



## **Cisco Cisco Service Control Engine (SCE) Software Configuration Guide**

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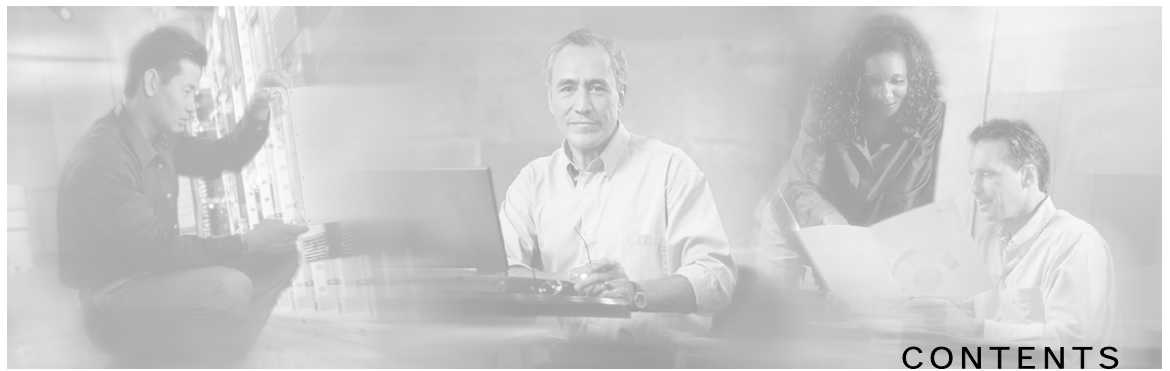
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## Preface

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This preface describes who should read the *Cisco Service Control Engine (SCE) Software Configuration Guide*, how it is organized, and its document conventions

## Document Revision History

Cisco Service Control Release	Part Number	Publication Date
Release 3.0	OL-7827-03	December, 2005

### DESCRIPTION OF CHANGES

Added the following new features:

- Value Added Services traffic forwarding — see [Value Added Services \(VAS\) Traffic Forwarding](#) (on page 12-1).
- TACACS+ authentication, authorization and accounting — [TACACS+ Authentication, Authorization and Accounting](#) (on page 5-11).
- Management port redundancy — see [Configuring the Management Ports for Redundancy](#) (on page 5-7)

Release 2.5.7	OL-7827-02	August, 2005
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## Audience

This guide is for experienced network administrators who are responsible for configuring and maintaining the SCE platform.

# Organization

The major sections of this guide are as follows:

Chapter	Title	Description
Chapter 1	Overview	Overview of SCE platform management.
Chapter 2	<i>Command-Line Interface</i> (on page 2-1)	Detailed explanation of how to use the Cisco SCE Command-line Interface.
Chapter 3	<i>Operations</i> (on page 3-1)	Explanation of how to manage configurations, install applications and upgrade the system software.
Chapter 4	<i>Utilities</i> (on page 4-1)	Explanation of the setup wizard and the user log, as well as of file operations.
Chapter 5	<i>Configuring the Management Interface and Security</i> (on page 5-1)	Explanation of how to configure the various management options: Telnet, SSH, and SNMP. Also how to configure the system time, Domain Name Settings, management IP address, and passwords.
Chapter 6	<i>Configuring the Line Interface</i> (on page 6-1)	Explanation of how to configure tunneling, TOS marking, and traffic rules.
Chapter 7	<i>Configuring the Connection</i> (on page 7-1)	Explanation of how to configure the connection mode, link mode, and failure behaviors.
Chapter 8	<i>Configuring the RDR Formatter</i> (on page 8-1)	Explanation of how to configure the RDR Formatter so that RDRs are sent to the proper destinations
Chapter 9	<i>Managing Subscribers</i> (on page 9-1)	Explanation of how to import and export subscriber information and how to monitor subscribers.
Chapter 10	<i>Redundancy and Fail-Over</i> (on page 10-1)	Explanation of how to configure and manage a redundant system.  This chapter applies only to the SCE 2000 platform.
Chapter 11	<i>Identifying And Preventing Distributed-Denial-Of-Service Attacks</i> (on page 11-1)	Explanation of how to configure attack filtering
Chapter 12	<i>Value Added Services (VAS) Traffic Forwarding</i> (on page 12-1)	Explanation of Value Added Services (VAS) and how to configure VAS traffic forwarding.
Appendix A	<i>Monitoring SCE Platform Utilization</i> (on page A-1)	Explanation of how to monitor SCE platforms that are installed in real traffic.
Appendix B	<i>Proprietary MIB Reference</i> (on page B-1)	Definition of the proprietary Service Control Enterprise MIB.

## Related Publications

Your SCE platform and the software running on it contain extensive features and functionality, which are documented in the following resources:

- For further information regarding the Service Control CLI and a complete listing of all CLI commands, refer to the *Cisco Service Control Engine (SCE) CLI Command Reference*
- For complete installation information, including initial configuration, refer to the relevant installation guide:
  - *Cisco SCE 2000 4xGBE Installation and Configuration Guide*
  - *Cisco SCE 2000 4/8xFE Installation and Configuration Guide*
  - *Cisco SCE 1000 2xGBE Installation and Configuration Guide*



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**Note**

You can access Cisco software configuration and hardware installation and maintenance documentation on the World Wide Web at *Cisco Website URL* (<http://www.cisco.com>). Translated documentation is available at the following URL: *International Cisco Website* ([http://www.cisco.com/public/countries\\_languages.shtml](http://www.cisco.com/public/countries_languages.shtml))

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- For initial installation and startup information, refer to the relevant quick start guide:
  - *Cisco SCE 2000 4xGBE Quick Start Guide*
  - *Cisco SCE 2000 4/8xFE Quick Start Guide*
  - *Cisco SCE 1000 2xGBE Quick Start Guide*
- For international agency compliance, safety, and statutory information for wide-area network (WAN) interfaces for the SCE platform, refer to the regulatory and safety information document:
  - *Regulatory Compliance and Safety Information for the Cisco Service Control Engine (SCE)*
- For installation and configuration of the other components of the Service Control Management Suite refer to:
  - *Service Control Management Suite Subscriber Manager User Guide*
  - *Service Control Management Suite Collection Manager User Guide*
  - *Service Control Application for Broadband User Guide*
  - *Service Control Application Reporter User Guide*
- To view Cisco documentation or obtain general information about the documentation, refer to the following sources:
  - Obtaining Documentation
  - The Cisco Information Packet that shipped with your *SCE* platform.

# Conventions

This document uses the following conventions:

Convention	Description
<b>boldface font</b>	Commands and keywords are in <b>boldface</b> .
<i>italic font</i>	Arguments for which you supply values are in <i>italics</i> .
[ ]	Elements in square brackets are optional.
{x   y   z}	Alternative keywords are grouped in braces and separated by vertical bars.
[x   y   z]	Optional alternative keywords are grouped in brackets and separated by vertical bars.
string	A nonquoted set of characters. Do not use quotation marks around the string, or the string will include the quotation marks.
screen font	Terminal sessions and information the system displays are in screen font.
<b>boldface screen font</b>	Information you must enter is in <b>boldface screen font</b> .
<i>italic screen font</i>	Arguments for which you supply values are in <i>italic screen font</i> .
→	This pointer highlights an important line of text in an example.
^	The symbol ^ represents the key labeled Control—for example, the key combination ^D in a screen display means hold down the <b>Control</b> key while you press the <b>D</b> key.
< >	Nonprinting characters, such as passwords, are in angle brackets.
[ ]	Default responses to system prompts are in square brackets.
!, #	An exclamation point (!) or a pound sign (#) at the beginning of a line of code indicates a comment line.

Notes use the following conventions:



## Note

Means *reader take note*. Notes contain helpful suggestions or references to materials not contained in this manual.

Cautions use the following conventions:



## Caution

Means *reader be careful*. You are capable of doing something that might result in equipment damage or loss of data.



Warnings use the following conventions:

**Warning**

Means *reader be warned*. You are capable of doing something that might result in bodily injury.

## Obtaining Documentation

The following sections provide sources for obtaining documentation from Cisco Systems.

### World Wide Web

You can access the most current Cisco documentation on the World Wide Web at the following sites:

- <http://www.cisco.com>
- <http://www-china.cisco.com>
- <http://www-europe.cisco.com>

### Documentation CD-ROM

Cisco documentation and additional literature are available in a CD-ROM package, which ships with your product. The Documentation CD-ROM is updated monthly and may be more current than printed documentation. The CD-ROM package is available as a single unit or as an annual subscription.

### Ordering Documentation

Cisco documentation is available in the following ways:

- Registered Cisco Direct Customers can order Cisco Product documentation from the networking Products MarketPlace:  
[http://www.cisco.com/cgi-bin/order/order\\_root.pl](http://www.cisco.com/cgi-bin/order/order_root.pl)
- Registered Cisco.com users can order the Documentation CD-ROM through the online Subscription Store:  
<http://www.cisco.com/pcgi-bin/marketplace/welcome.pl>
- Nonregistered Cisco.com users can order documentation through a local account representative by calling Cisco corporate headquarters (California, USA) at 408 526-7208 or, in North America, by calling 800 553-NETS(6387).

## Documentation Feedback

If you are reading Cisco product documentation on the World Wide Web, you can submit technical comments electronically. Click **Feedback** in the toolbar and select **Documentation**. After you complete the form, click **Submit** to send it to Cisco.

You can email your comments to [bug-doc@cisco.com](mailto:bug-doc@cisco.com).

To submit your comments by mail, use the response card behind the front cover of your document, or write to the following address:

Attn Document Resource Connection

Cisco Systems, Inc.

170 West Tasman Drive

San Jose, CA 95134-9883

We appreciate your comments.

## Obtaining Technical Assistance

Cisco provides [Cisco.com](http://Cisco.com) (on page [xxiv](#)) as a starting point for all technical assistance. Customers and partners can obtain documentation, troubleshooting tips, and sample configurations from online tools. For Cisco.com registered users, additional troubleshooting tools are available from the TAC website.

### Cisco.com

Cisco.com is the foundation of a suite of interactive, networked services that provides immediate, open access to Cisco information and resources at anytime, from anywhere in the world. This highly integrated Internet application is a powerful, easy-to-use tool for doing business with Cisco.

Cisco.com provides a broad range of features and services to help customers and partners streamline business processes and improve productivity. Through Cisco.com, you can find information about Cisco and our networking solutions, services, and programs. In addition, you can resolve technical issues with online technical support, download and test software packages, and order Cisco learning materials and merchandise. Valuable online skill assessment, training, and certification programs are also available.

Customers and partners can self-register on Cisco.com to obtain additional personalized information and services. Registered users can order products, check on the status of an order, access technical support, and view benefits specific to their relationships with Cisco.

To access Cisco.com, go to the following website:

<http://www.cisco.com>

### Technical Assistance Center

The Cisco TAC website is available to all customers who need technical assistance with a Cisco product or technology that is under warranty or covered by a maintenance contract.

## Contacting TAC by Using the Cisco TAC Website

If you have a priority level 3 (P3) or priority level 4 (P4) problem, contact TAC by going to the TAC website:

<http://www.cisco.com/tac>

P3 and P4 level problems are defined as follows:

- P3—Your network is degraded. Network functionality is noticeably impaired, but most business operations continue.
- P4—You need information or assistance on Cisco product capabilities, product installation, or basic product configuration.

In each of the above cases, use the Cisco TAC website to quickly find answers to your questions.

To register for *Cisco.com* (on page xxiv), go to the following website:

<http://tools.cisco.com/RPF/register/register.do>

If you cannot resolve your technical issue by using the TAC online resources, Cisco.com registered users can open a case online by using the TAC Case Open tool at the following website:

<http://www.cisco.com/tac/caseopen>

## Contacting TAC by Telephone

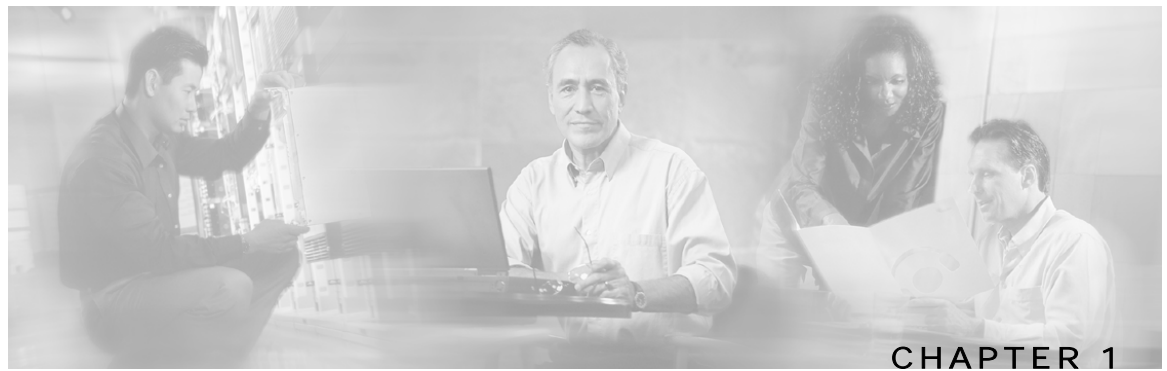
If you have a priority level 1 (P1) or priority level 2 (P2) problem, contact TAC by telephone and immediately open a case. To obtain a directory of toll-free numbers for your country, go to the following website:

<http://www.cisco.com/warp/public/687/Directory/DirTAC.shtml>

P1 and P2 level problems are defined as follows:

- P1—Your production network is down, causing a critical impact to business operations if service is not restored quickly. No workaround is available.
- P2—Your production network is severely degraded, affecting significant aspects of your business operations. No workaround is available.





## Overview

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This chapter provides a general overview of the Cisco Service Control solution. It introduces the Cisco Service Control concept and the Service Control capabilities. It also briefly describes the hardware capabilities of the Service Control Engine (SCE) platform, as well as the Cisco specific applications that together compose the total Cisco Service Control solution.

This chapter contains the following sections:

- [The Cisco Service Control Concept](#) 1-1
- [Cisco Service Control Capabilities](#) 1-2
- [The SCE Platform](#) 1-3
- [Management and Collection](#) 1-4
- [Service Configuration Management](#) 1-5

## The Cisco Service Control Concept

The Cisco Service Control solution is delivered through a combination of purpose-built hardware and specific software solutions that address various Service Control challenges faced by service providers. The SCE platform is designed to support classification, analysis, and control of Internet/IP traffic.

Service Control enables service providers to create profitable new revenue streams while capitalizing on their existing infrastructure. With the power of Service Control, service providers have the ability to analyze, charge for, and control IP network traffic at multi-Gigabit wire line speeds. The Cisco Service Control solution also gives service providers the tools they need to identify and target high-margin content-based services, and enable their delivery.

As the downturn in the telecommunications industry has shown, IP service providers' business models need to be reworked to make them profitable. Having spent billions of dollars to build ever larger data links, providers have incurred massive debts and rising costs. At the same time, access and bandwidth have become a commodity where prices continually fall and profits disappear. Service providers have realized that they must offer value-added services to derive more revenue from the traffic and services running on their networks. However, capturing real profits from IP services requires more than simply running those services over data links; it requires detailed monitoring and precise, real-time control and awareness of services as they are delivered. Cisco provides Service Control solutions that allow the service provider to bridge this gap.

## Service Control for Broadband Service Providers

Service providers of any access technology (DSL, cable, mobile, and so on) targeting residential and business consumers must find new ways to get maximum leverage from their existing infrastructure, while differentiating their offerings with enhanced IP services.

The Cisco Service Control Application for Broadband adds a new layer of service intelligence and control to existing networks that can:

- Report and analyze network traffic at subscriber and aggregate level for capacity planning
- Provide customer-intuitive tiered application services and guarantee application SLAs
- Implement different service levels for different types of customers, content, or applications
- Identify network abusers who are violating the Acceptable Use Policy
- Identify and manage peer-to-peer, NNTP (news) traffic, and spam abusers
- Enforce the Acceptable Use Policy (AUP)
- Integrate Service Control solutions easily with existing network elements and BSS/ OSS systems

## Cisco Service Control Capabilities

At the core of the Cisco Service Control solution stands the purpose-built network hardware device: the Service Control Engine (SCE). The core capabilities of the SCE platform, which support a wide range of applications for delivering Service Control solutions, include:

- Subscriber and application awareness—Application-level drilling into IP traffic for real-time understanding and controlling of usage and content at the granularity of a specific subscriber.
  - Subscriber awareness—The ability to map between IP flows and a specific subscriber for maintaining the state of each subscriber transmitting traffic through the SCE platform, and enforcing the appropriate policy on this subscriber's traffic

Subscriber awareness is achieved using dedicated integrations with subscriber management repositories, such as a DHCP or a Radius server, or via sniffing of Radius or DHCP traffic

- Application awareness—The ability to understand and analyze traffic up to the application protocol layer (Layer 7)

For application protocols implemented using bundled flows (such as FTP, which is implemented using Control and Data flows), the SCE platform understands the bundling connection between the flows and treats them accordingly

- Application-layer, stateful, real-time traffic control—The ability to perform advanced control functions, including granular BW metering and shaping, quota management, and redirection, using application-layer stateful real-time traffic transaction processing. This requires highly adaptive protocol and application-level intelligence.
- Programmability—The ability to quickly add new protocols and easily adapt to new services and applications in the ever-changing service provider environment. Programmability is achieved using the Cisco Service Modeling Language (SML).

Programmability is required for new services to be deployed quickly, and it provides an easy upgrade path for network, application, or service growth.

- Robust and flexible back-office integration—The ability to integrate with existing third-party systems at the Service Provider, including provisioning systems, subscriber repositories, billing systems, and OSS systems. The SCE provides a set of open and well-documented APIs that allows a quick and robust integration process.
- Scalable high-performance service engines—The ability to perform all these operations at wire speed.

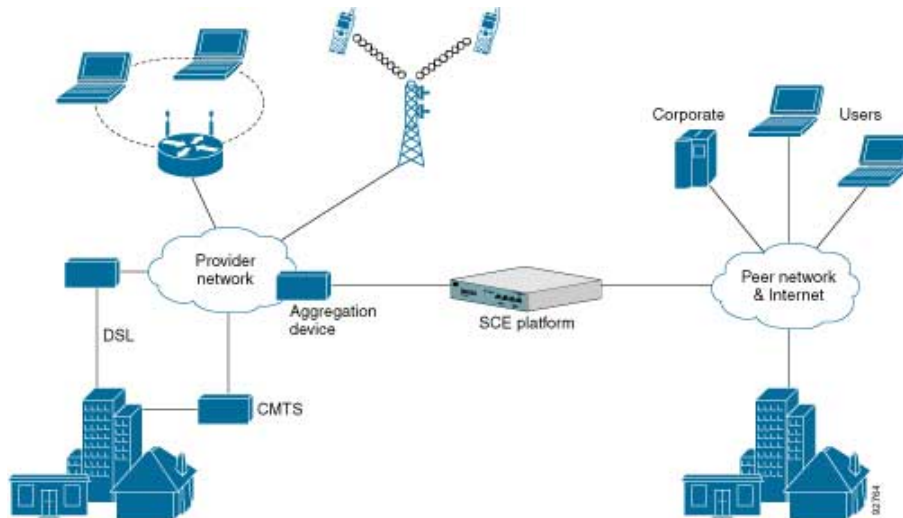
## The SCE Platform

The SCE family of programmable network devices is capable of performing application-layer stateful-flow inspection of IP traffic, and controlling that traffic based on configurable rules. The SCE platform is a purpose-built network device that uses ASIC components and RISC processors to go beyond packet counting and delve deeper into the contents of network traffic. Providing programmable, stateful inspection of bidirectional traffic flows and mapping these flows with user ownership, the SCE platforms provide a real-time classification of network usage. This information provides the basis of the SCE platform advanced traffic-control and bandwidth-shaping functionality. Where most bandwidth shaper functionality ends, the SCE platform provides more control and shaping options including:

- Layer 7 stateful wire-speed packet inspection and classification
- Robust support for over 600 protocols and applications including:
  - General—HTTP, HTTPS, FTP, TELNET, NNTP, SMTP, POP3, IMAP, WAP, and others
  - P2P file sharing—FastTrack-KazaA, Gnutella, BitTorrent, Winny, Hotline, eDonkey, DirectConnect, Piolet, and others
  - P2P VoIP—Skype, Skinny, DingoTel, and others
  - Streaming & Multimedia—RTSP, SIP, HTTP streaming, RTP/RTCP, and others
- Programmable system core for flexible reporting and bandwidth control
- Transparent network and BSS/OSS integration into existing networks
- Subscriber awareness that relates traffic and usage to specific customers

The following diagram illustrates a common deployment of an SCE platform in a network.

