	Configure a window size.
Configuring RST Sending	Configure the sending of TCP reset packets after receiving port unreachable message.
Configuring MSS	Configure an MSS for TCP connection.
Path MTU Discovery	Discover the smallest MTU on TCP transmission path, and adjust the size of TCP packets based on this MTU to avoid fragmentation.
TCP Keepalive	Check whether the peer works normally.

**11.3.1 Configuring SYN Timeout**

**Working Principle**

A TCP connection is established after three-way handshake: the sender sends an SYN packet, the receiver replies with a SYN ACK packet, and then the sender replies with an ACK packet.

- If the receiver does not reply with a SYN ACK packet after the sender sends an SYN packet, the sender retransmits the SYN packet for certain times or until timeout period expires.
- If the receiver replies with a SYN ACK packet after the sender sends an SYN packet but the sender does not reply with an ACK packet, the receiver keeps retransmitting the SYN ACK packet for certain times or until timeout period expires. (This occurs in the case of SYN flooding.)

**Related Configuration**

### ↘ Configuring TCP SYN Timeout

- The default TCP SYN timeout is 20 seconds.
- Run the **ip tcp synwait-time** *seconds* command in global configuration mode to configure an SYN timeout ranging from 5 to 300 seconds.
- In case of SYN flooding, shortening SYN timeout reduces resource consumption. However, it may cause continuous SYN flooding. When a device actively makes a request for a connection with an external device, through telnet for example, shortening SYN timeout reduces user's wait time. You may prolong SYN timeout properly on a poor network.

❗ In version 11.0 or later, it applies to both IPv4 TCP and IPv6 TCP.

## 11.3.2 Configuring Window Size

### Working Principle

Data from the peer is cached in the TCP receiving buffer and read by applications. The TCP window size indicates the size of free space of the receiving buffer. For wide-bandwidth bulk-data connection, enlarging the window size dramatically promotes TCP transmission performance.

### Related Configuration

#### ↘ Configuring Window Size

- Run the **ip tcp window-size** *size* command in global configuration mode to configure a window size ranging from 128 to (65535 << 14) bytes. The default is 65535 bytes. If the window size is greater than 65535 bytes, window enlarging will be enabled automatically.
- The window size advertised to the peer is the smaller value between the configured window size and the free space of the receiving buffer.

❗ In version 11.0 or later, it applies to both IPv4 TCP and IPv6 TCP.

## 11.3.3 Configuring Reset Packet Sending

### Working Principle

When TCP packets are distributed to applications, if the TCP connection a packet belongs to cannot be identified, the local end sends a reset packet to the peer to terminate the TCP connection. Attackers may use port unreachable messages to attack the device.

### Related Configuration

#### ↘ Configuring the Sending of TCP Reset Packets After Receiving Port Unreachable Messages

By default, TCP reset packet sending upon receiving port unreachable messages is enabled.

Run the **no ip tcp send-reset** command in global configuration mode to disable TCP reset packet sending upon receiving port unreachable messages.

After this function is enabled, attackers may use port unreachable messages to attack the device.

- In version 11.0 or later, it applies to both IPv4 TCP and IPv6 TCP.

### 11.3.4 Configuring MSS

#### Working Principle

The MSS refers to the total amount of data contained in a TCP segment excluding TCP options.

Three-way handshake is implemented through MSS negotiation. Both parties add the MSS option to SYN packets, indicating the largest amount of data that the local end can handle, namely peer. Both parties take the smaller MSS between them as the advertised MSS.

The MSS value is calculated as follows:

- IPv4 TCP:  $MSS = \text{Outgoing interface MTU} - \text{IP header size (20-byte)} - \text{TCP header size (20-byte)}$ .
- IPv6 TCP:  $MSS = \text{IPv6 Path MTU} - \text{IPv6 header size (40-byte)} - \text{TCP header size (20-byte)}$ .

- In version 11.0 or later, it applies to both IPv4 TCP and IPv6 TCP.

- The effective MSS is the smaller one between the calculated MSS and the configured MSS.

- If a connection supports certain options, the **data offset** taken into consideration should be deducted from an MSS value. For example, 20 bytes for MD5 digest (with **data offset** taken into consideration) should be subtracted from the MSS.

#### Related Configuration

##### Configuring MSS

- Run the **ip tcp mss max-segment-size** command in global configuration mode to set an MSS. It ranges from 68 to 1000 bytes. By default, the MSS is calculated based on MTU. If an MSS is configured, the effective MSS is the smaller one between the calculated MSS and the configured MSS.
- An excessively small MSS reduces transmission performance. You can promote TCP transmission by increasing the MSS. Choose an MSS value by referring to the interface MTU. If the former is bigger, TCP packets will be fragmented and transmission performance will be reduced.

### 11.3.5 Path MTU Discovery

#### Working Principle

The Path MTU Discovery stipulated in RFC1191 is used to discover the smallest MTU to avoid fragmentation, enhancing network bandwidth utilization. The process of TCPv4 Path MTU Discovery is described as follows:

1. The source sends TCP packets with the Don't Fragment (DF) bit set in the outer IP header.

2. If the outgoing interface MTU value of a router in the TCP path is smaller than the IP packet length, the packet will be discarded and an ICMP error packet carrying this MTU will be sent to the source.
3. Through parsing the ICMP error packet, the source knows the smallest MTU in the path (path MTU) is.
4. The size of subsequent data segments sent by the source will not surpass the MSS, which is calculated as follows: TCP MSS = Path MTU – IP header size – TCP header size.

## Related Configuration

### ↳ Enabling Path MTU Discovery

By default, Path MTU Discovery is disabled.

Run the **ip tcp path-mtu-discovery** command to enable PMTUD in global configuration mode.

- ❗ In version 11.0 or later, it applies to only IPv4 TCP. TCPv6 PMTUD is enabled permanently and cannot be disabled.

## 11.3.6 TCP Keepalive

### Working Principle

You may enable TCP keepalive to check whether the peer works normally. If a TCP end does not send packets to the other end for a period of time (namely idle period), the latter starts sending keepalive packets successively several times. If no response packet is received, the TCP connection is considered inactive and then closed.

## Related Configuration

### ↳ Enabling Keepalive

- By default, TCP keepalive is disabled.
  - Run the **ip tcp keepalive [interval num1] [times num2] [idle-period num3]** command to enable TCP keepalive in global configuration mode to enable TCP keepalive. See **Configuration** for parameter description.
- ❗ In version 11.0 or later, it applies to both IPv4 TCP and IPv6 TCP.
  - ❗ This command applies to both TCP server and client.

## 11.4 Configuration

Configuration	Description and Command	
Optimizing TCP Performance	⚠ (Optional) It is used to optimize TCP connection performance.	
	<b>ip tcp synwait-time</b>	Configures a timeout for TCP connection.
	<b>ip tcp window-size</b>	Configures a TCP window size.



	<b>ip tcp send-reset</b>	Configures the sending of packets after receiving port unreachable messages.
	<b>ip tcp mss</b>	Configures an MSS for TCP connection.
	<b>ip tcp path-mtu-discovery</b>	Enables Path MTU Discovery.
Detecting TCP Connection Exception	Optional It is used to detect whether the peer works normally.	
	<b>ip tcp keepalive</b>	Enables TCP keepalive.

### 11.4.1 Optimizing TCP Performance

#### Configuration Effect

- Ensure optimal TCP performance and prevent fragmentation.

#### Notes

N/A

#### Configuration Steps

##### ⌵ Configuring SYN Timeout

- Optional.
- Configure this on the both ends of TCP connection.

##### ⌵ Configuring TCP Window Size

- Optional.
- Configure this on the both ends of TCP connection.