Figure 1-1: SCE Platform in the Network



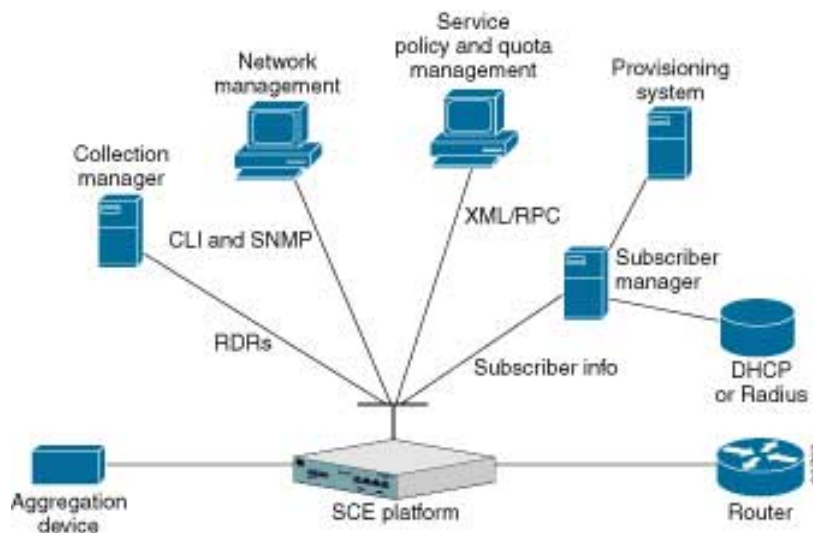
## Management and Collection

The Cisco Service Control solution includes a complete management infrastructure that provides the following management components to manage all aspects of the solution:

- Network management
- Subscriber management
- Service Control management

These management interfaces are designed to comply with common management standards and to easily integrate with existing OSS infrastructure.

Figure 1-2: Service Control Management Infrastructure





## Network Management

Cisco provides complete network FCAPS (Fault, Configuration, Accounting, Performance, Security) Management.

Two interfaces are provided for network management:

- Command-Line Interface (CLI)—The CLI is accessible through the Console port or through a Telnet connection; it is used for configuration and security functions
- SNMP—SNMP provides fault management via SNMP traps, as well as performance monitoring functionality

## Subscriber Management

In cases where *SCE* is used to enforce different policies on different subscribers, and tracks usage on an individual subscriber basis, the Cisco Service Control Management Suite (SCMS) Subscriber Manager (SM) may be used as middleware software for bridging between the OSS and the SCE platforms. Subscriber information is stored in the SM database and can then be distributed between multiple platforms according to actual subscriber placement.

The SM provides subscriber awareness, mapping network IDs to subscriber IDs. It obtains subscriber information using dedicated integration modules, which integrate with AAA devices, such as Radius or DHCP servers.

Subscriber information may be obtained in one of two ways:

- Push Mode—The SM pushes subscriber information to the SCE platform automatically upon logon of a subscriber
- Pull Mode—On-demand, in response to a query from the SCE platform to the SM

## Collection

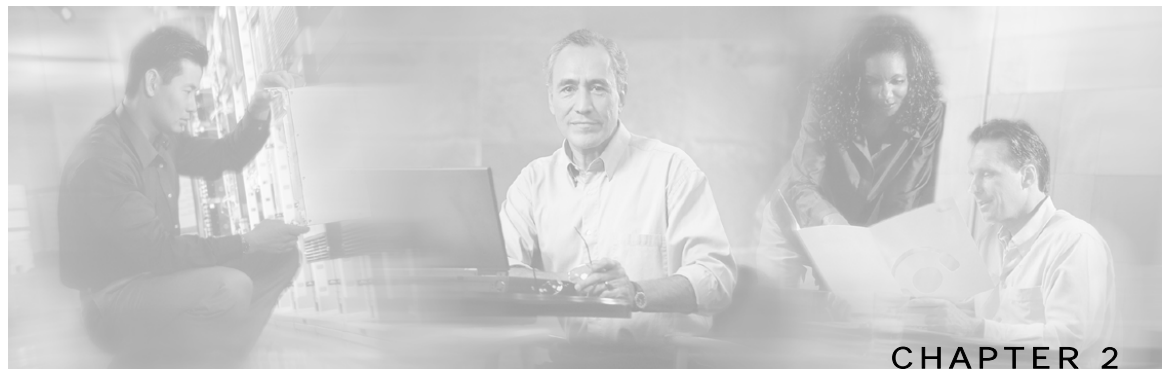
The Cisco Service Control solution generates usage data and statistics from the SCE platform and forwards them as Raw Data Records (RDRs), using a simple TCP-based protocol (RDR-Protocol). The Service Control solution provides the Cisco Service Control Management Suite (SCMS) Collection Manager (CM) software as an implementation of a collection system, listening in on RDRs from one or more SCE platforms, and processing them on the local machine. The data is then stored for analysis and reporting functions, as well as simple collection and presentation of data to additional OSS systems such as billing.

## Service Configuration Management

Service configuration management is the ability to configure the general service definitions of a service control application. A service configuration file containing settings for traffic classification, accounting & reporting, and control is created and applied to an SCE platform. SCA BB provides tools to automate the distribution of these configuration files to SCE platforms, and this simple, standards-based approach makes it easy to manage multiple devices in a large network.

Service Control provides an easy-to-use GUI to edit and create these files, as well as a complete set of APIs to automate their creation.





## Command-Line Interface

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This chapter describes how to use the SCE platform Command-Line Interface (CLI), its hierarchical structure, authorization levels and its help features. The Command-Line Interface is one of the *SCE* platform management interfaces.

The CLI is accessed through a Telnet session or directly via the console port on the front panel of the SCE platform. When you enter a Telnet session, you enter as the simplest level of user, in the User Exec mode.

The SCE platform supports up to six concurrent CLI sessions; five sessions initiated by Telnet connection, and one session on the console port.

This chapter contains the following sections:

- [Getting Help](#) 2-2
- [Authorization and Command Levels \(Hierarchy\)](#) 2-2
- [Navigating Between Configuration Modes](#) 2-9
- [CLI Help Features](#) 2-13
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## Getting Help

To obtain a list of commands that are available for each command mode, enter a question mark (?) at the system prompt. You also can obtain a list of keywords and arguments associated with any command using the context-sensitive help feature.

The following table lists commands you can enter to get help that is specific to a command mode, a command, a keyword, or an argument.

**Table 2-1 Getting Help**

Command	Purpose
abbreviated-command-entry?	Obtain a list of commands that begin with a particular character string.  (Do not leave a space between the command and question mark.)
abbreviated-command-entry<Tab>	Complete a partial command name.
?	List all commands available for a particular command mode.
command ?	List the keywords associated with the specified command.  Leave a space between the command and question mark.
command keyword ?	List the arguments associated with the specified keyword.  Leave a space between the keyword and question mark.

## Authorization and Command Levels (Hierarchy)

When using the CLI there are two important concepts that you must understand in order to navigate:

- **Authorization Level** — Indicates the level of commands you can execute. A user with a simple authorization level can only view some information in the system, while a higher level administrator can actually make changes to configuration.

This manual documents commands at the User, Viewer, and Admin authorization level. See CLI Command Hierarchy.

- **Command Hierarchy Level** — Provides you with a context for initiating commands. Commands are broken down into categories and you can only execute each command within the context of its category. For example, in order to configure parameters related to the Line Card, you need to be within the LineCard Interface Configuration Mode. See CLI Command Hierarchy.

The following sections describe the available Authorization and Command Hierarchy Levels and how to maneuver within them.

The on-screen prompt indicates both your authorization level and your command hierarchy level, as well as the assigned host name. See *Prompt Indications* (on page 2-7).



**Note** Throughout the manual, *SCE* is used as the sample host name.

## CLI Command Hierarchy

The set of all CLI commands is grouped in hierarchical order, according to the type of the commands. The first three levels in the hierarchy are the User Exec, Viewer, and Privileged Exec modes. These are non-configuration modes in which the set of available commands enables the monitoring of the SCE platform, file system operations, and other operations that cannot alter the configuration of the SCE platform.

The next levels in the hierarchy are the Global and Interface configuration modes, which hold a set of commands that control the global configuration of the SCE platform and its interfaces. Any of the parameters set by the commands in these modes should be saved in the startup configuration, such that in the case of a reboot, the SCE platform restores the saved configuration.

The following table shows the available CLI modes.

Table 2-2 CLI Modes

Mode	Description	Level	Prompt indication
<b>User Exec</b>	Initial mode with very limited functionality.	User	<i>SCE</i> >
<b>Viewer</b>	Monitoring (show commands).	Viewer	<i>SCE</i> >
<b>Privileged Exec</b>	General administration; file system manipulations and control of basic parameters that do not change the configuration of the SCE platform.	Admin	<i>SCE</i> #
<b>Global Configuration</b>	Configuration of general system parameters, such as DNS, host name, and time zone.	Admin	<i>SCE</i> (config)#
<b>Management Interface Configuration</b>	Configuration of management interface parameters, such as the Ethernet interface properties and selection of the active port.	Admin	<i>SCE</i> (config if)#
<b>Interface Configuration</b>	Configuration of specific system interface parameters, such as the Line Card, and the Ethernet interfaces.	Admin	<i>SCE</i> (config if)#
<b>Line Configuration</b>	Configuration of Telnet lines, such as an access-list.	Admin	<i>SCE</i> (config-line)#

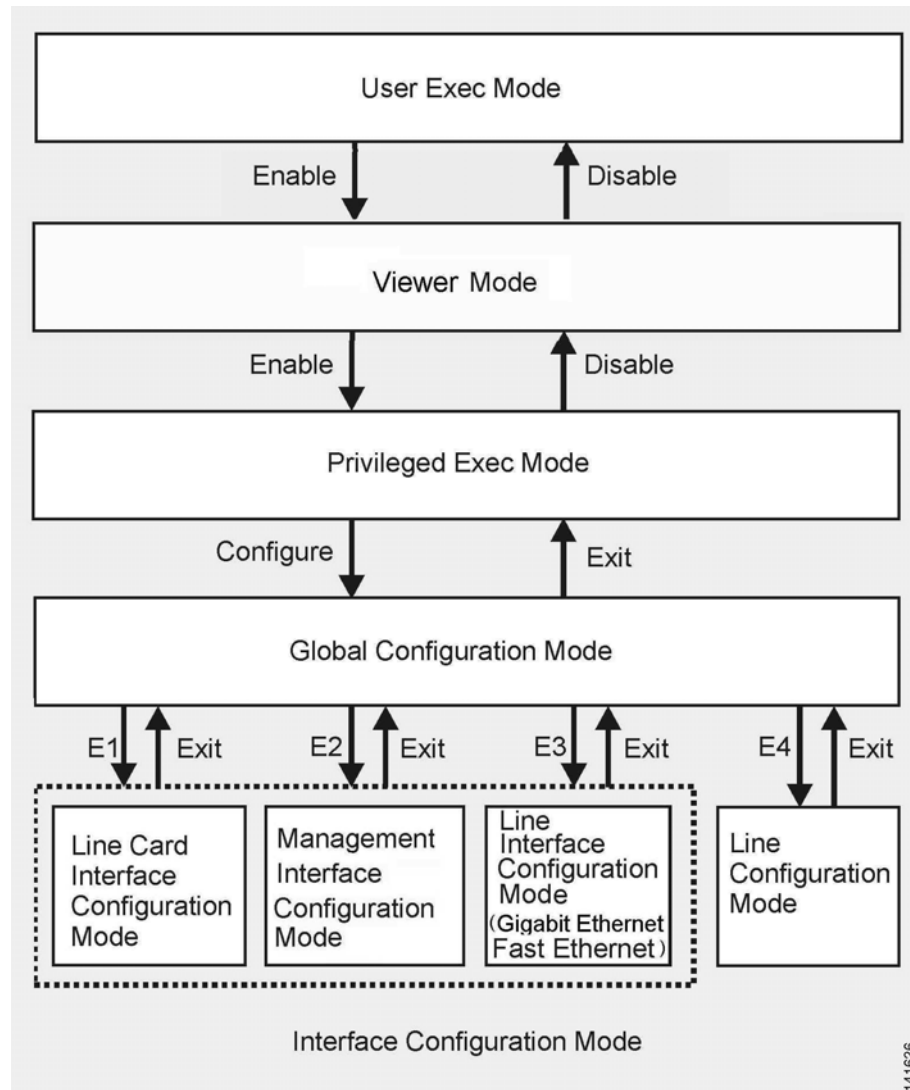
## Authorization and Command Levels (Hierarchy)

When you login to the system, you have the User authorization level and enter User Exec mode. Changing the authorization level to Viewer automatically moves you to Viewer mode. In order to move to any of the configuration modes, you must enter commands specific to that mode.

The list of available commands in each mode can be viewed using the question mark '?' at the end of the prompt.

The figure below, illustrates the hierarchical structure of the CLI modes, and the CLI commands used to enter and exit a mode.

Figure 2-1: CLI Command Hierarchy



The following commands are used to enter the different configure interface modes and the Line Configuration Mode:

- E1 **interface LineCard 0**
- E2 **interface Mng 0/1** or **0/2** (management port, all platforms)

- E3 **interface GigabitEthernet** 0/1 or 0/2 (line ports, SCE 1000 platform)
- E3 **interface GigabitEthernet** 0/1, 0/2, 0/3, or 0/4 (line ports, SCE 2000 4xGBE platform)
- E3 **interface FastEthernet** 0/1, 0/2, 0/3, or 0/4 (line ports, SCE 2000 4/8xFE platform)
- E4 **line vty** 0

**Note**

Although the system supports up to five concurrent Telnet connections, you cannot configure them separately. This means that any number you enter in the **line vty** command (**0, 1, 2, 3** or **4**) will act as a **0** and configure all five connections together.

**Note**

In order for the auto-completion feature to work, when you move from one interface configuration mode to another, you must first exit the current interface configuration mode (as illustrated in the above figure).

**EXAMPLE:**

This example illustrates moving into and out of configuration modes as follows:

- Enter global configuration mode
- Configure the SCE platform time zone
- Enter Mng Interface configuration mode for Mng port 1
- Configure the speed of the management interface
- Exit the Mng Interface configuration mode to the global configuration mode
- Enter the LineCard Interface configuration
- Define the link mode.
- Exit LineCard Interface configuration mode to the global configuration mode
- Exit global configuration mode

```
SCE#configure
SCE(config)#clock timezone PST -10
SCE(config)#interface Mng 0/1
SCE(config if)#speed 100
SCE(config if)#exit
SCE(config)#interface LineCard 0
SCE(config if)#link-mode all-links forwarding
SCE(config if)#exit
```

```
SCE(config)#exit
SCE#
```

## CLI Authorization Levels

The SCE platform system has four authorization levels, which represent the user access permissions. When you initially connect to the SCE platform, you automatically have the most basic authorization level, that is User, which allows minimum functionality.

In order to monitor the system, you must have Viewer authorization, while in order to perform administrative functions on the SCE platform, you must have Admin or Root authorization. A higher level of authorization is accessed by logging in with appropriate password, as described in the procedures below.

In each authorization level, all the commands of the lower authorization layers are available in addition to commands that are authorized only to the current level.



**Note** This manual covers the functions that can be performed by the Admin level user, unless otherwise noted.

The following CLI commands are related to authorization levels:

- enable
- disable

Each authorization level has a value (number) corresponding to it. When using the CLI commands, use the values, not the name of the level, as shown in the following table.

**Table 2-3 Authorization Levels**

Level	Description	Value	Prompt
User	Password required. This level enables basic operational functionality.	0	>
Viewer	Password required. This level enables monitoring functionality. All show commands are available to the Viewer authorization level, with the exception of those that display password information.	5	>
Admin	Password required. For use by general administrators, the Admin authorization level enables configuration and management of the SCE platform.	10	#
Root	Password required. For use by technical field engineers, the Root authorization level enables configuration of all advanced settings, such as debug and disaster recovery. The Root level is used by technical engineers only and is not documented in this manual.	15	#>

To change from User to Viewer level authorization:

**Step 1** From the *SCE>* prompt, type **enable 5** and press **Enter**.

The system prompts for a password by showing the prompt *Password*:



**Step 2** Type in the password for the Viewer level and press **Enter**.

Note that the password is an access-level authorization setting, not an individual user password. The system prompt *SCE>* does not change when you move from User to Viewer level.

A telnet session begins with a request for password, and will not continue until the proper user password is supplied. This enhances the security of the system by not revealing its identity to unauthorized people.

To log in with Admin level authorization:

**Step 1** Initiate a telnet connection.

**Step 2** A *Password:* prompt appears. Type in the user level password and press **Enter**.

The *SCE>* prompt appears.

You now have user level authorization.

**Step 3** From the *SCE>* prompt, type **enable 10** and press **Enter**.

The system prompts for a password by showing the prompt *Password:*

**Step 4** Type in the password for the Admin level and press **Enter**.

Note that the password is an access-level authorization setting, not an individual user password.

The system prompt changes to *SCE#* to show you are now in Admin level.

#### EXAMPLE:

The following example illustrates how to change the authorization level from User to Admin, and then revert back to Viewer. No password is required for moving to a lower authorization level.

```
SCE>enable 10
Password: cisco
SCE#disable
SCE>
```

## Prompt Indications

The on-screen prompt indicates your authorization level, your command hierarchy level, and the assigned host name. The structure of the prompt is:

<hostname(mode-indication)level-indication>

Authorization levels are indicated as follows:

This prompt...	Indicates this...
>	indicates User and Viewer levels
#	indicates Admin level
#>	indicates Root level

Command hierarchy levels are indicated as follows:

<b>This command hierarchy...</b>	<b>Is indicated as...</b>
User Exec	<i>SCE</i> >
Privileged Exec	<i>SCE</i> #
Global Configuration	<i>SCE</i> (config)#
Interface Configuration	<i>SCE</i> (config if)#
Line Configuration	<i>SCE</i> (config-line)#

**EXAMPLE:**

The prompt *MySCE*(config if)# indicates:

- The name of the *SCE* platform is *MySCE*
- The current CLI mode is Interface configuration mode
- The user has Admin authorization level

## Exiting Modes

This section describes how to revert to a previous mode.

- To exit from one authorization level to the previous one, use the **disable** command.
- To exit from one mode to another with the Admin authorization level (these are the various configuration modes), use the **exit** command.

To exit from the Privileged Exec mode and revert to the Viewer mode:

---

At the *SCE*# prompt, type **disable**, and press **Enter**.