##### ⌵ Configuring the Sending of TCP Reset Packets After Receiving Port Unreachable Messages.

- Optional.
- Configure this on the both ends of TCP connection.

##### ⌵ Configuring MSS

- Optional.
- Configure this on the both ends of TCP connection.

##### ⌵ Enabling Path MTU Discovery

- Optional.
- Configure this on the both ends of TCP connection.

#### Verification

N/A

## Related Commands

### ↳ Configuring SYN Timeout

<b>Command</b>	<b>ip tcp synwait-time</b> <i>seconds</i>
<b>Parameter Description</b>	<i>seconds</i> : Indicates SYN packet timeout. It ranges from 5 to 300 seconds. The default is 20 seconds.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	In case of SYN flooding, shortening SYN timeout reduces resource consumption. However, it does not work in continuous SYN flooding. When a device actively makes a request for a connection to an external device, through telnet for example, shortening SYN timeout may cause connection failure. You may prolong SYN timeout properly on a poor network.

### ↳ Configuring TCP Window Size

<b>Command</b>	<b>ip tcp window-size</b> <i>size</i>
<b>Parameter Description</b>	<i>size</i> Indicates a TCP window size. It ranges from 128 to (65535 << 14) bytes. The default is 65535 bytes.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	N/A

### ↳ Configuring the Sending of TCP Reset Packets After Receiving Port Unreachable Messages

<b>Command</b>	<b>ip tcp send-reset</b>
<b>Parameter Description</b>	N/A
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	By default, TCP reset packet sending upon receiving port unreachable messages is enabled.

### ↳ Configuring MSS

<b>Command</b>	<b>ip tcp mss</b> <i>max-segment-size</i>
<b>Parameter Description</b>	<i>max-segment-size</i> Indicates the maximum segment size. It ranges from 68 to 10000 bytes. By default, the MSS is calculated based on MTU.
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	This command defines the MSS for a TCP communication to be established. The negotiated MSS for a new connection should be smaller than this if MSS want to reduce the MSS, run this command. Otherwise, do not perform the configuration.

↳ **Configuring Path MTU Discovery**

<b>Command</b>	<code>ip tcp path-mtu-discovery [ age-timer <i>minutes</i>   age-timer infinite ]</code>
<b>Parameter Description</b>	<p><b>age-timer <i>minutes</i></b>: Indicates the interval for a new probe after a path MTU is discovered. It ranges from 10 to 30 minutes. The default is 10 minutes.</p> <p><b>age-timer infinite</b>: No probe is implemented after a path MTU is discovered.</p>
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	<p>The PMTU is an algorithm documented in RFC 1011 to improve bandwidth utilization. When the TCP is applied to bulk data transmission, this function improves performance.</p> <p>If the MSS used for the connection is smaller than what the peer connection can handle, a larger MSS is tried every time the age timer expires. The age timer is a time interval for how often TCP estimates the path MTU with a larger MSS. The discovery process is stopped when either the send MSS is as large as the peer negotiated, or the user has disabled the timer on the interface. Disable the timer by setting it to <b>infinite</b>.</p>

**Configuration Example**

↳ **Enabling Path MTU Discovery**

<b>Configuration Steps</b>	Enable PMTU for a TCP connection. Adopt the default age timer settings.
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# ip tcp path-mtu-discovery Orion_B54Q(config)# end</pre>
<b>Verification</b>	Run the <b>show tcp pmtu</b> command to display the IPv4 TCP PMTU.
	<pre>Orion_B54Q# show tcp pmtu Number  Local Address           Foreign Address          PMTU -----  - 1       192.168.195.212.23     192.168.195.112.13560  1440</pre>
	Run the <b>show ipv6 tcp pmtu</b> command to display the IPv6 TCP PMTU.
	<pre>Orion_B54Q# show ipv6 tcp pmtu Number  Local Address           Foreign Address          PMTU -----  - 1       1000::1:23             1000::2.13560          1440</pre>

**Common Errors**

N/A

## 11.4.2 Detecting TCP Connection Exception

### Configuration Effect

- Check whether the peer works normally.