The *SCE*> prompt for the Viewer and User Exec mode appears.

---

To exit from the Global Configuration Mode:

---

At the *SCE*(config)# prompt, type **exit**, and press **Enter**.

The appropriate prompt for the previous level appears.

---

**EXAMPLE:**

The following example shows the system response when you exit the Interface Configuration mode.

```
SCE(config if)#exit
SCE(config)#
```

# Navigating Between Configuration Modes

## Entering and Exiting Global Configuration Mode

To enter the Global Configuration Mode:

---

At the *SCE#* prompt, type **configure**, and press **Enter**.

The *SCE(config)#* prompt appears.

---

To exit the Global Configuration Mode:

---

At the *SCE(config)#* prompt, type **exit** and press **Enter**.

The *SCE#* prompt appears.

---

## Interface Configuration Modes

The components that are configured by the Interface Configuration Modes are:

- Card
  - LineCard — **Interface LineCard 0**  
The LineCard interface configures the main functionality of viewing and handling traffic on the line.
- Ports
  - See [Configuring the Physical Ports](#) (on page 2-9)
- Telnet
  - Line Configuration Mode — **Line vty 0**  
The Line Configuration Mode enables you to configure Telnet parameters.

## Configuring the Physical Ports

The SCE platform system contains the following physical port interfaces:

- Management:  
**Interface Mng 0/1 or 0/2**  
The Management Interface mode configures the settings for the interface to a remote management console. The two management ports support management interface redundancy.  
The following commands are used to configure the management port:
  - ip address

- duplex
- speed
- *active-port* ("[Specifying the Active Management Port](#)" on page 5-6) (SCE 2000 platform only)
- *fail-over* (on page 5-8)
- Fast Ethernet (SCE 2000 4/8xFE):

**Interface FastEthernet 0/1, 0/2, 0/3, or 0/4**

The FastEthernet Interface mode configures the settings for the FastEthernet interface to the Internet traffic on the wire. Each of the four ports can be set individually.

The following commands are used to configure the Fast Ethernet line ports:

- bandwidth
- duplex
- queue
- speed
- Gigabit Ethernet (SCE 1000 platform):

**Interface GigabitEthernet 0/1, or 0/2**

The GigabitEthernet Interface mode configures the settings for the GigabitEthernet interface to the Internet traffic on the wire. Each of the two ports can be set individually.

- Gigabit Ethernet (SCE 2000 4xGBE platform):

**Interface GigabitEthernet 0/1, 0/2, 0/3, or 0/4**

The GigabitEthernet Interface mode configures the settings for the GigabitEthernet interface to the Internet traffic on the wire. Each of the four ports can be set individually.

The following commands are used to configure the Gigabit Ethernet line ports:

- auto-negotiate (GigabitEthernet only)
- bandwidth
- queue



#### Note

You must specify the slot number/interface number when referencing any interface. The slot number is always 0, and the interfaces are numbered as follows:

Management Interface: **1,2**

Ethernet Line Interfaces:

SCE 1000 platform: **1,2**

SCE 2000 platform: **1,2,3,4**

## Entering Management Interface Configuration Mode

Before you can configure the parameters for the management interface, you must be in the Mng Interface Configuration Mode.

To enter Mng Interface Configuration Mode, perform the following steps:

---

**Step 1** To enter Global Configuration Mode, type **configure** and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 2** Type **interface Mng [0/1|0/2]** and press **Enter**.

The *SCE*(config if)# prompt appears.

The system prompt changes to reflect the higher level mode.

---

To return to the Global Configuration mode, use the following command:

---

Type **exit**.

---

## Entering LineCard Interface Configuration Mode

The following procedure is for entering Line Card Interface Configuration mode. The procedures for entering the other interfaces are the same except for the interface command as described above and in CLI Command Reference.

To enter LineCard Interface Configuration mode:

---

**Step 1** To enter Global Configuration Mode, at the *SCE*# prompt, type **configure**, and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 2** Type **interface LineCard 0**, and press **Enter**.

The *SCE*(config if)# prompt appears.

**Step 3** To return to Global Configuration Mode, type **exit** and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 4** To exit Global Configuration Mode, type **exit** and press **Enter**.

The *SCE*# prompt appears.

---

## Entering Ethernet Line Interface Configuration Mode

### Entering the Fast Ethernet Line Interface Configuration Mode

To enter the FastEthernet Interface Configuration Mode:

---

**Step 1** To enter Global Configuration Mode, type **configure** and press **Enter**.

The *SCE(config)#* prompt appears.

**Step 2** For the SCE 2000, type **interface FastEthernet [0/1|0/2|0/3|0/4]** and press **Enter**.

The *SCE(config if)#* prompt appears.

---

#### EXAMPLE:

The following example shows how to enter Configuration Mode for the FastEthernet Interface number 3.

```
SCE(config)#interface FastEthernet 0/3
SCE(config if)#
```

### Entering the Gigabit Ethernet Line Interface Configuration Mode

To enter the GigabitEthernet Interface Configuration Mode:

---

**Step 1** To enter Global Configuration Mode, type **configure** and press **Enter**.

The *SCE(config)#* prompt appears.

**Step 2** For the SCE 1000, type **interface GigabitEthernet [0/1|0/2]** and press **Enter**.

**Step 3** For the SCE 2000, type **interface GigabitEthernet [0/1|0/2|0/3|0/4]** and press **Enter**.

The *SCE(config if)#* prompt appears.

---

#### EXAMPLE:

The following example shows how to enter Configuration Mode for the GigabitEthernet Interface number 2.

```
SCE(config)#interface GigabitEthernet 0/2
SCE(config if)#
```

## Navigating between the Interface Configuration Modes

To navigate from one Interface Configuration Mode to another:

---

**Step 1** Type **exit**.

You are returned to the Global Configuration Mode.

**Step 2** Type the appropriate command to enter a different Interface Configuration Mode.

---

## The "do" Command: Executing Commands Without Exiting

There are four configuration command modes:

- Global configuration mode
- Management interface configuration mode
- Interface configuration mode
- Line configuration mode

When you are in one of these configuration modes, it is possible to execute an EXEC mode command (such as a show command) or a privileged EXEC (such as **show running-config**) without exiting to the relevant command mode. Use the 'do' command for this purpose.

To execute an exec mode command from a configuration command mode, use the following command:

---

At the **SCEconfig#** (or **SCEconfig if#**) prompt, type **do <command>**.

The specified command executes without exiting to the appropriate exec command mode.

---

### EXAMPLE

The following example shows how to display the running configuration while in interface configuration mode.

```
SCEconfig if# do show running-config
```

## CLI Help Features

CLI provides context sensitive help. Two types of context sensitive help are supported:

- Partial help
- Argument help

## Partial Help

To obtain a list of commands that begin with a particular character string, enter the abbreviated command entry immediately followed by a question mark (?). This form of help is called partial help, because it lists only the keywords or arguments that begin with the abbreviation you entered.

### EXAMPLE:

The following example illustrates how typing **c?** displays all available arguments that start with the letter c.

```
SCE(config)#snmp-server c?
Community          contact
SCE(config)#snmp-server c
```

## Argument Help

To obtain a list of command's associated keywords or parameters, type a question mark (?) in place of a keyword or parameter on the command line.

Note that if <Enter> is acceptable input, the symbol <cr> represents the **Enter** key.

### EXAMPLE:

The following example illustrates how to get a list of all arguments or keywords expected after the command **snmp-server**.

```
SCE(config)#snmp-server ?
Community  Define community string
Contact    Set system contact
Enable     Enable the SNMP agent
Host       Set traps destination
Location   Set system location
SCE(config)# snmp-server
```

When asking for help on particular parameter, the system informs you of the type of data that is an accepted legal value. The types of parameters supported are:

- STRING      When a String is expected, you can enter any set of characters or digits. If the string has a space as one of its characters, use double-quote (") marks to enclose the string.
- DECIMAL     Any decimal number. Positive number is assumed, for negative numbers use the "-" symbol.
- HEX         A hexadecimal number; must start with either 0x or 0X.

### EXAMPLE:

The following example illustrates the use of ? to get help on commands syntax. In this example, you can enter either the word **running-config**, or any name of a file, after the word **copy**.

```
SCE#copy ?
   running-config          Copy running configuration file
   STRING                  Source file name
SCE#copy
```



## The [no] Prefix

Many CLI commands offer the option of adding the word **no** before the command to disable the feature controlled by the command or revert it to its default configuration. This notation is shown in the CLI Command Reference as **[no]** to denote it is optional.

For example, **no service telnetd** disables the telnet server. Enabling the telnet server is done by typing **service telnetd**.

# Navigational and Shortcut Features

## Command History

CLI maintains a history buffer of the most recent commands you used in the current CLI session for quick retrieval. Using the keyboard, you can navigate through your last commands, one by one, or all commands that start with a given prefix. By default, the system saves the last 30 commands you typed. You can change the number of commands remembered using the **history size** command.

To use the history functions, use the keys shown in the following table.

**Table 2-4 Keyboard Shortcuts for History Functions**

Arrow	Shortcut	Description
Up arrow	Ctrl-P	Moves cursor to the previous command with the same prefix.
Down arrow	Ctrl-N	Moves cursor to the next command with the same prefix as original.
	Ctrl-L Ctrl-R	Re-display the current command line.

## Keyboard Shortcuts

The SCE platform has a number of keyboard shortcuts that make it easier to navigate and use the system. The following table shows the keyboard shortcuts available.

You can get a display the keyboard shortcuts at any time by typing **help bindings**.

**Table 2-5 Keyboard Shortcuts**

Description	Shortcut Key
<b>Navigational shortcuts</b>	
Move cursor one character to the right.	CTRL-F /->
Move cursor one character to the left.	CTRL-B /<-
Move cursor one word to the right (forward).	ESC-F
Move cursor one word to the left (backward).	ESC-B
Move cursor to the start of the line.	CTRL-A
Move cursor to the end of the line.	CTRL-E

Description	Shortcut Key
<b>Editing shortcuts</b>	
Delete the character where the cursor is located.	CTRL-D
Delete from the cursor position to the end of the word.	ESC-d
Delete the character before the current location of the cursor.	Backspace
Delete the character before the current location of the cursor.	CTRL-H
Deletes from the cursor position to the end of the line	CTRL-K
Deletes all characters from the cursor to the beginning of the line	CTRL-U
Deletes all characters from the cursor to the beginning of the line. (Same functionality as CTRL-U.)	CTRL-X
Delete the word to the left of the cursor.	CTRL-W
Recall the last item deleted.	CTRL-Y
Completes the word when there is only one possible completion.	<Tab>
Completes the word when there is only one possible completion. (Same functionality as <Tab>.)	CTRL-I

## Tab Completion

The CLI interface features tab completion. When you type in the first letters of a command and type <Tab>, the system automatically fills in the rest of the command or keyword. This feature works only when there is one possible command that could be possible using the starting letters.

### EXAMPLE:

The letters **snm** followed by <Tab> will be completed to the command **snmp-server**.

```
SCE(config)#snm<Tab>
SCE(config)#snmp-server
```

If you type <Enter> instead of <Tab>, and there is no ambiguity, the system actually carries out the command which would be filled in by the rest of the word.

### EXAMPLE:

The following example displays how the system completes a partial (unique) command for the **enable** command. Because **enable** does not require any parameters, the system simply carries out the **enable** command when the user presses **Enter**.

```
SCE>en<Enter>
Password:
SCE#
```

## FTP User Name and Password

CLI enables saving ftp user name and password to be used in FTP operations—download and upload, per session.

These settings are effective during the current CLI session.

### EXAMPLE:

The following example illustrates how to set FTP password and user name and the use in these settings for getting a file named *config.tmp* from a remote station using FTP protocol.

```
SCE#ip ftp password vk
SCE#ip ftp username vk
SCE#copy ftp://@10.1.1.253/h:/config.tmp myconf.txt
connecting 10.1.1.253 (user name vk password vk) to retrieve config.tmp
SCE#
```

## Managing Command Output

Some commands, such as many **show** commands, may have many lines of output. There are several ways of managing the command output:

- Scrolling options — When the command output is too large to be displayed all at once, you can control whether the display scrolls line by line or refreshes the entire screen.
- Filtering options — You can filter the output so that output lines are displayed only if they include or exclude a specified expression.
- Redirecting to a file — You can send the output to a specified file

## Scrolling the Screen Display

The output of some **show** and **dir** commands is quite lengthy and cannot all be displayed on the screen at one time. Commands with many lines of output are displayed in chunks of 24 lines. You can choose to scroll the display line by line or refresh the entire screen. At the prompt after any line, you can type one of the following keys for the desired action:

- **<Enter>**— show one more line
- **<Space>** – show 24 more lines (a new chunk)
- **<g>** – Stop prompting for more
- **<?>** – Display a help string showing possible options
- Any other key – quit showing the file

## Filtering Command Output

You can filter the output of certain commands, such as **show**, **more**, and **dir**, so that output lines are displayed only if they include or exclude a specified expression. The filtering options are as follows:

- **include** — Shows all lines that include the specified text.
- **exclude** — Does not show any lines that include the specified text.

- **begin** — Finds the first line that includes the specified text, and shows all lines starting from that line. All previous lines are excluded.

The syntax of filtered commands is as follows:

- `<command> | include <expression>`
- `<command> | exclude <expression>`
- `<command> | begin <expression>`

The `<expression>` in these commands is case sensitive.

#### EXAMPLE

Following is an example of how to filter the **show version** command to display only the last part of the output, beginning with the version information.

```
SCE# show version begin revision
```

## Redirecting Command Output to a File

You can redirect the output of commands, such as **show**, **more**, and **dir**, to a file. When writing the output of these commands to a file, you can specify either of the following options:

- **redirect** — The new output of the command will overwrite the existing contents of the file.
- **append** — The new output of the command will be appended to the existing contents of the file.

The syntax of redirection commands is as follows:

- `<command> | redirect <file-name>`
- `<command> | append <file-name>`

#### EXAMPLE

Following is an example of how to do the following:

- Filter the **more** command to display from a *csv* subscriber file only the gold package subscribers.
- Redirect that output to a file named *current\_gold\_subscribers*. The output should not overwrite existing entries in the file, but should be appended to the end of the file.

```
SCE# more subscribers_10.10.2004 include gold append
current_gold_subscribers
```

## CLI Scripts

The CLI scripts feature allows you to record several CLI commands together as a script and play it back. This is useful for saving repeatable sequence of commands, such as software upgrade. For example, if you are configuring a group of SCE platforms and you want to run the same configuration commands on each platform, you could create a script on one platform and run it on all the other SCE platforms.

The available script commands are:

- `script capture`
- `script stop`

- `script print`
- `script run`

To create a script:

---

**Step 1** At the `SCE#` prompt, type `script capture sample1.scr` where `sample1.scr` is the name of the script.

**Step 2** Perform the actions you want to be included in the script.

**Step 3** Type `script stop`.

The system saves the script.

---

#### EXAMPLE:

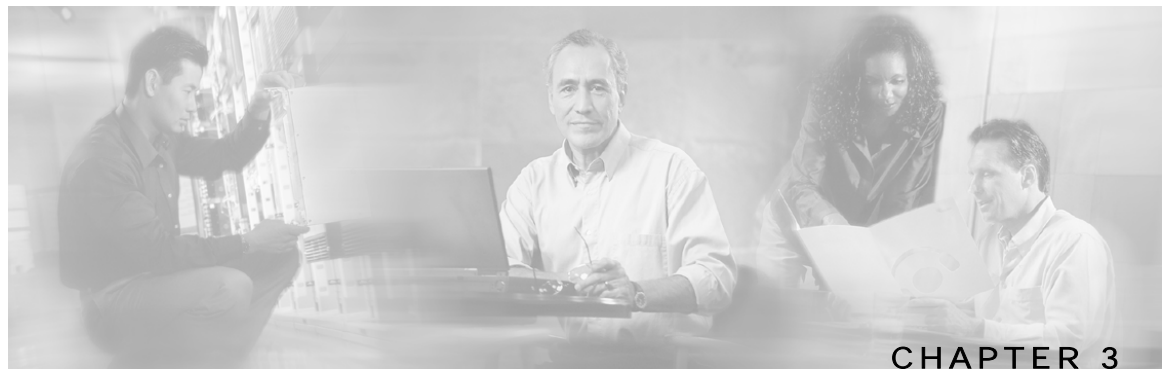
The following is an example of recording a script for upgrading software.

```
SCE#script capture upgrade.scr
SCE#configure
SCE(config)#boot system new.pkg
Verifying package file...
Package file verified OK.
SCE(config)#exit
SCE#copy running-config startup-config
Writing general configuration file to temporary location...
Extracting files from '/tffs0/images/new.pkg'...
Verifying package file...
Package file verified OK.
Device '/tffs0/' has 81154048 bytes free, 21447973 bytes are
needed for extraction, all is well.
Extracting files to temp locations...
Renaming temp files...
Extracted OK.
Backing-up general configuration file...
Copy temporary file to final location...
SCE#script stop
SCE#
```

To run the script recorded above, type:

```
SCE#script run upgrade.scr
```





# Operations

---

This chapter contains the following sections:

- [Managing Configurations](#) 3-1
- [Upgrading SCE Platform Firmware](#) 3-7
- [Configuring Applications](#) 3-8
- [Rebooting and Shutting Down the SCE Platform](#) 3-10

## Managing Configurations

The SCE platform uses two configuration files:

- **Startup configuration** — This file contains the non-default configuration as saved by the user. The *startup-config* file is loaded each time the SCE platform reboots.
- **Running configuration** — This file contains results of configuration commands entered by the user. The *running-config* file is saved in the **SCE** volatile memory and is effective only as long as the SCE platform is up and running.

Use the following commands to view and save the configuration files.

You can also recover a previous configuration from a saved configuration file, as well as completely remove all current user configuration.

## Viewing Configuration

When you enter configuration commands, it immediately effects the **SCE** operation and configuration. This configuration, referred to as the *running-config*, is saved in the **SCE** volatile memory and is effective while the **SCE** is up. After reboot, the **SCE** loads the *startup-config*, which includes the non-default configuration as saved by the user, into the *running-config*.

The **SCE** provides commands for:

- Viewing the running configuration
- Viewing the startup configuration

After configuring the *SCE*, you may query for the running configuration using the command **show running-config**. This command displays the non-default running configuration. To view all *SCE* running configuration, whether it is the default or not, you may use the option **all-data** in the **show running-config** command.

To view the running configuration, complete the following steps:

---

At the *SCE*# prompt, type **show running-config**.

The system shows the running configuration.

```
SCE#show running-config
#This is a general configuration file (running-config).
#Created on 15:50:56 CET MON December 11 2005
#cli-type 1
#version 1

clock timezone CET 1
snmp-server community "public" ro
snmp-server host 10.1.1.253 traps version 1 "public"
interface LineCard 0
connection-mode active
no silent
no shutdown
flow-aging default-timeout UDP 60
interface FastEthernet 0/0
ip address 10.1.5.109 255.255.0.0
interface FastEthernet 0/1
interface FastEthernet 0/2
exit
line vty 0 4
no timeout
exit
SCE#
```

---

One of the useful show commands is the **show version** command. This command displays global static information on the *SCE* as software and hardware version, image build time, system uptime, last open packages names and information on the SLI application assigned.

To show the version information for the *SCE* software and hardware, complete the following steps:

---

At the *SCE*# prompt, type **show version**.

The system shows the version information.

```
SCE#show version
System version: Version 3.0.0 Build 240
Build time: Jan 11 2006, 07:34:47
Software version is: Version 2.5.2 Build 240
Hardware information is:
rx           : 0x0075
dp           : 0x1808
tx           : 0x1708
ff           : 0x0077
cls         : 0x1721
```



```

cpld          : 0x0025
Lic           : 0x0176
rev          : G001
Bootrom      : 2.1.0
L2 cache     : Samsung 0.5
lic type     : MFE
optic mode   :
Part number: 53AA-BXC1-AAAA
Revision: A02A
Software revision: G001
Serial number: 043P6982
Power Supply type: AC

SML Application information is:
Application file: /tffs0/temp.sli
Application name:
Application help:
Original source file:
H:\work\Emb\jrt\V2.5\sml\actions\drop\drop_basic_anyflow.san
Compilation date: Wed, December 21 2005 at 21:25:21
Compiler version: SANc v2.50 Build 32 gcc_codelets=true built on: Tue
December 23 2005 09:51:57 AM.;SME plugin v1.1
Default capacity option used.

Logger status: Enabled

Platform: SCE 2000 - 4xFE
Management agent interface version: SCE Agent 3.0.0 Build 18
Software package file:
ftp://vk:vk@10.1.8.22/P:/EMB/LatestVersion/3.0.0/se1000.pkg

SCE 2000 uptime is 21 minutes, 37 seconds
SCE#

```

Another useful show command is the **show system-uptime** command. This command displays information similar to the last line above, which indicates how long the system has been running since the last reboot.

To show the system uptime for the SCE platform software and hardware, complete the following steps:

---

At the **SCE#** prompt, type **show system-uptime**.

The system shows how long the system has been running since the last reboot.

```

SCE#show system-uptime
SCE uptime is 21 minutes, 37 seconds
SCE#

```

---

## Removing the Configuration

You can completely remove all current configuration by removing all configuration files. The following data is deleted by this command:

- General configuration files

- Application configuration files
- Static party DB files
- Management agent installed MBeans

**Note**

After using this command, the SCE platform should be reloaded immediately to ensure that it returns to the 'factory default' state.

To remove the configuration files, use the following command:

At the `SCEconfig#` prompt, type **erase startup-config-all**.

All configuration files are removed, including configuration files not explicitly managed by the user, as listed above.

## Saving the Configuration Settings

When you make changes to the current running configuration and you want those changes to continue to be valid when the system restarts, you must save the changes before leaving the management session, that is, you must save the running configuration to the startup configuration file.

The *SCE* platform provides multiple interfaces for the purpose of configuration and management. All interfaces supply an API to the same database of the *SCE* platform and any configuration made through one interface is reflected through all interfaces. Furthermore, when saving the running configuration to the startup configuration from any management interface, all configuration settings are saved regardless of the management interface used to set the configuration.

To save configuration changes, complete the following steps:

**Step 1** At the `SCE#` prompt, type **show running-config** to view the running configuration.

The running configuration is displayed.

**Step 2** Check the displayed configuration to make sure that it is set the way you want. If not, make the changes you want before saving.

**Step 3** Type **copy running-config startup-config**.

The system saves all running configuration information to the configuration file, which is used when the system reboots.

The configuration file holds all information that is different from the system default in a file called `config.txt` located in the directory: `tffs0:system`.

**EXAMPLE:**

The following example shows the running configuration file.

```
SCE#show running-config
#This is a general configuration file (running-config).
#Created on 15:50:56 CET MON February 11 2002
#cli-type 1
#version 1

clock timezone CET 1
snmp-server community "public" ro
snmp-server host 10.1.1.253 traps version 1 "public"
interface LineCard 0
connection-mode active
no silent
no shutdown
flow-aging default-timeout UDP 60
interface FastEthernet 0/0
ip address 10.1.5.109 255.255.0.0
interface FastEthernet 0/1

interface FastEthernet 0/2

exit
line vty 0 4
no timeout
exit
SCE#
SCE#copy running-config startup-config
Writing general configuration file to temporary location...
Backing-up general configuration file...
Copy temporary file to final location...
SCE#
```

For backup purposes, the old startup-config file is saved under the directory: `tffs0:system/prevconf`. Refer to [Recovering a Previous Configuration](#) (on page 3-6) for an explanation on how to recover previous configuration.

To remove a configuration command from the running-config, use the no form of the command.

**EXAMPLE:**

The following example illustrates how to remove all DNS settings from the running configuration.

```
SCE(config)#no ip name-server
SCE(config)#
```

## Recovering a Previous Configuration

When you save a new configuration, the system automatically backs up the old configuration in the directory `tffs0:system/prevconf/`. Up to nine versions of the startup configuration file are saved, namely `config.tx1-config.tx9`, where `config.tx1` is the most recently saved file.

You can view the old startup configuration files using the CLI command **more**.

Restoring a previous startup configuration means renaming the file so it overwrites the startup configuration (`config.txt`) file.

To restore a previous startup configuration, complete the following steps:

---

**Step 1** At the `SCE#` prompt, type **more tffs0:system/prevconf/config.txt** to view the configuration file.

The system displays the configuration information stored in the file.

**Step 2** Read the configuration information to make sure it is the configuration you want to restore.

Note that you cannot undo the configuration restore command.

**Step 3** Type  
**copy tffs0:system/prevconf/config.tx1 tffs0:system/config.txt.**

The system sets the startup configuration to the configuration from `config.tx1`.

---

### EXAMPLE:

The following example displays a saved configuration file and then restores the file to overwrite the current configuration.

```
SCE#more tffs0:system/prevconf/config.tx1
#This is a general configuration file (running-config).
#Created on 19:36:07 UTC THU February 14 2002

#cli-type 1
#version 1

interface LineCard 0
no silent
no shutdown

interface FastEthernet 0/0
ip address 10.1.5.109 255.255.0.0

interface FastEthernet 0/1

interface FastEthernet 0/2

exit

line vty 0 4
exit
SCE#copy tffs0:system/prevconf/config.tx1 tffs0:system/config.txt
SCE#
```

# Upgrading SCE Platform Firmware

Cisco distributes upgrades to the software and firmware on the *SCE* platform. Cisco distributes upgrade software as a file with the extension `.pkg` that is installed directly from the ftp site without being copied to the disk. This procedure walks you through installation and rebooting of the *SCE* platform with the new firmware.

To upgrade your *SCE* platform software:

---

**Step 1** Type `configure` to enter Global Configuration mode.

The SCE prompt changes to `SCE(config)#`.

**Step 2** Type `boot system ftp://<user:password@host/>drive:dir/seNum.pkg`, where `<seNum.pkg>` is the file name on the ftp site.

The boot command verifies that the package is a legal, appropriate update for the *SCE* platform and that the file was not corrupted. It does not perform an upgrade, but does keep in the system memory that a pkg file is available.

**Step 3** Type `exit` to leave the Global Configuration mode.

The SCE prompt changes to `SCE#`.

**Step 4** Type `copy running-config startup-config`.

This command re-verifies that the package is valid, and extracts the upgrade to the Flash file system.

The system notifies you that it is performing the extraction as follows:

```
Backing-up configuration file...
Writing configuration file...
Extracting new system image...
Extracted OK.
SCE#
```

**Step 5** Type `reload` to reboot the system.

The *SCE* prompts you for confirmation by asking `Are you sure?`

**Step 6** Type `Y` and press `Enter`.

The system sends the following message and reboots.

```
the system is about to reboot, this will end your CLI session
```

---

## EXAMPLE:

The following example shows the full procedure for performing a software update.

```
SCE#configure
SCE(config)# boot system ftp://vk:vk@10.1.1.230/downloads/SENum.pkg
SCE(config)#exit
SCE#copy running-config startup-config
Backing-up configuration file...
Writing configuration file...
Extracting new system image...
Extracted OK.
```

```
SCE#>reload
Are you sure? y
the system is about to reboot, this will end your CLI session
```

## Configuring Applications

The *SCE* platform can be configured to run with different Service Control applications by installing the appropriate file. All *SCE* platform application files are **pqi** files, that is, the filename must end with the *pqi* extension.

Once a specific Service Control application is installed it can be configured by applying a configuration file. The configuration file is application-specific, and is produced by application-specific means, not covered in this documentation. Configuration files have no specific extension.



### Note

These configuration changes are automatically saved to the start-up configuration after execution, and therefore do not appear when the running configuration is displayed (**more running-config** command).

These configurations cannot be manipulated by changing the *system/config.txt* file

## Installing an Application

Use the following commands to install, uninstall, and upgrade an application. You can use the **show pqi file info** command before installing or upgrading an application to display the options that are available when installing the *pqi* file. These options can then be specified in the **install** or **upgrade** command as needed.

The documentation of the application will tell the user whether the application is stand-alone (in which case **install** should be used), or an upgrade to an existing application that is assumed to be installed already (in this case **upgrade** should be used). Currently all Cisco Service Control applications are stand-alone.

You should always run the *pqi* **uninstall** command before installing a new *pqi* file. This prevents old files from accumulating on the disk.

The following commands are relevant for installing and uninstalling an application:

- `pqi install file` (interface LineCard configuration mode)
- `pqi uninstall file` (interface LineCard configuration mode)
- `pqi upgrade file` (interface LineCard configuration mode)
- `pqi rollback file` (interface LineCard configuration mode)
- `show pqi file info` (viewer mode)
- `show pqi last-installed` (viewer mode)

To display information about an application file:

---

From the *SCE*# prompt, type **show pqi file filename info** and press **Enter**.

Information regarding the *pqi* file, such as installation options, is displayed and the *SCE*# prompt

appears.

---

To install an application:

---

From the **SCE**(config if)# prompt, type **pqi install file filename [options]** and press **Enter**.

The specified pqi file is installed using the installation options specified (if any) and the **SCE**(config if)# prompt appears.

Note that this may take up to 5 minutes.

---

**Note**

Always run the pqi uninstall command before installing a new pqi file.

---

To uninstall an application:

---

From the **SCE**(config if)# prompt, type **pqi uninstall file filename** and press **Enter**.

The specified *pqi* file is uninstalled and the **SCE**(config if)# prompt appears.

You must specify the same *pqi* file that was installed.

Note that this may take up to 5 minutes.

---

To upgrade an application:

---

From the **SCE**(config if)# prompt, type **pqi upgrade file filename [options]** and press **Enter**.

The specified pqi file is upgraded using the options specified (if any) and the **SCE**(config if)# prompt appears.

You must specify the *pqi* file that was last used for upgrade.

Note that this may take up to 5 minutes.

---

To undo an upgrade of an application:

---

From the `SCE(config if)#` prompt, type `pqi rollback file filename` and press **Enter**.

The upgrade of the specified pqi file is undone and the `SCE(config if)#` prompt appears. Note that this may take up to 5 minutes.

---

To display the last pqi file that was installed:

---

From the `SCE#` prompt, type `show pqi last-installed` and press **Enter**.

The name of the last pqi file that was installed is displayed and the `SCE#` prompt appears.

---

## Rebooting and Shutting Down the SCE Platform

### Rebooting the SCE Platform

Rebooting the *SCE* platform is required after installing a new firmware, in order for that firmware to take effect. There might be other occasions where rebooting the *SCE* platform is necessary.



#### Note

---

When the *SCE* restarts, it loads the startup configuration, so all changes made in the running configuration will be lost. You are advised to save the running configuration before performing reload, as described in [Saving the Configuration Settings](#) (on page 3-4).

---

To reboot your *SCE* platform, complete the following steps:

---

**Step 1** At the `SCE#` prompt, type `reload` and press **Enter**.

A confirmation message appears.

**Step 2** Type **Y** to confirm the reboot request and press **Enter**.

---

#### EXAMPLE:

The following example shows the commands for system reboot.

```
SCE# reload
Are you sure? y
the system is about to reboot, this will end your CLI session
```



## Shutting Down the SCE Platform

Shutting down the *SCE* platform is required before turning the power off. This helps to ensure that non-volatile memory devices in the *SCE* platform are properly flushed in an orderly manner.



---

**Note** When the *SCE* platform restarts, it loads the startup configuration, so all changes made in the running configuration will be lost. You are advised to save the running configuration before performing reload, as described in [Saving the Configuration Settings](#) (on page 3-4).

---

To shut down your *SCE* platform, complete the following steps:

- 
- Step 1** Connect to the serial console port (The CON connector on the *SCE* platform front panel, 9600 baud).  
The *SCE#* prompt appears.
- Step 2** Type **reload shutdown**.  
A confirmation message appears.
- Step 3** Type **Y** to confirm the shutdown request and press **Enter**.
- 

### EXAMPLE:

The following example shows the commands for system shutdown.

```
SCE#reload shutdown
You are about to shut down the system.
The only way to resume system operation after this
is to cycle the power off, and then back on.
Continue?
Y

IT IS NOW SAFE TO TURN THE POWER OFF.
```

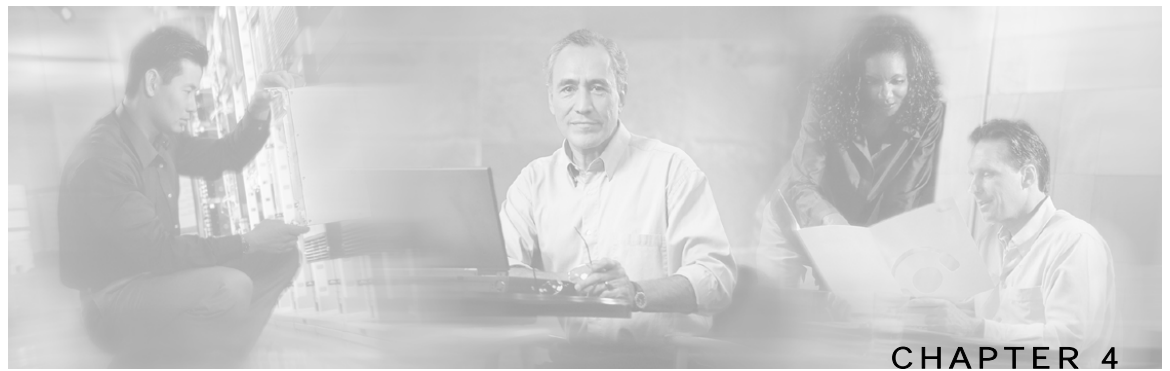


---

**Note** Since the *SCE* platform can recover from the power-down state only by being physically turned off (or cycling the power), this command can only be executed from the serial CLI console. This limitation helps prevent situations in which a user issues this command from a Telnet session, and then realizes he/she has no physical access to the *SCE* platform.

---





## Utilities

This chapter contains the following sections:

- [Setup Utility](#) 4-1
- [File-system Operations](#) 4-5
- [The User Log](#) 4-10

## Setup Utility

The setup utility is an interactive wizard that guides the user through the basic configuration process. This utility runs automatically upon initial connection to the local terminal. It may also be invoked explicitly via Telnet or via the local terminal to make changes to the system configuration.

The following table lists all the command parameters for the setup utility.

**Table 4-1 Setup Command Parameters**

Parameter	Definition
IP address	IP address of the SCE platform.
subnet mask	Subnet mask of the SCE platform.
default gateway	Default gateway.
hostname	Character string used to identify the SCE platform
admin password	Admin level password. Character string from 4-100 characters beginning with an alpha character.
root password	Root level password. Character string from 4-100 characters beginning with an alpha character.
password encryption status	Enable or disable password encryption?
Time Settings	
time zone name and offset	Standard time zone abbreviation and minutes offset from UTC.

Parameter	Definition
local time and date	Current local time and date. Use the format: 00:00:00 1 January 2002
SNTP Configuration	
broadcast client status	Set the status of the SNTP broadcast client.  If enabled, the SCE will synchronize its local time with updates received from SNTP broadcast servers.
unicast query interval	Interval in seconds between unicast requests for update (64 – 1024)
unicast server IP address	IP address of the SNTP unicast server.
DNS Configuration	
DNS lookup status	Enable or disable IP DNS-based hostname translation.
default domain name	Default domain name to be used for completing unqualified host names
IP address	IP address of domain name server. ( maximum of 3 servers)
RDR Formatter Destination Configuration	
IP address	IP address of the RDR-formatter destination
TCP port number	TCP port number of the RDR-formatter destination
Access Control Lists	
Access Control List number	How many ACLs will be necessary? What IP addresses will be permitted/denied access for each management interface? You may want ACLs for the following: <ul style="list-style-type: none"> <li>• Any IP access</li> <li>• Telnet access</li> <li>• SNMP GET access</li> <li>• SNMP SET access</li> </ul>
list entries (maximum 20 per list)	IP address, and whether permitted or denied access.
IP access ACL	ID number of the ACL controlling IP access.
telnet ACL	ID number of the ACL controlling telnet access.
SNMP Configuration	
SNMP agent status	Enable or disable SNMP management.
GET community names	Community strings to allow GET access and associated ACLs (maximum 20).
SET community names	Community strings to allow SET access and associated ACLs (maximum 20).
trap managers (maximum 20)	Trap manager IP address, community string, and SNMP version.
Authentication Failure trap status	Sets the status of the Authentication Failure traps.
enterprise traps status	Sets the status of the enterprise traps.

Parameter	Definition
system administrator	Name of the system administrator.
Topology Configuration (Both Platforms)	
connection mode	Is the SCE platform installed in bump-in-the-wire topology (inline) or out of line using splitter or switch (receive-only)?
Admin status of the SCE platform after abnormal boot	After a reboot due to a failure, should the SCE platform remain in a Failure status or move to operational status provided no other problem was detected?
Topology Configuration (SCE 1000)	
link bypass mode on operational status	When the SCE 1000 is operational, should it bypass traffic or not?
redundant SCE 1000 platform?	Is there a redundant SCE 1000 installed as a backup?
link bypass mode on non-operational status	When the SCE 1000 is not operational, should it bypass traffic or cut it off?
Topology Configuration (SCE 2000)	
type of deployment	Is this a cascade topology, with two SCE platforms connected via the cascade ports? Or is this a single platform topology?
physically connected link (cascade topology only)	In a cascade deployment this parameter sets the index for the link that this SCE 2000 is deployed on. The options for the SCE 2000 are link-0 or link-1.  In a single-SCE 2000 Platform deployment this parameter is not relevant since one SCE 2000 is deployed on both links. In this case the link connected to port1-port2 is by default link-0 and the link connected to port3-port4 is by default link-1.
priority (cascade topology only)	If this is a cascaded topology, is this SCE 2000 the primary or secondary SCE 2000?
on-failure behavior (inline connection mode only)	If this SCE 2000 is deployed inline, should the failure behavior be bypass or cutoff of the link?

Information regarding these parameters can be found in the appropriate sections throughout this guide.

For more information regarding SCE platform topology, and for a step-by-step description of the setup utility, see the *Cisco SCE 2000/SCE 1000 Installation and Configuration Guides*.

## Entering the Setup Utility

To enter the setup utility

From the *SCE#* prompt, type **setup** and press **Enter**.

The following dialog appears:

```

--- System Configuration Dialog ---

At any point you may enter a question mark '?' followed by 'Enter'
for help.
Use ctrl-C to abort configuration dialog at any prompt.
Use ctrl-Z to jump to the end of the configuration dialog at any
prompt.
Default settings are in square brackets '['].

Would you like to continue with the System Configuration Dialog?
[yes/no]: y
system configuration dialog begins.

```

## Multiple entry parameters (Lists)

When explicitly invoked, the setup utility offers the option of multiple entries (lists) for certain parameters.

Several parameters, such as the Access Control Lists, are actually lists containing a number of entries. If these lists are empty (initial configuration) or contain only one entry, they act the same as any scalar parameter, except that you are giving the option of adding additional entries to the list.

If these lists already contain more than one entry, the entire list is displayed, and you are then presented with several options. Following is an excerpt from the SNMP trap manager menu, illustrating how to configure list entries.