### Notes

N/A

### Configuration Steps

#### ↳ Enabling TCP Keepalive

- Optional.

### Verification

N/A

### Related Commands

#### ↳ Enabling TCP Keepalive

<b>Command</b>	<code>ip tcp keepalive [interval num1] [times num2] [idle-period num3]</code>
<b>Parameter Description</b>	<p><b>interval num1</b> Indicates the interval to send keepalive packets. Ranging from 1 to 120 seconds. The default is 75 seconds.</p> <p><b>times num2</b> Indicates the maximum times for sending keepalive packets. It ranges from 1 to 10. The default is 6.</p> <p><b>idle-period num3:</b> Indicates the time when the peer sends no packets to the local end, It ranges from 60 to 1800 seconds. The default is 15 minutes.</p>
<b>Command Mode</b>	Global configuration mode
<b>Usage Guide</b>	<p>You may enable TCP keepalive to check whether the peer works normally. The function is disabled by default.</p> <p>Suppose a user enables TCP keepalive function with the default interval, times and idle period settings. The user does not receive packets from the other end within 15 minutes and then Keepalive packets every 75 seconds for 6 times. If the user receives no TCP connection is considered inactive and then closed.</p>

### Configuration Example

#### ↳ Enabling TCP Keepalive

<b>Configuration Steps</b>	Enable TCP keepalive on a device with <code>idle-period</code> to 3 minutes and 60 seconds respectively. If the user receives no TCP packets from the other end after sending keepalive packets four times, the TCP connection is considered inactive.
	<pre>Orion_B54Q# configure terminal Orion_B54Q(config)# ip tcp keepalive interval 60 times 4 idle-period 180 Orion_B54Q(config)# end</pre>
<b>Verification</b>	A user logs in to a device through telnet, and then shuts down <code>show tcp connect</code> command on the remote device to observe when IPv4 TCP connection is deleted.

**Common Errors**

N/A

## 11.5 Monitoring

**Displaying**

Description	Command
Displays basic information on IPv4 TCP connection.	<code>show tcp connect [local-ip a.b.c.d] [local-port num] [peer-ip a.b.c.d] [peer-port num]</code>
Displays IPv4 TCP connection statistics.	<code>show tcp connect statistics</code>
Displays IPv4 TCP PMTU.	<code>show tcp pm [local-ip a.b.c.d] [local-port num] [peer-ip a.b.c.d] [peer-port num]</code>
Displays IPv4 TCP port information.	<code>show tcp port [num]</code>
Displays basic information on IPv6 TCP connection.	<code>show ipv6 tcp connect [local-ip X::X::X::X] [local-port num] [peer-ipv6 X::X::X::X] [peer-port num]</code>
Displays IPv6 TCP connection statistics.	<code>show ipv6 tcp connect statistics</code>
Displays IPv6 TCP PMTU.	<code>show ipv6 tcp pm [local-ip X::X::X::X] [local-port num] [peer-ipv6 X::X::X::X] [peer-port num]</code>
Displays IPv6 TCP port information.	<code>show ipv6 tcp port [num]</code>

**Debugging**

⚠ System resources are occupied when debugging information is output. Therefore, disable debugging immediately after use.