To configure a list parameter when more than one entry already exists in the list:

---

**Step 1** The entries in the list are displayed.

```

There are 2 SNMP trap managers in the current configuration as follows:
IP address: 10.10.10.10  Community: private  Version: 1
IP address: 10.11.10.1  Community: pcube    Version: 2c

```




---

**Note** If only one entry exists in the table, it is displayed as the default [ ] to be either accepted or changed. The three list options are not displayed.

---

**Step 2** Three options are presented.

```

Please choose one of the following options:
1. Leave the running configuration unchanged.
2. Clear the existing lists and configure new ones.
3. Add new entries.

```

Enter your choice:

**Step 3** You are prompted to continue the setup, depending on the choice you entered:

- 1. Leave the running configuration unchanged:

The dialog proceeds to the next question. The list remains unchanged.

- 2. Clear the existing entries and configure new ones:

The dialog prompts you for a new entry in the list.

After completing the first entry, you are asked whether you would like to add another new entry.

```
Would you like to add another SNMP trap manager? [no]:y
```

Since the list was empty, you may enter the maximum number of entries.

- 3. Add new entries:

The dialog prompts you for a new entry in the list.

After the completing one entry, you are asked whether you would like add another new entry.

```
Would you like to add another SNMP trap manager? [no]:y
```

You may enter only enough additional entries to reach the maximum number.

---

## File-system Operations

The CLI commands include a complete range of file management commands. These commands allow you to create, delete, copy, and display both files and directories.



### Note

Regarding disk capacity: While performing disk operations, the user should take care that the addition of new files that are stored on the SCE disk do not cause the disk to exceed 70%.

---

## Working with Directories

The following file-system operations commands are relevant to directories:

- `cd`
- `delete`
- `dir`
- `mkdir`
- `pwd`
- `rmdir`

## Creating a Directory

To create a directory:

---

From the *SCE#* prompt, type `mkdir directory-name` and press **Enter**.

The specified directory is created and the *SCE#* prompt appears.

---

## Deleting a Directory

There are two different commands for deleting a directory, depending on whether the directory is empty or not.

Use this command to delete a directory along with all of its contents.

To delete a directory and all its files and sub-directories:

---

From the *SCE#* prompt, type **delete** *directory-name* **/recursive and** press Enter.

The specified directory, including all files and sub-directories, is deleted, and the *SCE#* prompt appears.

---

Use this command to remove an empty directory.

To delete an empty directory:

---

From the *SCE#* prompt, type **rmdir** *directory-name* and press **Enter**.

The specified directory is deleted and the *SCE#* prompt appears.

---

## Changing Directories

To change the path of the current working directory:

---

From the *SCE#* prompt, type **cd** *new path* and press **Enter**.

The specified directory becomes the working directory and the *SCE#* prompt appears.

---

## Displaying Working Directory

To display the current working directory:

---

From the *SCE#* prompt, type **pwd** and press **Enter**.

The name of the working directory is displayed and the *SCE#* prompt appears.

---



## Listing Files in Current Directory

You can display a listing of all files in the current working directory. This list may be filtered to include only application files. The listing may also be expanded to include all files in any sub-directories.

To list all the files in the current directory:

---

From the *SCE#* prompt, type **dir** and press **Enter**.

A listing of all files in the working directory is displayed and the *SCE#* prompt appears.

---

To list all the applications in the current directory:

---

From the *SCE#* prompt, type **dir applications** and press **Enter**.

A listing of all application files in the working directory is displayed and the *SCE#* prompt appears.

---

To include files in all sub-directories in the listing of the current directory:

---

From the *SCE#* prompt, type **dir -r** and press **Enter**.

A listing of all files in the working directory, including all files in all sub-directories, is displayed and the *SCE#* prompt appears.

---

## Working with Files

The following file-system operations commands are relevant to files:

- `copy`
- `copy-passive`
- `delete`
- `more`
- `rename`
- `unzip`

## Renaming a File

To rename a file:

---

From the *SCE#* prompt, type **rename** *current-file-name new-file-name* and press **Enter**.

The specified file is renamed and the *SCE#* prompt appears.

---

## Deleting a File

To delete a file:

---

From the *SCE#* prompt, type **delete** *file-name* and press **Enter**.

The specified file is deleted and the *SCE#* prompt appears.

---

## Copying a File

You can copy a file from the current directory to a different directory.

You can also copy a file (upload/download) to or from an FTP site. In this case, either the source or destination filename must begin with *ftp://*. To copy a file using passive FTP, use the **copy-passive** command.

To copy a file:

---

From the *SCE#* prompt, type **copy** *source-file-name destination-file-name* and press **Enter**.

The file is copied to the specified directory and the *SCE#* prompt appears.

---

### EXAMPLE:

The following example copies the local *analysis.sli* file located in the root directory to the *applications* directory.

```
SCE#copy analysis.sli applications/analysis.sli
SCE#
```

To download a file from an FTP site:

---

From the **SCE#** prompt, type **copy** *ftp://source destination-file-name* and press **Enter**.

The file is downloaded from the FTP site to the specified directory and the **SCE#** prompt appears.

---

To upload a file to an FTP site using Passive FTP:

---

From the **SCE#** prompt, type **copy-passive** *source-file-name ftp://destination* and press **Enter**.

The file is uploaded to the specified FTP site and the **SCE#** prompt appears.

---

#### EXAMPLE:

The following example uploads the *analysis.sli* file located on the local flash file system to the host 10.1.1.105, specifying Passive FTP.

```
SCE#copy-passive /appli/analysis.sli
ftp://myname:mypw@10.1.1.105/p:/appli/analysis.sli
SCE#
```

## Displaying File Contents

To display the contents of a file:

---

From the **SCE#** prompt, type **more** *file-name* and press **Enter**.

The contents of the specified file are displayed and the **SCE#** prompt appears.

---

## Unzipping a File

Use this command to unzip a file. The specified file must be a zip file.

Files are extracted to the current directory.

To unzip a file:

---

From the **SCE#** prompt, type **unzip** *file-name* and press **Enter**.

The specified file is extracted to the current directory and the **SCE#** prompt appears.

---

# The User Log

The user log is an ASCII file that can be viewed in any editor. It contains a record of system events, including startup, shutdown and errors. You can use the Logger to view the user log to determine whether or not the system is functioning properly, as well as for technical support purposes.

## The Logging System

Events are logged to one of two log files. After a file reaches maximum capacity, the events logged in that file are then temporarily archived. New events are then automatically logged to the alternate log file. When the second log file reaches maximum capacity, the system then reverts to logging events to the first log file, thus overwriting the temporarily archived information stored in that file.

Basic operations include:

- Copying the User Log to an external source
- Viewing the User Log
- Clearing the User Log
- Viewing/clearing the User Log counters

## Enabling and Disabling the User Log

By default, the user log is enabled. You can disable the user log by configuring the status of the logger.

To disable the user log:

---

**Step 1** From the *SCE#* prompt, type **configure** and press **Enter**.

The *SCE(config)#* prompt appears indicating that you are in Global Configuration mode.

**Step 2** Type **logger device User-File-Log disabled** and press **Enter**.

The *SCE(config)#* prompt appears.

---

To enable the user file log:

---

**Step 1** From the *SCE#* prompt, type **configure** and press **Enter**.

The *SCE(config)#* prompt appears.

**Step 2** Type **logger device User-File-Log enabled** and press **Enter**.

The *SCE(config)#* prompt appears.

---

## Copying the User Log

You can view the log file by copying it to an external source or to disk. This command copies both log files to the local *SCE* platform disk or any external host running a FTP server.

To copy the user log to an external source, use the following command:

---

From the *SCE*# prompt, type **logger get user-log file-name** *ftp://username:password@ipaddress/path* and press **Enter**.

The *SCE*# prompt appears.

---

To copy the user log to an internal location, use the following command:

---

From the *SCE*# prompt, type **logger get user-log file-name** *target-filename* and press **Enter**.

The *SCE*# prompt appears.

---

## Viewing the User Log Counters

There are two types of log counters:

- User log counters — count the number of system events logged from the *SCE* platform last reboot.
- Non-volatile counters — are not cleared during boot time

To view the user log counters for the current session, use the following command:

---

From the *SCE*# prompt, type **show logger device user-file-log counters** and press **Enter**.

The logger lines information appears, followed by the *SCE*# prompt.

---

To view the non-volatile logger counters for both the User log file and the debug log file, use the following command:

---

From the *SCE*# prompt, type **show logger nv-counters** and press **Enter**.

The non-volatile log counter information appears, followed by the *SCE*# prompt.

---

To view the non-volatile counter for the user-file-log only, use the following command:

---

From the *SCE#* prompt, type **show logger device user-file-log nv-counters** and press **Enter**.

The user-file-log non-volatile log counter information appears, followed by the *SCE#* prompt.

---

## Viewing the User Log



### Note

---

This command is not recommended when the user log is large. Copy a large log to a file to view it (see [Copying the User Log](#) (on page 4-11))

---

To view the user log:

---

From the *SCE#* prompt, type **more user-log** and press **Enter**.

The user log appears, followed by the *SCE#* prompt.

---

## Clearing the User Log

You can clear the contents of the user log at any time. The user log contains important information regarding the functioning of the system. It is recommended that a copy be made before the log is cleared.

To clear the user log, complete the following steps:

---

**Step 1** From the *SCE#* prompt, type **clear logger device user-file-log** and press **Enter**.

**Step 2** The system asks `Are you sure?`

**Step 3** Type **Y** and press **Enter**.

The *SCE#* prompt appears.

---

## Generating a File for Technical Support

In order for technical support to be most effective, the user should provide them with the information contained in the system logs. Use the **logger get support-file** command to generate a support file for the use of Cisco technical support staff.

To generate a log file for technical support:

---

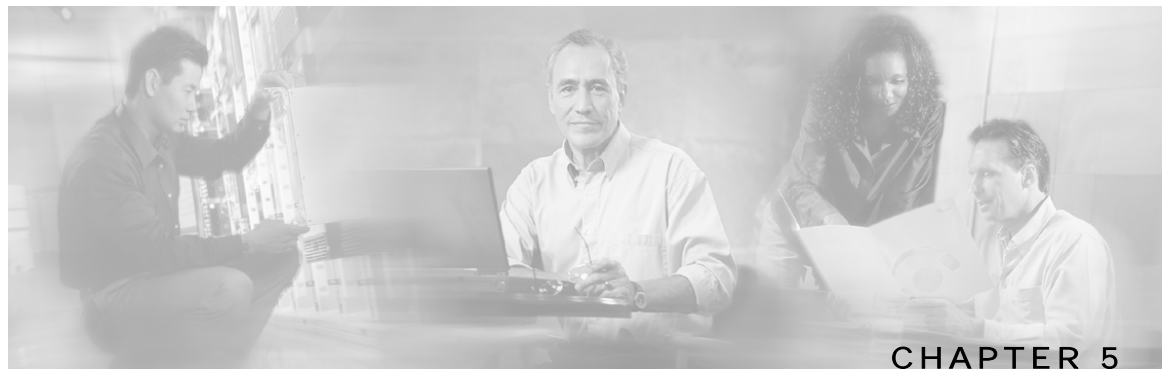
From the **SCE#** prompt, type **logger get support-file filename** and press **Enter**.

The support information file is created using the specified filename, and the **SCE#** prompt appears. This operation may take some time.

---







## Configuring the Management Interface and Security

---

The SCE platform is equipped with two RJ-45 management (MNG) ports. These ports provide access from a remote management console to the SCE platform via a LAN.

The two management ports support management interface redundancy, providing the possibility for a backup management link.

In addition to the Layer 1 security of a backup management link, the Service Control platform provides a further management interface security feature; an IP filter that monitors for various types of TCP/IP attacks. This filter can be configured with thresholds rates both for defining an attack and defining the end of an attack.



---

### Note

The addition of the second management port is reflected in all objects related to it in the SNMP interface.

---

Perform the following tasks to configure the management interface and management interface security:

- Configure the management port:
  - Physical parameters
  - Specify active port (if not redundant installation)
  - Redundancy (if redundant installation)
- Configure management interface security
  - Enable IP fragment filtering
  - Configure the permitted and not-permitted IP address monitor

This chapter contains the following sections:

- [Configuring the Management Ports](#) 5-2
- [Entering Management Interface Configuration Mode](#) 5-3
- [Configuring the Management Port Physical Parameters](#) 5-3
- [Configuring the Management Ports for Redundancy](#) 5-7
- [Management Interface Security](#) 5-8
- [Configuring the Available Interfaces](#) 5-10
- [SNMP Configuration and Management](#) 5-33
- [Passwords](#) 5-44
- [IP Configuration](#) 5-46
- [Time Clocks and Time Zone](#) 5-50
- [SNTP](#) 5-55
- [Domain Name \(DNS\) Settings](#) 5-58
- [Configuring the Management Port Physical Parameters](#) 5-61

## Configuring the Management Ports

Perform the following tasks to configure the management ports:

- Configure the IP address and subnet mask (only one IP address for the management interface, not one IP address per port).
- Configure physical parameters:
  - Duplex
  - Speed
- Configure redundant management interface behavior (optional):
  - Fail-over mode
- If fail-over mode is disabled, specify the active port (optional).

To configure the management interface, complete the following steps:

- 
- Step 1** Cable the desired management port, connecting it to the remote management console via the LAN.
  - Step 2** Disable the automatic fail-over mode. (See [Configuring the Fail-Over Mode](#) (on page 5-8).)
  - Step 3** Configure the management port physical parameters. (See [Configuring the Management Port Physical Parameters](#) (on page 5-3).)
-

To configure the system with management interface redundancy, see [Configuring the Management Ports for Redundancy](#) (on page 5-7).

## Entering Management Interface Configuration Mode

When entering Management Interface Configuration Mode, you must indicate the number of the management port to be configured:

- 0/1 — Mng port 1
- 0/2 — Mng port 2

The following Management Interface commands are applied only to the port specified when entering Management Interface Configuration Mode. Therefore, each port must be configured separately:

- speed
- duplex

The following Management Interface commands are applied to both management ports, regardless of which port had been specified when entering Management Interface Configuration Mode. Therefore, both ports are configured with one command:

- ip address
- auto-fail-over

---

**Step 1** To enter Global Configuration Mode, type **configure** and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 2** Type **interface Mng {0/1|0/2}** and press **Enter**.

The *SCE*(config if)# prompt appears.

---

## Configuring the Management Port Physical Parameters

This interface has a transmission rate of 10 or 100 Mbps and is used for management operations and for transmitting RDRs, which are the output of traffic analysis and management operations.

The procedures for configuring this interface are explained in the following sections:

- [Setting the IP Address and Subnet Mask of the Management Interface](#) (on page 5-4).
- [Configuring the Speed of the Management Interface](#) (on page 5-5)
- [Configuring the Duplex Operation of the Management Interface](#) (on page 5-4).
- [Specifying the Active Management Port](#) (on page 5-6): only if both of the following conditions are present:
  - Fail-over mode is disabled (no automatic switch to the backup port).

- Active port = Mng Port 2 (Mng port 1 is the default and therefore does not need to be explicitly specified).

## Setting the IP Address and Subnet Mask of the Management Interface

The user must define the IP address of the management interface.

When both management ports are connected, providing a redundant management port, this IP address always acts as a virtual IP address for the currently active management port, regardless of which port is the active port.

The following options are available:

- **IP address** — The IP address of the management interface.

If both management ports are connected, so that a backup management link is available, this IP address will be act as a virtual IP address for the currently active management port, regardless of which physical port is currently active.

- **subnet mask** — subnet mask of the management interface.



### Warning

Changing the IP address of the management interface via telnet will result in loss of the telnet connection and inability to reconnect with the interface.

To set the IP address and subnet mask of the Management Interface, use the following command:

From the *SCE*(`config if`)# prompt, type **ip address** *ip-address* *subnet-mask* and press **Enter**.

The command might fail if there is a routing table entry that is not part of the new subnet, defined by the new IP address and subnet mask.

### EXAMPLE:

The following example shows how to set the IP address of the *SCE* platform to 10.1.1.1 and the subnet mask to 255.255.0.0.

```
SCE(config if)#ip address 10.1.1.1 255.255.0.0
```

## Configuring the Management Interface Speed and Duplex Parameters

This section presents sample procedures that describe how to configure the speed and the duplex of the Management Interface.

Both these parameters must be configured separately for each port.

### Configuring the Duplex Operation of the Management Interface

The following options are available:

- **duplex** — duplex operation of the currently selected management port (0/1 or 0/2):

- **full**
- **half**
- **auto** (default) — auto-negotiation (do not force duplex on the link)

If the **speed** parameter is configured to **auto**, changing the **duplex** parameter has no effect (see [Interface State Relationship to Speed and Duplex](#) (on page 5-6)).

To configure the duplex operation of the specified management port, use the following command:

---

From the **SCE**(config if)# prompt, type **duplex auto | full | half** and press **Enter**.

Configures the duplex operation of the currently selected management interface to either auto, half duplex, or full duplex.

---

#### EXAMPLE:

The following example shows how to use this command to configure a management port to half duplex mode.

```
SCE(config if)#duplex half
```

## Configuring the Speed of the Management Interface

The following options are available:

- **speed** — speed in Mbps of the currently selected management port (0/1 or 0/2):
  - **10**
  - **100**
  - **auto** (default) — auto-negotiation (do not force speed on the link)

If the duplex parameter is configured to **auto**, changing the **speed** parameter has no effect (see [Interface State Relationship to Speed and Duplex](#) (on page 5-6)).

To configure the speed of the specified management port, use the following command:

---

From the **SCE**(config if)# prompt, type **speed 10 | 100 | auto** and press **Enter**.

Configures the speed of the currently selected management interface.

---

#### EXAMPLE:

The following example shows how to use this command to configure the Management port to 100 Mbps speed.

```
SCE(config if)#speed 100
```

Table 5-1 Interface State Relationship to Speed and Duplex

Speed	Duplex	Actual FEI state
Auto	Auto	Auto negotiation
Auto	Full	Auto negotiation
Auto	Half	Auto negotiation
10	Auto	Auto-negotiation (duplex only)
10	Full	10 Mbps and Full duplex
10	Half	10 Mbps and half duplex
100	Auto	Auto-negotiation (speed only)
100	Full	100 Mbps and full duplex
100	Half	100 Mbps and half duplex

## Specifying the Active Management Port

This command explicitly specifies which management port is currently active. Its use varies slightly, depending on whether the management interface is configured as a redundant interface (auto fail-over enabled) or not (auto fail-over disabled)

- auto fail-over enabled (automatic mode) — the specified port becomes the currently active port, in effect forcing a fail-over action even if a failure has not occurred.
- auto fail-over disabled (manual mode) — the specified port should correspond to the cabled Mng port, which is the only functional port and therefore must be and remain the active management port



### Note

This command is a Privileged Exec command, unlike the other commands in this section, which are Mng Interface Configuration commands. If in Mng interface configuration mode, you must exit to the privileged exec mode and see the *SCE#* prompt displayed

The following options are available:

- **slot-number/interface-number** — The interface number (0/1 or 0/2) of the management port that is specified as the active port.

To specify the active management port:

From the *SCE#* prompt, type **Interface Mng {0/1 | 0/2} active-port** and press **Enter**.

The specified management port is configured as the currently active management port.

**EXAMPLE:**

The following example shows how to use this command to configure Mng port 2 as the currently active management port.

```
SCE# Interface Mng 0/2 active-port
```

## Configuring the Management Ports for Redundancy

The SCE platform contains two RJ-45 management ports. The two management ports provide the possibility for a redundant management interface, thus ensuring management access to the SCE platform even if there is a failure in one of the management links. If a failure is detected in the active management link, the standby port automatically becomes the new active management port.