Description	Command
Displays the debugging information.	<code>debug ip tcp packet [in   out] [local-ip a.b.c.d] [peer-ip a.b.c.d] [global   vrf vrf-]</code>

on IPv4 TCP packets.	<code>name] [local-port num] [peer-port num] [deeply]</code>
Displays the debugging information on IPv4 TCP connection.	<code>debug ip tcp transaction [local-ip .b.c] [peer-ip .b.c] [local-port num] [peer-port num]</code>
Displays the debugging information on IPv6 TCP packets.	<code>debug ipv6 tcp packetn   out [local-ipv6 X:X:X::X] [peer-ipv6 X:X:X::X] [global   vrf vrf-name] [local-port num] [peer-port num] [deeply]</code>
Displays the debugging information on IPv6 TCP connection.	<code>debug ipv6 tcp transaction [local-ipv6 X:X:X::X] [peer-ipv6 X:X:X::X] [local-port num] [peer-port num]</code>

## 12 Configuring IPv4/IPv6 REF

### 12.1 Overview

On products incapable of hardware-based forwarding, IPv4/IPv6 packets are forwarded through the software. To optimize the software-based forwarding performance, Orion\_B54Q introduces (Orion\_B54Q Express Forwarding, namely REF).

REF maintains two tables: forwarding table and adjacency table. The forwarding table is used to store route information. The adjacency table is derived from the ARP table and IPv6 neighbor table, and it contains Layer 2 rewrite(MAC) information for the next hop..

REF is used to actively resolve next hops and implement load balancing.

#### Protocols and Standards

N/A

### 12.2 Applications

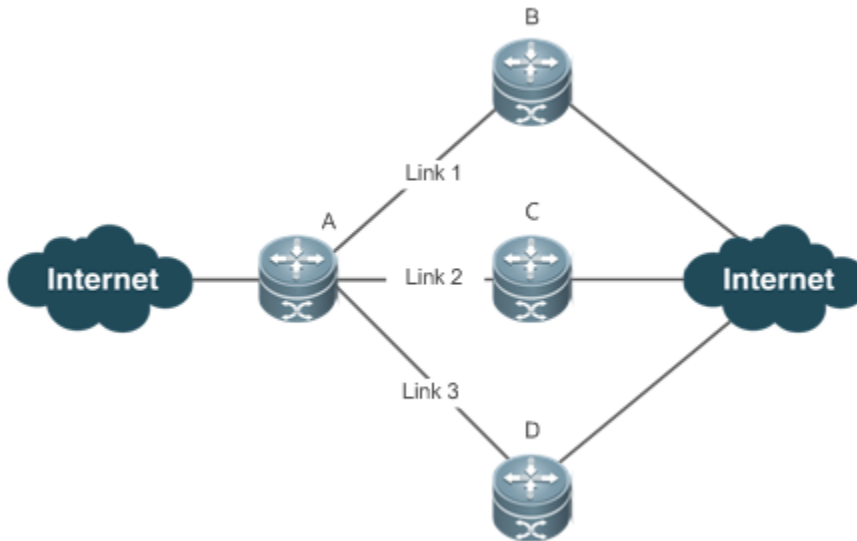
Application	Description
Load Balancing	During network routing, when a route prefix is associated with multiple next hops, REF can implement load balancing among the multiple next hops.

#### 12.2.1 Load Balancing

##### Scenario

As shown in Figure12-1, a route prefix is associated with three next hops on router A, namely, link 1, link 2, and link 3. By default, REF implements load balancing based on the destination IP address. Load balancing can be implemented based on the source IP address and destination IP address as well.

Figure 12-61



<b>Remarks</b>	A is a router that runs REF. B, C and D are forwarding devices.
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## Deployment

- Run REF on router A.

## 12.3 Features

### Basic Concepts

IPv4/IPv6 REF involves the following basic concepts:

#### Routing table

An IPv4/IPv6 routing table stores routes to the specific destination. During packet forwarding, IPv4/IPv6 REF selects packet transmission paths based on the routing table.

#### Adjacent node

An adjacent node contains output interface information about routed packets, for example, the next hop, the next component to be processed, and the link layer encapsulation. When a packet is matched with an adjacent node, the packet is directly encapsulated and then forwarded. For the sake of query and update, an adjacent node table is often organized into a hash table. To support routing load balancing, the next hop information is organized into a load balance entry. An adjacent node may not contain next hop information. It may contain indexes of next components (such as other line cards and multi-service cards) to be processed.

#### Active resolution



REF supports next hop resolution. If the MAC address of the next hop is unknown, REF will actively resolve the next hop. IPv4 REF requests the ARP module for next hop resolution while IPv6 REF applies the ND module to resolution.

### ↘ Packet forwarding path

Packets are forwarded based on their IPv4/IPv6 addresses. If the source and destination IPv4/IPv6 addresses of a packet are specified, the forwarding path of this packet is determined.

## 12.3.1 Load Balancing Policies

Load balancing is configured to distribute traffic load among multiple network links.

### Working Principle

By default, the switch supports the load balancing policies based on destination IP addresses. In the REF model, a route prefix is associated with multiple next hops, in other words, it is a multi-path route. The route will be associated with a load balance table and implement weight-based load balancing. When an IPv4/IPv6 packet is matched with a load balance entry based on the longest prefix match, REF performs hash calculation based on the IPv4/IPv6 address of the packet and selects a path to forward the packet.

## 12.4 Configuration

By default, the switch supports destination address-based load balancing. Run the following commands for monitoring.

### Displaying REF Packet Statistics

REF packet statistics includes the number of forwarded packets and the number of packets discarded causes. You can determine whether packets are forwarded as expected by displaying and clearing REF packet statistics.

Command	Description
<code>show ip ref packet statistics</code>	Displays IPv4 REF packet statistics.
<code>clear ip ref packet statistics</code>	Clears IPv4 REF packet statistics.
<code>show ipv6 ref packet statistics</code>	Displays IPv6 REF packet statistics.
<code>clear ipv6 ref packet statistics</code>	Clears IPv6 REF packet statistics.

### Displaying Adjacency Information

You can run the following commands to display adjacency information:

Command	Description
---------	-------------

<pre>show ip ref adjacency [glean   local   ip-address   {interface interface_type   ypd eis statistics]</pre>	<p>Displays the gleaned adjacencies, local adjacencies of a specified IP address associated with a specified interface, and all adjacent nodes in IPv4 REF.</p>
<pre>show ipv6 ref adjacency [glean   local   ip-address   {interface interface_type   ypd eis statistics]</pre>	<p>Displays the gleaned adjacencies, local adjacencies of a specified IPv6 address, associated with a specified interface, and all adjacent nodes in IPv6 REF.</p>

## Displaying Adjacency Resolution Information

You can run the following commands to display next hops to be resolved:

Command	Description
<code>show ip ref resolve-list</code>	Displays the next hop to be resolved.
<code>show ipv6 ref resolve-list</code>	Displays the next hop to be resolved.

## Displaying Packet Forwarding Information

Packets are forwarded based on their IPv4/IPv6 addresses. If the source and destination IPv4/IPv6 addresses of a packet are specified, the forwarding path of this packet is determined. You can use the following commands and specify the IPv4/IPv6 source and destination addresses of a packet. The forwarding path of the packet is displayed, for example, the packet is discarded, submitted to a CPU, or forwarded. Furthermore, the interface that forwards the packet is displayed.

Command	Description
<code>show ip ref exact [vrf vrf-name] src-ip address dest-ipaddress</code>	Displays the forwarding path of a packet in the IPv4 REF table. oob indicates out-of-band management network.
<code>show ipv6 ref exact [vrf vrf-name] src-ipv6 address dst-ipv6-address</code>	Displays the forwarding path of a packet in the IPv6 REF table. oob indicates out-of-band, management network.

## Displaying Route Information in an REF Table

Run the following commands to display the route information in an REF table:

Command	Description
<code>show ip ref [vrf vrf-name] [default] [statistics]</code>	Displays route information in the IPv4 REF table. The parameter <b>default</b> indicates a default route.
<code>show ipv6 ref [vrf vrf-name] [default] [statistics] [prefix/len]</code>	Displays route information in the IPv6 REF table. The parameter <b>default</b> indicates a default route.