Note that both ports must be connected to the management console via a switch. In this way, the IP address of the MNG port is always the same, regardless of which physical port is currently active.

Important information:

- Only one port is active at any time.
- The same virtual IP address and MAC address are assigned to both ports.
- Default —
  - Port 1 = active
  - Port 2 = standby
- The standby port sends no packets to the network and packets from the network are discarded.
- When a problem in the active port is encountered, the standby port automatically becomes the new active port.
- Link problem, with switch to standby MNG port, is declared after the link is down for 300 msec.
- Service does not revert to the default active port if/when that link recovers. The currently active MNG port remains active until link failure causes a switch to the other MNG port.

To configure the system with management interface redundancy, complete the following steps:

- 
- Step 1** Cable both management ports (Mng 1 and Mng 2), connecting them both to the remote management console via the LAN and via a switch.
  - Step 2** Configure the automatic fail-over mode. (See [Configuring the Fail-Over Mode](#) (on page 5-8).)
  - Step 3** Configure the IP address for the management interface. The same IP address will always be assigned to the active management port, regardless of which physical port is currently active. (See [Setting the IP Address and Subnet Mask of the Management Interface](#) (on page 5-4).)
  - Step 4** Configure the speed and duplex for both management ports. (See [Configuring Management Interface Speed and Duplex Parameters](#) (Configuring Management Interface Speed and Duplex "Configuring the Management Interface Speed and Duplex Parameters" on page 5-4).)
-

## Configuring the Fail-Over Mode

Use the following command to enable automatic fail-over. The automatic mode must be enabled to support management interface redundancy. This mode automatically switches to the backup management link when a failure is detected in the currently active management link.

This parameter can be configured when in management interface configuration mode for either management port, and is applied to both ports with one command.

The following options are available:

- **auto/ no auto** — Enable or disable automatic fail-over switching mode
  - Default — auto (automatic mode)

To enable automatic fail-over mode:

---

From the `SCE(config if)#` prompt, type **auto-fail-over** and press **Enter**.

---

When the automatic fail-over mode is disabled, by default Mng port 1 is the active port. If Mng port 2 will be the active port, it must be explicitly configured as such (see [Specifying the Active Management Port](#) (on page 5-6).)

To disable automatic fail-over mode:

---

From the `SCE(config if)#` prompt, type **no auto-fail-over** and press **Enter**.

---

## Management Interface Security

Management security is defined as the capability of the SCE platform to cope with malicious management conditions that might lead to global service failure. Resiliency to attacks on the management port includes the following features:

- The SCE platform remains stable during flooding attack.
- The number of TCP/IP stack control protocol vulnerabilities is minimized.
- The availability of reporting capabilities on attacks on the management port.

There are two parallel security mechanisms:

- Automatic security mechanism — monitors the TCP/IP stack rate at 200 msec intervals and throttles the rate from the device if necessary.

This mechanism always functions and is not user-configurable

- User-configurable security mechanism — accomplished via two IP filters at user-configurable intervals:



- IP fragment filter — Drops all IP fragment packets
- IP filter monitor — Measures the rate of accepted and dropped packets for both permitted and not-permitted IP addresses.

## Configuring Management Port Security

The procedure for configuring management port security is explained in the following sections:

- [Enabling the IP Fragment Filter](#) (on page 5-9)
- [Configuring the Permitted and Not-permitted IP Address Filter](#) ("Configuring the Permitted and Not-permitted IP Address Monitor" on page 5-9)

### Enabling the IP Fragment Filter

Use this command to enable the filtering out of IP fragments.

The following options are available:

- **enable/disable** — Enable or disable IP fragment filtering
  - Default — disable

To enable IP fragment filtering, use the following command:

---

```
From the SCE(config)# prompt, type ip filter fragment enable and press Enter.
```

---

To disable IP fragment filtering, use the following command:

---

```
From the SCE(config)# prompt, type ip filter fragment disable and press Enter.
```

---

### Configuring the Permitted and Not-permitted IP Address Monitor

Use this command to configure the limits for permitted and not-permitted IP address transmission rates.

The following options are available:

- **ip permitted/ip not-permitted** — Specifies whether the configured limits apply to permitted or not-permitted IP addresses.  
if this parameter is not specified, it is assumed that the configured limits apply to both permitted and not-permitted IP addresses.
- **low rate** — lower threshold; the rate in Mbps that indicates the attack is no longer present
  - Default — 20
- **high rate** — upper threshold; the rate in Mbps that indicates the presence of an attack

## Configuring the Available Interfaces

- Default — 20
- **burst size** — duration of the interval in seconds that the high and low rates must be detected in order for the threshold rate to be considered to have been reached
  - Default — 10

To configure the permitted and not-permitted IP address monitor limits, use the following command:

---

```
From the SCE(config)# prompt, type ip filter monitor {ip_permitted | ip_not_permitted} low_rate low_rate high_rate high_rate burst burst size and press Enter.
```

---

## Monitoring Management Interface IP Filtering

Use this command to display the following information for management interface IP filtering.

- IP fragment filter enabled or disabled
- configured attack threshold (permitted and not-permitted IP addresses)
- configured end of attack threshold (permitted and not-permitted IP addresses)
- burst size in seconds (permitted and not-permitted IP addresses)

To display information relating to the management interface, complete the following steps:

- 
- Step 1** From the *SCE*# prompt, type **show ip filter** and press **Enter**.
- 

## Configuring the Available Interfaces

The system allows you to configure the Telnet and SNMP interfaces according to the manner in which you are planning to manage the *SCE* platform and the external components of the system.

## TACACS+ Authentication, Authorization and Accounting

TACACS+ is a security application that provides centralized authentication of users attempting to gain access to a network element. The implementation of TACACS+ protocol allows customers to configure one or more authentication servers for the SCE platform, providing a secure means of managing the SCE platform, as the authentication server will authenticate each user. This then centralizes the authentication database, making it easier for the customers to manage the SCE platform.

TACACS+ services are maintained in a database on a TACACS+ server running, typically, on a UNIX or Windows NT workstation. You must have access to and must configure a TACACS+ server before the configured TACACS+ features on your network element are available.

The TACACS+ protocol provides authentication between the network element and the TACACS+ ACS, and it can also ensure confidentiality, if a key is configured, by encrypting all protocol exchanges between a network element and a TACACS+ server.

The following is a summary of the procedure for configuring TACACS+. All steps are explained in detail in the remainder of this section.

To configure TACACS+ authentication, authorization and accounting:

**Step 1** Configure the remote TACACS+ servers.

Configure the remote servers for the protocols, Keep in mind the following guidelines:

- Configure the encryption key that the server and client will use
- The maximal user privilege level and enable password (password used when executing the enable command) should be provided.
- The configuration should always include the root user, giving it the privilege level of 15.
- Viewer (privilege level 5) and superuser (privilege level 10) user IDs should be established at this time also.

For complete details on server configuration, refer to the appropriate configuration guide for the particular TACACS+ server that you will be using.

**Step 2** Configure the SCE client to work with TACACS+ server:

- hostname of the server
- port number
- shared encryption key (the configured encryption key must match the encryption key configured on the server in order for the client and server to communicate.)

**Step 3** (Optional) Configure the local database, if used.

- add new users

If the local database and TACACS+ are both configured, it is recommended to configure the same user names in both TACACS+ and the local database. This will allow the users to access the SCE platform in case of TACACS+ server failure.

**Note**

---

If TACACS+ is used as the login method, the TACACS+ username is used automatically in the **enable** command. Therefore, it is important to configure the same usernames in both TACACS+ and the local database so that the **enable** command can recognize this username.

---

- specify the password
- define the privilege level

**Step 4** Configure the authentication methods on the SCE platform.

- login authentication methods
- privilege level authorization methods

**Step 5** Review the configuration.

Use the "show running-config" command to view the configuration.

---

The TACACS+ protocol provides the following three features:

- Login authentication
- Privilege level authorization
- Accounting

## Login Authentication

The SCE platform uses the TACACS+ ASCII authentication message for CLI, Telnet and SSH access.

TACACS+ allows an arbitrary conversation to be held between the server and the user until the server receives enough information to authenticate the user. This is usually done by prompting for a username and password combination.

The login and password prompts may be provided by the TACACS+ server, or if the TACACS+ server does not provide the prompts, then the local prompts will be used.

The user log on information (user name and password) is transmitted to the TACACS+ server for authentication. If the TACACS+ server indicates that the user is not authenticated, the user will be re-prompted for the user name and password. The user is re-prompted a user-configurable number of times, after which the failed login attempt is recorded in the SCE platform user log and the telnet session is terminated (unless the user is connected to the console port.)

The SCE platform will eventually receive one of the following responses from the TACACS+ server:

- ACCEPT – The user is authenticated and service may begin.
- REJECT – The user has failed to authenticate. The user may be denied further access, or will be prompted to retry the login sequence depending on the TACACS+ server.

- **ERROR** – An error occurred at some time during authentication. This can be either at the server or in the network connection between the server and the SCE platform. If an ERROR response is received, the SCE platform will try to use an alternative method\server for authenticating the user.
- **CONTINUE** – The user is prompted for additional authentication information.

If the server is unavailable, the next authentication method is attempted, as [explained in General AAA Fallback and Recovery Mechanism](#) (on page 5-14).

## Accounting

The TACACS+ accounting supports the following functionality:

- Each executed command (the command must be a valid one) will be logged using the TACACS+ accounting mechanism (including login and exit commands).
- The command is logged both before and after it is successfully executed.
- Each accounting message contains the following:
  - User name
  - Current time
  - Action performed
  - Command privilege level

TACACS+ accounting is in addition to normal local accounting using the SCE platform dbg log.

## Privilege Level Authorization

After a successful login the user is granted a default privilege level of 0, giving the user the ability to execute a limited number of commands. Changing privilege level is done by executing the "**enable**" command. This command initiates the privilege level authorization mechanism.

Privilege level authorization in the SCE platform is accomplished by the use of an "**enable**" command authentication request. When a user requests an authorization for a specified privilege level, by using the "**enable**" command, the SCE platform sends an authentication request to the TACACS+ server specifying the requested privilege level. The SCE platform grants the requested privilege level only after the TACACS+ server does the following:

- Authenticates the "**enable**" command password
- Verifies that the user has sufficient privileges to enter the requested privilege level.

Once the user privilege level has been determined, the user is granted access to a specified set of commands according to the level granted.

As with login authentication, if the server is unavailable, the next authentication method is attempted, as explained in [General AAA Fallback and Recovery Mechanism](#) (on page 5-14).

## General AAA Fallback and Recovery Mechanism

The SCE platform uses a fall-back mechanism in order to maintain service availability in case of an error.

The AAA mechanism in the SCE platform contains several AAA methods that are used to back each other up. The customer may choose the AAA methods that are used and the order in which they are used.

The AAA methods available are:

- **TACACS+** – AAA is performed by the use of a TACACS+ server, allows authentication, authorization and accounting.
- **Local** – AAA is performed by the use of a local database, allows authentication and authorization.
- **Enable** – AAA is performed by the use of user configured passwords, allows authentication and authorization.
- **None** – no authentication\authorization\accounting is performed.

In the current implementation the order of the methods used isn't configurable but the customer can choose which of the methods are used. The current order is

- **TACACS+**
- **Local**
- **Enable**
- **None**



### Note

Important: If the server goes to AAA fault, the SCE platform will not be accessible until one of the AAA methods is restored. In order to prevent this, it is advisable to use the "none" method as the last AAA method.

If the SCE platform becomes un-accessible, the shell function "AAA\_MethodsReset" will allow the user to delete the current AAA method settings and set the AAA method used to "**Enable**".

## Configuring the SCE Platform TACACS+ Client

The user must configure the remote servers for the TACACS+ protocol. Then the SCE platform TACACS+ client must be configured to work with the TACACS+ servers. The following information must be configured:

- TACACS+ server hosts definition — a maximum of three servers is supported.

For each sever host, the following information can be configured:

- hostname (required)
- port
- encryption key
- timeout interval

- **Default encryption key (optional)** — A global default encryption key may be defined. This key is defined as the key for any server host for which a key is not explicitly configured when the server host is defined.  
If the default encryption key is not configured, a default of no key is assigned to any server for which a key is not explicitly configured.
- **Default timeout interval (optional)** — A global default timeout interval may be defined. This timeout interval is defined as the timeout interval for any server host for which a timeout interval is not explicitly configured when the server host is defined.  
If the default timeout interval is not configured, a default of five seconds is assigned to any server for which a timeout interval is not explicitly configured.

The procedures for configuring the SCE platform TACACS+ client are explained in the following sections:

- [Adding a new TACACS+ Server Host](#) (on page 5-15)
- [Removing a TACACS+ Server Host](#) (on page 5-16)
- [Configuring the Global Default Key](#) (on page 5-16)
- [Configuring the Global Default Timeout](#) (on page 5-17)

## Adding a new TACACS+ Server Host

Use this command to define a new TACACS+ server host that is available to the SCE platform TACACS+ client.

The Service Control solution supports a maximum of three TACACS+ server hosts.

The following options are available:

- **host-name** — name of the server
- **port #** — TACACS+ port number
  - Default = 49
- **timeout interval** — time in seconds that the server waits for a reply from the server host before timing out
  - Default = 5 seconds or user-configured global default timeout interval (see [Configuring the Global Default Timeout](#) (on page 5-17).)
- **key-string** — encryption key that the server and client will use when communicating with each other. Make sure that the specified key is actually configured on the TACACS+ server host.
  - Default = no key or user-configured global default key (see [Configuring the Global Default Key](#) (on page 5-16))

To add a new TACACS+ server host, use the following command:

---

```
From the SCE(config)# prompt, type tacacs-server host host-name [port port#] [timeout timeout-interval] [key key-string] and press Enter.
```

---

## Removing a TACACS+ Server Host

Use this command to delete a TACACS+ server host from the system.

The following options are available:

- **host-name** — name of the server to be deleted

To delete a TACACS+ server host, use the following command:

---

From the *SCE*(config)# prompt, type **no tacacs-server host** *host-name* and press **Enter**.

---

## Configuring the Global Default Key

Use this command to define the global default key for the TACACS+ server hosts. This default key can be overridden for a specific TACACS+ server host by explicitly configuring a different key for that TACACS+ server host.

The following options are available:

- **key-string** — default encryption key that all TACACS servers and clients will use when communicating with each other. Make sure that the specified key is actually configured on the TACACS+ server hosts.
  - Default = no encryption

To define the global default key, use the following command:

---

From the *SCE*(config)# prompt, type **tacacs-server key** *key-string* and press **Enter**.

---

To clear the global default key, use the following command:

---

From the *SCE*(config)# prompt, type **no tacacs-server key** and press **Enter**.

No global default key is defined. Each TACACS+ server host may still have a specific key defined. However, any server host that does not have a key explicitly defined (uses the global default key) is now configured to use no key.

---



## Configuring the Global Default Timeout

Use this command to define the global default timeout interval for the TACACS+ server hosts. This default timeout interval can be overridden for a specific TACACS+ server host by explicitly configuring a different timeout interval for that TACACS+ server host.

The following options are available:

- **timeout interval** — default time in seconds that the server waits for a reply from the server host before timing out.
  - Default = 5 seconds

To define the global default timeout interval, use the following command:

---

From the *SCE*(config)# prompt, type **tacacs-server timeout *timeout-interval*** and press **Enter**.

---

To clear the global default timeout interval, use the following command:

---

From the *SCE*(config)# prompt, type **no tacacs-server timeout** and press **Enter**.

No global default timeout interval is defined. Each TACACS+ server host may still have a specific timeout interval defined. However, any server host that does not have a timeout interval explicitly defined (uses the global default timeout interval) is now configured to a five second timeout interval.

---

## Managing the User Database

TACACS+ maintains a local user database. Up to 100 users can be configured in this local database, which includes the following information for all users:

- Username
- Password — may configured as encrypted or unencrypted
- Privilege level

The procedures for managing the local user database are explained in the following sections:

- [Adding a User](#) (on page 5-18)
- [Deleting a User](#) (on page 5-21)
- [Defining the User Privilege Level](#) (on page 5-19)

## Adding a User

Use these commands to add a new user to the local database. Up to 100 users may be defined.

The password is defined with the username. There are several password options:

- No password — use the *nopassword* keyword.
- Password — Password is saved in clear text format in the local list.

Use the *password* parameter.

- Encrypted password — Password is saved in encrypted (MD5) form in the local list. Use the *secret* keyword.

Password may be defined by either of the following methods:

- Specify a clear text password, which is saved in MD5 encrypted form
- Specify an MD5 encryption string, which is saved as the user MD5-encrypted secret password

The following options are available:

- **name** — name of the user to be added
- **password** — a clear text password. May be saved in the local list in either of two formats:
  - as clear text
  - in MD5 encrypted form if the **secret** keyword is used
- **encrypted-secret** — an MD5 encryption string password

The following keywords are available:

- **nopassword** — There is no password associated with this user
- **secret** — the password is saved in MD5 encrypted form. Use with either of the following keywords to indicate the format of the password as entered in the command:
  - **0** — use with the **password** option to specify a clear text password that will be saved in MD5 encrypted form
  - **5** = use with the **encrypted-secret** option to specify an MD5 encryption string that will be saved as the user MD5-encrypted secret password

To add a new user to the local database with a clear text password, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **password** *password* and press **Enter**.

---

To add a new user to the local database with no password, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **nopassword** and press **Enter**.

---

To add a new user to the local database with an MD5 encrypted password entered in clear text, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **secret** *0* *password* and press **Enter**.

---

To add a new user to the local database with an MD5 encrypted password entered as an MD5 encryption string, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **secret** *5* *encrypted-secret* and press **Enter**.

---

## Defining the User Privilege Level

Privilege level authorization in the SCE platform is accomplished by the use of an "**enable**" command authentication request. When a user requests an authorization for a specified privilege level, by using the "**enable**" command, the SCE platform sends an authentication request to the TACACS+ server specifying the requested privilege level. The SCE platform grants the requested privilege level only after the TACACS+ server authenticates the "**enable**" command password and verifies that the user has sufficient privileges to enter the requested privilege level.

Use this command to set the privilege level of the specified user.

The following options are available:

- **name** — name of the user whose privilege level is set
- **level** — the privilege level permitted to the specified user. These levels correspond to the CLI authorization levels, which are entered via the **enable** command:
  - 0 — User
  - 10 — Admin
  - 15 (default) — Root

To set the privilege level for the specified user, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **privilege** *level* and press **Enter**.

---

## Adding a User with Privilege Level and Password

Use these commands to define a new user, including password and privilege level, in a single command.



### Note

In the config files (*running config* and *startup config*), this command will appear as two separate commands..

The following options are available:

- **name** — name of the user to be added
- **password** — a clear text password. May be saved in the local list in either of two formats:
  - as clear text
  - in MD5 encrypted form if the **secret** keyword is used
- **encrypted-secret** — an MD5 encryption string password
- **level** — the privilege level permitted to the specified user. These levels correspond to the CLI authorization levels, which are entered via the **enable** command:
  - 0 — User
  - 10 — Admin
  - 15 (default) — Root

The following keywords are available:

- **secret** — the password is saved in MD5 encrypted form. Use with either of the following keywords to indicate the format of the password as entered in the command:
  - **0** — use with the **password** option to specify a clear text password that will be saved in MD5 encrypted form
  - **5** = use with the **encrypted-secret** option to specify an MD5 encryption string that will be saved as the user MD5-encrypted secret password

To add a new user to the local database, specifying the privilege level and a clear text password, use the following command:

---

From the *SCE(config)#* prompt, type **username name privilege level password password** and press **Enter**.

---

To add a new user to the local database, specifying the privilege level and an MD5 encrypted password entered in clear text, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **privilege level** **secret 0** *password* and press **Enter**.

---

To add a new user to the local database, specifying the privilege level and an MD5 encrypted password entered as an MD5 encryption string, use the following command:

---

From the *SCE*(config)# prompt, type **username** *name* **privilege level** **secret 5** *encrypted-secret* and press **Enter**.

---

## Deleting a User

Use these commands to delete a specified user from the local database.

The following options are available:

- **name** — name of the user to be deleted

To delete a user from the local database, use the following command:

---

From the *SCE*(config)# prompt, type **no username** *name* and press **Enter**.

---

## Configuring AAA Login Authentication

There are two features to be configured for login authentication:

- Maximum number of permitted Telnet login attempts
- The authentication methods used at login (see [General AAA Fallback and Recovery Mechanism](#) (on page 5-14).)

The procedures for configuring login authentication are explained in the following sections:

- [Configuring Maximum Login Attempts](#) (on page 5-22)
- [Configuring the Login Authentication Methods](#) (on page 5-22)

## Configuring Maximum Login Attempts

Use this command to set the maximum number of login attempts that will be permitted before the session is terminated. This is relevant only for Telnet sessions. From the local console, the number of re-tries is unlimited.

The following options are available:

- **number-of-attempts** — The maximum number of login attempts that will be permitted before the telnet session is terminated
  - Default = three

To configure the maximum number of permitted login attempts, use the following command:

---

From the *SCE*(config)# prompt, type **aaa authentication attempts login *number-of-attempts*** and press **Enter**.

---

## Configuring the Login Authentication Methods

You can configure "backup" login authentication methods to be used in the event of failure of the primary login authentication method (see [General AAA Fallback and Recovery Mechanism](#) (on page 5-14)).

Use this command to specify which login authentication methods are to be used, and in what order of preference.

The following options are available:

- **method** — the login authentication methods to be used. You may specify up to four different methods, in the order in which they are to be used.
  - **group tacacs+** — Use TACACS+ authentication.
  - **local** — Use the local username database for authentication.
  - **enable** (default) — Use the "enable" password for authentication
  - **none** — Use no authentication.

To configure login authentication methods, use the following command:

---

From the *SCE*(config)# prompt, type **aaa authentication login default *method1* [*method2* . . . ]** and press **Enter**.

---

You may list a maximum of four methods; all four methods explained above. List them in the order of priority.

---

To delete the login authentication methods list, use the following command:

---

From the *SCE*(config)# prompt, type **no aaa authentication login default** and press **Enter**.

---

If the login authentication methods list is deleted, the default login authentication method only (**enable** password) will be used. TACACS+ authentication will not be used.

## Configuring AAA Privilege Level Authorization Methods

As with login authentication, you can configure "backup" privilege level authorization methods to be used in the event of failure of the primary privilege level authorization method (see [General AAA Fallback and Recovery Mechanism](#) (on page 5-14)).

Use this command to specify which privilege level authorization methods are to be used, and in what order of preference.,

The following options are available:

- **method** — the privilege level authorization methods to be used. You may specify up to four different methods, in the order in which they are to be used.
  - **group tacacs+** — Use TACACS+ authentication.
  - **local** — Use the local username database for authentication.
  - **enable** (default) — Use the "**enable**" password for authentication
  - **none** — Use no authentication.

To configure privilege level authorization methods, use the following command:

---

From the *SCE*(config)# prompt, type **aaa authentication enable default method1 [method2...]** and press **Enter**.

You may list a maximum of four methods; all four methods explained above. List them in the order of priority.

---

To delete the privilege level authorization methods list, use the following command:

---

From the *SCE*(config)# prompt, type **no aaa authentication enable default** and press **Enter**.

---

If the privilege level authorization methods list is deleted, the default login authentication method only (**enable** password) will be used. TACACS+ authentication will not be used.

## Enabling AAA Accounting

If TACACS+ accounting is enabled, the SCE platform sends an accounting message to the TACACS+ server after every command execution. The accounting message is logged in the TACACS+ server for the use of the network administrator.

Use this command to enable or disable TACACS+ accounting.

By default, TACACS+ accounting is disabled.

The following options are available:

- **level** — The privilege level for which to enable the TACACS+ accounting

To enable TACACS+ accounting for a specified privilege level, use the following command:

---

```
From the SCE(config)# prompt, type aaa authentication accounting commands level default stop-start group tacacs+ and press Enter.
```

---

The **start-stop** keyword (required) indicates that the accounting message is sent at the beginning and the end (if the command was successfully executed) of the execution of a CLI command.

To disable TACACS+ accounting for a specified privilege level, use the following command:

---

```
From the SCE(config)# prompt, type no aaa authentication accounting commands level default and press Enter.
```

---

## Monitoring TACACS+ Servers

Use these commands to display statistics for the TACACS+ servers.

Note that, although most show commands are accessible to viewer level users, the 'all' option is available only at the admin level. Use the command '**enable 10**' to access the admin level.

To display statistics for all TACACS+ servers, use the following command:

---

```
From the SCE# prompt, type show tacacs and press Enter.
```

---



To display statistics, including keys and timeouts, for all TACACS+ servers, use the following command:

---

From the *SCE*# prompt, type **show tacacs all** and press **Enter**.

---

## Monitoring TACACS+ Users

Use this command to display the users in the local database, including passwords.

Note that, although most show commands are accessible to viewer level users, this command is available only at the admin level. Use the command '**enable 10**' to access the admin level.

To display the users in the local database, use the following command:

---

From the *SCE*# prompt, type **show users** and press **Enter**.

---

## Configuring Access Control Lists (ACLs)

The *SCE* platform can be configured with Access Control Lists (ACLs), which are used to permit or deny incoming connections on any of the management interfaces. An access list is an ordered list of entries, each consisting of an IP address and an optional wildcard “mask” defining an IP address range, and a permit/deny field.

The order of the entries in the list is important. The default action of the first entry that matches the connection is used. If no entry in the Access List matches the connection, or if the Access List is empty, the default action is deny.

Configuration of system access is done in two stages:

- 
- Step 1** Creating an access list. (See [Adding Entries to an Access List](#) (on page 5-26)).
  - Step 2** Associating the access list with a management interface. (See [Defining the Global Access List](#) (on page 5-27) and [Associating an Access List to Telnet Interface](#). ("Associating an Access List to Telnet Interface" on page 5-28))
-

Creating an access list is done entry by entry, from the first to the last.

When the system checks for an IP address on an access list, the system checks each line in the access list for the IP address, starting at the first entry and moving towards the last entry. The first match that is detected (that is, the IP address being checked is found within the IP address range defined by the entry) determines the result, according to the permit/deny flag in the matched entry. If no matching entry is found in the access list, access is denied.

You can create up to 99 access lists. Access lists can be associated with system access on the following levels:

- **Global (IP) level.** If a global list is defined using the `ip access-class` command, when a request comes in, the *SCE* platform first checks if there is permission for access from that IP address. If not, the *SCE* does not respond to the request. Configuring the *SCE* platform to deny a certain IP address would preclude the option of communicating with that address using any IP-based protocol including Telnet, FTP, ICMP and SNMP. The basic IP interface is low-level, blocking the IP packets before they reach the interfaces.
- **Interface level.** Access to each management interface (Telnet, SNMP, etc.) can be restricted to an access list. Interface-level lists are, by definition, a subset of the Global list defined. If access is denied at the global level, the IP will not be allowed to access using one of the interfaces. Once an access list is associated with a specific management interface, that interface checks the access list to find out if there is permission for a specific external IP address trying to access the management interface.

It is possible to configure several management interfaces to the same access list, if this is the desired behavior of the *SCE* platform.

If no ACL is associated to a management interface or to the global IP level, access is permitted from all IP addresses.



#### Note

The *SCE* Platform will respond to ping commands only from IP addresses that are allowed access. Ping from a non-authorized address will not receive a response from the *SCE* unit, as ping uses ICMP protocol

The following commands are relevant to access lists:

- `access-list`
- `access-class number in`
- `ip access-class`
- `no access-list`
- `no ip access-class`
- `show ip access-class`

## Adding Entries to an Access List

To add an address to an access list allowing access to a particular address:

---

**Step 1** To enter the Global Configuration Mode, type **configure** and press **Enter**.

**Step 2** The *SCE* (config)# prompt appears.

**Step 3** To configure one IP address type:

**access-list** number **permit** x.x.x.x and press **Enter** where x.x.x.x is the IP address.

**Step 4** To configure more than one IP address type:

**access-list** number **permit** x.x.x.x y.y.y.y and press **Enter**.

This command configures a range of addresses in the format x.x.x.x y.y.y.y where x.x.x.x specifies the prefix bits common to all IP addresses in the range, and y.y.y.y is a wildcard-bits mask specifying the bits that are ignored. In this notation, '0' means bits to ignore.

---

#### EXAMPLE:

The following example adds an entry to the access list number 1, that permits access only to IP addresses in the range of 10.1.1.0–10.1.1.255.

```
SCE(config)#access-list 1 permit 10.1.1.0 0.0.0.255
```

You can also add addresses from which you deny service, by using the **deny** rather than the **permit** switch. You can create up to 99 different address lists, which can be associated with access to the interfaces.

When you add a new entry to an ACL, it is always added to the end of the Access-List.

## Removing an Access List

To remove an Access List (with all its entries):

---

From the *SCE* (config)# prompt, type **no access-list number permit/deny**, and press **Enter**.

The Access List and all of its entries are removed.

---

## Defining the Global Access List

To define an Access List as the global list for permitting or denying all traffic to the SCE platform:

---

From the *SCE* (config)# prompt, type **ip access-class number**, and press **Enter**.

---

## Telnet Interface

This section discusses the Telnet interface of the *SCE* platform. A Telnet session is the most common way to connect to the *SCE* CLI interface.

You can set the following parameters for the Telnet interface:

- Enable/disable the interface
- Associate an access list to permit or deny incoming connections. (Access lists)
- Timeout for Telnet sessions, that is, if there is no activity on the session, how long the *SCE* platform waits before automatically cutting off the Telnet connection.

The following commands are relevant to Telnet interface:

- `access-class number in`
- `line vty`
- `[no] access list`
- `[no] service telnetd`
- `[no] timeout`
- `show line vty access-class in`
- `show line vty timeout`

## Preventing Telnet Access

You can disable access by Telnet altogether.

To disable Telnet access:

---

From the *SCE*(`config`)# prompt, type **`no service telnetd`**.

Telnet service is no longer allowed on the *SCE* platform. Current Telnet sessions are not disconnected, but no new Telnet sessions are allowed.

---

## Associating an Access List to Telnet Interface

To restrict the *SCE* platform management via Telnet to a specific access list:

- 
- Step 1** From the *SCE*(`config`)# prompt, enter the Line Configuration mode by typing `line vty 0`.
- Step 2** Type **`access-class access-list-number in`** (where `access-list-number` is an index of an existing access list).

The following example associates the access list `number 1` to the Telnet interface.

```
SCE#configure
SCE (config)#line vty 0
SCE(config-line)#access-class 1 in
```

- Step 3** Type **`exit`** and press **Enter**.

This returns you to Global Configuration Mode.

---

## Telnet Timeout

The SCE platform supports timeout of inactive Telnet sessions. The default timeout is 30 minutes.

To configure the timeout for a telnet session when the line is idle:

---

From the *SCE* (config-line)# prompt, type `timeout time`, where time is the time in minutes.

---

## SSH Server

A shortcoming of the standard telnet protocol is that it transfers password and data over the net unencrypted, thus compromising security. Where security is a concern, using a Secure Shell (SSH) server rather than telnet is recommended.

An SSH server is similar to a telnet server, but it uses cryptographic techniques that allow it to communicate with any SSH client over an insecure network in a manner which ensures the privacy of the communication. CLI commands are executed over SSH in exactly the same manner as over telnet.

The SSH server supports both the SSH-1 and SSH-2 protocols.

An Access Control List (ACL) can be configured for SSH as for any other management protocol, limiting SSH access to a specific set of IP addresses (see [Configuring Access Control Lists](#) ("[Configuring Access Control Lists \(ACLs\)](#)" on page 5-25)).

## Key Management

Each SSH server should define a set of keys (DSA2, RSA2 and RSA1) to be used when communicating with various clients. The key sets are pairs of public and private keys. The server publishes the public key while keeping the private key in non-volatile memory, never transmitting it to SSH clients. Note that the keys are kept on the tffs0 file system, which means that a person with knowledge of the 'enable' password can access both the private and public keys. The SSH server implementation provides protection against eaves-droppers who can monitor the management communication channels of the *Service Control Application for Broadband* platform, but it does not provide protection against a user with knowledge of the 'enable' password.

Key management is performed by the user via a special CLI command. A set of keys must be generated at least once before enabling the SSH server.

Size of the encryption key is always 2048 bits.

## Managing the SSH Server

Use these commands to manage the SSH server. These commands do the following:

- Generate an SSH key set
- Enable/disable the SSH server
- Assign/remove an ACL to the SSH server
- Delete existing SSH keys

Remember that you must generate a set of SSH keys before you enable the SSH server.

To generate a set of SSH keys:

---

From the *SCE*(config)# prompt, type **ip ssh key generate** and press **Enter**.

A new SSH key set is generated and immediately saved to non-volatile memory. (Key set is not part of the configuration file). Key size is always 2048 bits.

---

To enable the SSH server:

---

From the *SCE*(config)# prompt, type **ip ssh** and press **Enter**.

---

To disable the SSH server:

---

From the *SCE*(config)# prompt, type **no ip ssh** and press **Enter**.

---

To assign an ACL to the SSH server:

---

From the *SCE*(config)# prompt, type **ip ssh access-class** *access-list number* and press **Enter**.

The specified ACL is assigned to the SSH server, so that access the SSH server is limited to the IP addresses defined in the ACL.

---

To remove the ACL assignment from the SSH server:

---

From the *SCE*(config)# prompt, type **no ip ssh access-class** and press **Enter**.

The ACL assignment is removed from the SSH server, so that any IP address may now access the SSH server.

---

To delete the existing SSH keys:

---

From the *SCE*(config)# prompt, type **ip ssh key remove** and press **Enter**.

The existing SSH key set is removed from non-volatile memory.

If the SSH server is currently enabled, it will continue to run, since it only reads the keys from non-volatile memory when it is started. However, if the startup-configuration specifies that the SSH server is enabled, the *SCE* platform will not be able to start the SSH server on startup if the keys have been deleted. To avoid this situation, after executing this command, always do one of the following before the *SCE* platform is restarted (using reload):

- Generate a new set of keys.
  - Disable the SSH server and save the configuration.
- 

## Monitoring the Status of the SSH Server

Use this command to monitor the status of the SSH sever, including current SSH sessions.

This command is a Privileged Exec command. Make sure that you are in Privileged Exec command mode by exiting any other modes, and that the *SCE*# prompt appears in the command line.

To display the SSH server status:

---

From the *SCE*# prompt, type **show ip ssh** and press **Enter**.

---

## SNMP Interface

To enable the SNMP interface, use the **snmp-server** command. You can also configure any of the SNMP parameters (hosts, communities, contact, location, and trap destination host). When you enable the SNMP agent, these four parameters are filled in with their most recent values before the agent was disabled. To disable the SNMP interface, use the **no snmp-server** command.

This section guides you through enabling and disabling the SNMP interface. Complete information on SNMP is found in [SNMP Configuration and Management](#) (on page 5-33).

The following commands are relevant to enabling and disabling the SNMP interface:

- [no] snmp-server
- [no] snmp-server community
- [no] snmp-server contact
- [no] snmp-server host
- [no] snmp-server location

### Enabling SNMP

To enable SNMP by setting a community string:

---

**Step 1** To enter the Global Configuration Mode, at the *SCE*# prompt, type **configure** and press **Enter**.

The *SCE(config)#* prompt appears.

**Step 2** Type **snmp-server community community-string**, where the *community string* is a security string that identifies a community of managers that are able to access the SNMP server.

You must define at least one community string in order to allow SNMP access. For complete information on community strings see [Configuring SNMP Community Strings](#) (on page 5-35).

---

### Disabling SNMP

To disable SNMP access:

---

From the *SCE(config)#* prompt, type **no snmp-server**.

---



# SNMP Configuration and Management

The *SCE* platform operating system includes a Simple Network Management Protocol (SNMP) agent that supports the RFC 1213 standard (MIB-II) and Cisco's enterprise MIBs. This section explains how to configure the SNMP agent parameters. It also describes the SNMP traps and the Cisco proprietary MIB, and explains the order in which the MIB must be loaded.

**Note**

Throughout this manual, the terms SNMP server and SNMP agent are used interchangeably, as equivalents.

## SNMP Protocol

SNMP (Simple Network Management Protocol) is a set of protocols for managing complex networks. SNMP works by sending messages, called protocol data units (PDUs), to different parts of a network. SNMP-compliant devices, called agents, store data about themselves in Management Information Bases (MIBs) and return this data to the SNMP requesters.

*SCE* platform supports the original SNMP protocol (also known as SNMPv1), and a newer version called Community-based SNMPv2 (also known as SNMPv2C).

- **SNMPv1** — is the first version of the Simple Network Management Protocol, as defined in RFCs 1155 and 1157, and is a full Internet standard. SNMPv1 uses a community-based form of security.
- **SNMPv2c** — is the revised protocol, which includes improvements to SNMPv1 in the areas of protocol packet types, transport mappings, and MIB structure elements but using the existing SNMPv1 administration structure. It is defined in RFC 1901, RFC 1905, and RFC 1906.

*SCE* platform implementation of SNMP supports all MIB II variables, as described in RFC 1213, and defines the SNMP traps using the guidelines described in RFC 1215.

The SNMPv1 and SNMPv2C specifications define the following basic operations that are supported by *SCE* platform:

Table 5-2 Request Types

Request Type	Description	Remarks
Set Request	Writes new data to one or more of the objects managed by an agent.	Set operations immediately affect the <i>SCE</i> platform running-config but do not affect the startup config.
Get Request	Requests the value of one or more of the objects managed by an agent.	
Get Next Request	Requests the Object Identifier(s) and value(s) of the next object(s) managed by an agent.	
Get Response	Contains the data returned by an agent.	
Trap	Sends an unsolicited notification from an agent to a manager, indicating that an event or error has occurred on the agent system	<i>SCE</i> platform may be configured to send either SNMPv1 or SNMPv2 style traps.
Get Bulk Request	Retrieves large amounts of object information in a single Request / response transaction. GetBulk behaves as if many iterations of GetNext request/responses were issued, except that they are all performed in a single request/response.	This is newly defined SNMPv2c message.

## Configuration via SNMP

*SCE* platform supports a limited set of variables that may be configured via SNMP (read-write variables). Setting a variable via SNMP (as via the CLI) takes effect immediately and affects only the running-configuration. To make this configuration stored for next reboots (startup-configuration) the user must specify it explicitly via CLI or via SNMP using the Cisco enterprise MIB objects (see the figure in *Cisco Enterprise MIB* (on page 5-42)).

It should be noted also that the *SCE* platform takes the approach of a single configuration database with multiple interfaces that may change this database. Therefore, activating the `copy running-config startup-config` command via CLI or SNMP makes permanent all the changes made by either SNMP or CLI.

## Security Considerations

By default, the SNMP agent is disabled for both read and write operations. When enabled, SNMP is supported over the management port only (in-band management is not supported).

In addition, the *SCE* platform supports the option to configure community of managers for read-write accessibility or for read-only accessibility. Furthermore, an ACL (Access List) may be associated with a community to allow SNMP management to a restricted set of managers IP addresses.

## SNMP Community Strings

An SNMP community string is a text string that acts like a password to permit access to the agent on the *SCE* platform. The community string is used to authenticate messages that are sent between the management station (the SNMP manager) and the device (the SNMP agent). The community string is included in every message transmitted between the SNMP manager and the SNMP agent.

### Configuring SNMP Community Strings

In order to enable SNMP management, you must configure SNMP community strings to define the relationship between the SNMP manager and the agent.

After receiving an SNMP request, the SNMP agent compares the community string in the request to the community strings that are configured for the agent. The requests are valid under the following circumstances:

- SNMP *Get* and *Get-next*, *Get-bulk* requests are valid if the community string in the request matches the read-only community.
- SNMP *Get*, *Get-next*, *Get-bulk* and *Set* requests are valid if the community string in the request matches the agent's read-write community.

You may specify the following characteristics associated with the community string:

- An access list of IP addresses of the SNMP managers permitted to use the community string to gain access to the agent
- Read-write or read-only accessibility for the community.



---

**Note**

If no access list is configured, all IP addresses can access the agent using the defined community string. For more information about Access Lists, see [Configuring Access Control Lists \(ACLs\)](#) (on page 5-25)

---



---

**Note**

When defining a community if it is not specified explicitly, the default accessibility is read-only.

---

The following describes how to configure a community string, as well as how to remove a community string.

To configure a community string:

---

**Step 1** At the *SCE*(config)# prompt, type **snmp-server community community-string [ro|rw] [acl-number]**, and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 2** If needed, repeat steps 1 to configure additional community strings.

---

**EXAMPLE:**

The following example shows how to configure a community string called “mycommunity” with read-only rights and access list number “1”.

```
SCE(config)#snmp-server community mycommunity 1
```

**Note**

ACL-number is an index to an access list. For further information about access lists, see [Configuring Access Control Lists \(ACLs\)](#) (on page 5-25)

To remove a community string:

At the `SCE(config)#` prompt, type `no snmp-server community community-string`, and press **Enter**.

The community string is removed.

**EXAMPLE:**

The following example displays how to remove a community string called “mycommunity”.

```
SCE(config)#no snmp-server community mycommunity
```

To display the configured communities:

At the `SCE#` prompt, type `show snmp community` and press **Enter**.

The configured SNMP communities appear.

**EXAMPLE:**

The following example shows the SNMP communities.

```
SCE#show snmp community
Community: public, Access Authorization: RO, Access List Index: 1
```

## Traps

Traps are unsolicited messages that are generated by the SNMP agent that resides inside the *SCE* platform when an event occurs. When the Network Management System receives the trap message, it can take suitable actions, such as logging the occurrence or ignoring the signal.

## Configuring Traps

By default, the *SCE* platform is not configured to send any SNMP traps. You must define the Network Management System to which the *SCE* platform should send traps. (See the table below, Configurable Traps, for a list of configurable traps). Whenever one of the events that trigger traps occurs in the *SCE* platform, an SNMP trap is sent from the *SCE* platform to the list of IP addresses that you define.

*SCE* platform supports two general categories of traps:

- Standard SNMP traps — As defined in RFC1157 and using the conventions defined in RFC1215.
- Proprietary SCE enterprise traps — As defined in the SCE proprietary MIB.

After a host is configured to receive traps, by default, the *SCE* platform sends to this host all the traps supported by the *SCE* platform except for the AuthenticationFailure trap. The *SCE* platform provides the option to enable or disable the sending of this trap, as well as some of the SCE enterprise traps, explicitly.

*SCE* platform can be configured to generate either SNMPv1 style or SNMPv2c style traps. By default, the *SCE* platforms sends SNMPv1 traps.

Following the table are sample procedures displaying how to configure a host (NMS) to which the SNMP agent should send traps; how to enable the SNMP agent to send authentication-failure traps; how to reset all traps to the default setting, and how to remove/disable a host (NMS) from receiving traps.

Table 5-3 Configurable Traps

Traps	Description	Trap Names	Default
<b>Standard Traps</b>			
Authentication Failure	An authenticationFailure trap is sent when the <i>SCE</i> platform is the addressee of a protocol message that is not properly authenticated.	authenticationFailure	Disabled
<b>Enterprise Traps</b>			
attack filter	An attack filter trap is sent when an attack filter has been activated or deactivated. The type of attack-filter that was activated is returned in pcubeSeEventGenericString1	moduleAttackFilterActivatedTrap moduleAttackFilterDeactivatedTrap	Disabled
chassis	A chassis trap is sent when an environmental alarm condition occurs in the <i>SCE</i> platform or is resolved.	chassisTempAlarmOnTrap chassisTempAlarmOffTrap chassisVoltageAlarmOnTrap chassisFansAlarmOnTrap chassisPowerSupplyAlarmOnTrap	Enabled

Traps	Description	Trap Names	Default
link-bypass	A link-bypass trap is sent when the <i>SCE</i> platform recognizes that the link-bypass mode has changed (bypass, no bypass, cutoff).	linkModeBypassTrap linkModeNoBypassTrap linkModeCutoffTrap	Enabled
logger	A logger trap is sent when the <i>SCE</i> platform recognizes that the User log is full. The <i>SCE</i> platform rolls over to the next log file.	loggerUserLogIsFullTrap	Enabled
operational-status	An operational-status trap is sent when the <i>SCE</i> platform recognizes that the operational status has changed (the <i>SCE</i> platform fails, resumes operation, or detects a warning).	OperationalStatusOperationalTrap operationalStatusWarningTrap operationalStatusFailureTrap	Enabled
rdr-formatter	An rdr-formatter trap is sent when the <i>SCE</i> platform recognizes a change in the status of the connection of the rdr-formatter to the data collector (up, down, active, not active).	rdrActiveConnectionTrap rdrNoActiveConnectionTrap rdrConnectionUpTrap rdrConnectionDownTrap	Enabled
sntp	An sntp trap is sent when the <i>SCE</i> platform recognizes that the SNTP agent has not updated the time in a long enough interval that time drift may occur in the system.	sntpClockDriftWarnTrap	Enabled
system-reset	A system-reset trap is sent before the <i>SCE</i> platform performs a system reset, due either to user request or fatal event.	systemResetTrap	Enabled
telnet	A telnet trap is sent when the <i>SCE</i> platform recognizes that a telnet session has started or ended.  A telnet trap is also sent when an attempt is made to logon from an unauthorized source, or with the wrong password.	SessionStartedTrap SessionEndedTrap SessionDeniedAccessTrap SessionBadLoginTrap	Enabled

To configure the *SCE* platform to send traps to a host (NMS):

---

At the *SCE*(config)# prompt, type **snmp-server host** *IP-address community-string*, and press **Enter**.

The *SCE*(config)# prompt appears.

---

**EXAMPLE:**

The following example shows how to configure the *SCE* platform to send SNMPv1 traps to a host with the IP Address: 192.168.0.83 and community string named mycommunity.

```
SCE(config)#snmp-server host 192.168.0.83 mycommunity
```

To enable the SNMP server to send Authentication Failure traps:

---

At the *SCE*(config)# prompt, type **snmp-server enable traps snmp authentication**, and press **Enter**.

The SNMP server is enabled to send **authentication failure** traps.

---

**EXAMPLE:**

The following example shows how to configure the SNMP server to send the Authentication failure trap.

```
SCE(config)#snmp-server enable traps snmp authentication
```

You may enable or disable a specific enterprise trap or all enterprise traps.

To enable the SNMP server to send all Enterprise traps:

---

At the *SCE*(config)# prompt, type **snmp-server enable traps enterprise**, and press **Enter**.

The SNMP server is enabled to send all **enterprise** traps.

---

**EXAMPLE:**

The following example shows how to configure the SNMP server to send all enterprise traps.

```
SCE(config)#snmp-server enable traps enterprise
```

To enable the SNMP server to send a specific Enterprise trap:

---

At the *SCE*(config)# prompt, type **snmp-server enable traps enterprise [chassis/link-bypass/logger/operational-status/RDR-formatter/sntp/system-reset/telnet]** and press **Enter**.

The SNMP server is enabled to send the specified enterprise trap(s).

---

**EXAMPLE:**

The following example shows how to configure the SNMP server to send the logger enterprise trap only.

```
SCE(config)#snmp-server enable traps enterprise logger
```

To restore all traps to the default status:

---

At the **SCE(config)#** prompt, type **default snmp-server enable traps**, and press **Enter**.

All traps supported by the **SCE** platform are reset to their default status.

---

**EXAMPLE:**

The following example shows how to restore all SNMP traps to their default status.

```
SCE(config)# default snmp-server enable traps
```

To configure the SCE to stop sending traps to an NMS:

---

At the **SCE(config)#** prompt, type **no snmp-server host IP-address**, and press **Enter**.

The **SCE(config)#** prompt appears.

---

**EXAMPLE:**

The following example shows how to remove the host with the IP Address: "192.168.0.83".

```
SCE(config)#no snmp-server host 192.168.0.83
```

**CLI**

The **SCE** platform supports the CLI commands that control the operation of the SNMP agent. All the SNMP commands are available in Admin authorization level. The SNMP agent is disabled by default and any SNMP configuration command enables the SNMP agent (except where there is an explicit disable command).

**Privileged Exec Mode Commands**

The following SNMP commands are available in Exec mode when the SNMP agent is enabled:

- show snmp (also available when SNMP agent is disabled)
- show snmp community
- show snmp contact
- show snmp enabled
- show snmp host



- `show snmp location`
- `show snmp mib`
- `show snmp traps`

## Global Configuration Mode Commands

The following SNMP commands are available in Global Configuration Mode:

- `snmp-server enable`
- `no snmp-server`
- `snmp-server community`
- `no snmp-server community all`
- `[no | default] snmp-server enable traps`
- `[no] snmp-server host`
- `no snmp-server host all`
- `[no] snmp-server contact`
- `[no] snmp-server location`

## MIBs

MIBs (Management Information Bases) are databases of objects that can be monitored by a network management system (NMS). SNMP uses standardized MIB formats that allow any SNMP tools to monitor any device defined by a MIB.

The *SCE* platform supports the following MIBs:

- MIB-II as defined in RFC 1213, Management Information Base for Network Management of TCP/IP-based Internets.
- Cisco enterprise MIB, which is described by a number of MIB files. [Proprietary MIB Reference](#) (on page B-1.)

## MIB-II

*SCE* platform fully supports MIB-II (RFC1213), including the following groups:

- System
- Interface (for both the management and line ports)
- AT (management port)
- IP (management port)
- ICMP (management port)
- TCP (management port)
- UDP (management port)
- SNMP (management port)

## Cisco Enterprise MIB

The SCE proprietary MIB enables external management systems to retrieve general information regarding the *SCE* platform operating status and resources utilization, extract real time measurements of bandwidth utilization and network statistics, and receive notifications of critical events and alarms.



---

**Note**

The following object identifier represents the Cisco Enterprise MIB:  
*1.3.6.1.4.1.5655*, or *iso.org.dod.internet.private.enterprise.pcube*

---

The Cisco Enterprise MIB splits into four main groups: Products, Modules, Management, and Workgroup. The Cisco enterprise tree structure is defined in a MIB file named *pcube.mib*.

Refer to the *Proprietary MIB Reference* (on page B-1) for a complete description of the *pcube* enterprise MIB.

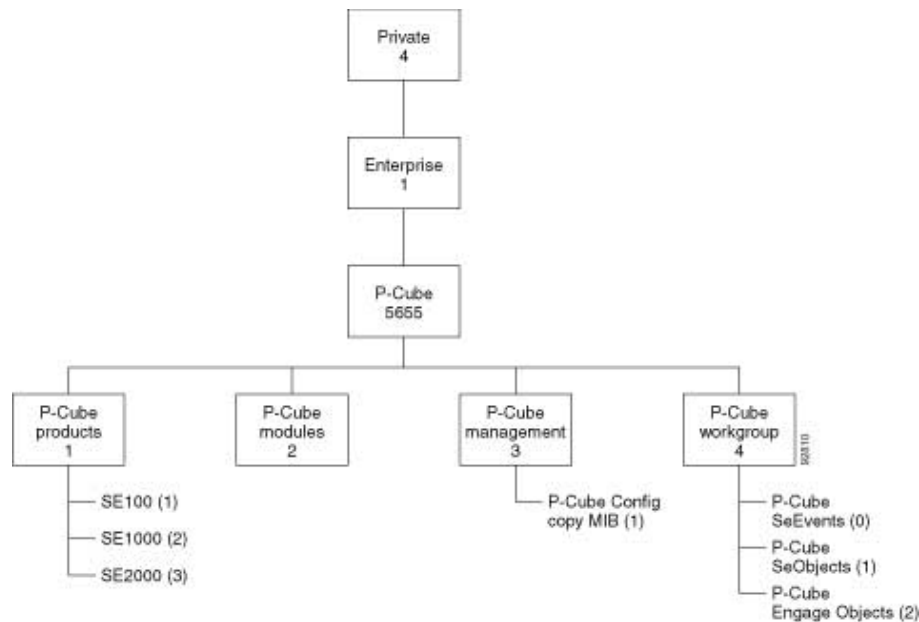
- The *pcubeProducts* sub-tree contains the sysObjectIDs of Cisco products.  
Cisco product sysObjectIDs are defined in a MIB file named *Pcube-Products-MIB*
- The *pcubeModules* sub-tree provides a root object identifier from which MIB modules can be defined.
- The *pcubeMgmt* sub-tree contains the configuration copy MIB.
- The *pcubeWorkgroup* sub-tree contains the SCE MIB, which is the main SNMP MIB for the Cisco OS products.

The SCE MIB is divided into two main groups:

- **pcubeSeEvents**
- **pcubeSEObjs**

The figure below, illustrates the Cisco Enterprise MIB structure.

Figure 5-1: Service Control MIB Structure



## Loading the MIB Files

The SCE proprietary MIB uses definitions that are defined in other MIBs, such as Pcube MIB (pcube.mib), and the SNMPv2-SMI. Therefore, the order in which the MIBs are loaded is important. To avoid errors, the MIBs must be loaded in the proper order.

To load the MIBs:

- 
- Step 1** Load the SNMPv2-SMI.
  - Step 2** Load the SNMPv2-TC.
  - Step 3** Load pcube.mib.
  - Step 4** Load pcubeSEMib.mib.
-

# Passwords

Cisco CLI passwords are an access-level authorization setting, not individual user passwords. All Admin users, for example, log in with the same password. This means that the system does not identify you as an individual, but as a user with certain privileges.

Passwords are needed for all authorization levels in order to prevent unauthorized users from accessing the *SCE* platform. It is highly recommended that you change the default password upon initial installation, and that you change the passwords periodically to secure the system.




---

**Note** The default password for all levels is either "pcube" or "cisco".

---

When a telnet user logs on, he sees only a Password: prompt, no logo is displayed. This provides extra security by not revealing the system identity to users that do not know the password.

Password guidelines:

- Password length must be between 4 and 100 characters long.
- Passwords can contain any visible keyboard character.
- Passwords must begin with a letter.
- Passwords cannot contain spaces.
- Passwords are case-sensitive.

Users with Admin or higher authorization level can view the configured passwords using the show running-config or the show startup-config commands. Therefore, if you want passwords to remain completely confidential, you must activate the encryption feature, described in [Encryption](#) (on page 5-46)

## Changing Passwords

Use the **enable password** command to change the password. Note that if the password has been changed, the default password will no longer be accepted.

To change the password for a specified level:

---

**Step 1** At the *SCE*> prompt, to access the Admin authorization level, type **enable** and press **Enter**.

The Password: prompt appears.

**Step 2** Type **cisco** (the default password for the Admin level) and press **Enter**.

The *SCE*# prompt appears.

**Step 3** To enter the Global Configuration Mode, type **configure** and press **Enter**.

The *SCE*(config)# prompt appears.

**Step 4** Type **enable password level <level> <password>**, and press **Enter**.

Use the appropriate value for the *level* parameter as follows:

- 0: user
- 10: admin
- 15: root

Your new password for the specified level is entered into the system.

The *SCE*(config)# prompt appears.

**Step 5** Type **exit** to exit the Global Configuration Mode and press **Enter**.

The *SCE*# prompt appears.

**Step 6** At this point, the Network Administrator should record passwords in a secure location.

---

To verify that you configured your passwords correctly:

---

**Step 1** Initiate a new telnet connection, while maintaining the one you used to set the password.

This is needed so that if the verification fails, you would still have admin level authorization in order to re-enter the password.

**Step 2** At the *SCE*# prompt, do one of the following, according to the password level you are checking:

- Type **enable**.
- OR
- Type **enable 15**. (Root level)

**Step 3** Press **Enter**.

**Step 4** Type your new password and press **Enter**.

If your new password has been entered successfully, then the *SCE* Admin or Root prompt appears.

If you enter an incorrect password, the following error message appears: "Error—The supplied password is simply not right."

**Step 5** Repeat steps 1 to 3 to check additional passwords.

The encryption feature will encrypt the passwords in the platform configuration files.

---

## Encryption

Once the encryption feature is activated, passwords entered into the system are encrypted to the startup configuration file the next time the configuration is saved. When encryption feature is turned off, passwords previously encrypted to the startup configuration file are not deciphered.

By default, the password encryption feature is turned off.

To enable password encryption:

---

From the *SCE*(config)# prompt, type **service password encryption**.

Password encryption is enabled.

---

To disable password encryption:

---

From the *SCE*(config)# prompt, type **no service password encryption**.

This does not remove the encryption from the configuration file. You must save to the startup configuration file if you want the password to be stored un-encrypted on the startup configuration file.

---

**Note**

---

Once the system is secured, you cannot recover a lost or forgotten password. Contact your Cisco customer support center if the password is lost.

---

## IP Configuration

### IP Routing Table

For handling IP packets on the out of band FE port, the *SCE* platform maintains a static routing table. When a packet is sent, the system checks the routing table for proper routing, and forwards the packet accordingly. In cases where the *SCE* platform cannot determine where to route a packet, it sends the packet to the default gateway.

*SCE* platform supports the configuration of the default gateway as the default next hop router, as well as the configuration of the routing table to provide different next hop routers for different subnets (for maximum configuration of 10 subnets).

The following sections illustrate how to use CLI commands to configure various parameters.

The following commands are relevant to IP Routing tables:

- `ip route prefix mask next-hop`
- `no ip route all`

- `no ip route prefix mask`
- `show ip route`
- `show ip route prefix`
- `show ip route prefix mask`

## Default Gateway

To configure the default gateway:

---

From the *SCE* (config)# prompt, type `ip default-gateway <address>`, and press **Enter**.

The default gateway for the *SCE* platform is set.

---

### EXAMPLE:

The following example shows how to set the default gateway IP of the *SCE* platform to 10.1.1.1.

```
SCE(config)#ip default-gateway 10.1.1.1
```

## Adding IP Routing Entry to Routing Table

To add an IP routing entry to the routing table:

---

From the *SCE* (config)# prompt, use the `ip route <prefix> <mask> <next-hop>` command, and press **Enter**.

The IP routing entry is added to the routing table. (All addresses must be in dotted notation. The next-hop must be within the Fast-Ethernet interface subnet.)

---

### EXAMPLE:

The following example shows how to set the router 10.1.1.250 as the next hop to subnet 10.2.0.0.

```
SCE(config)#ip route 10.2.0.0 255.255.0.0 10.1.1.250
```

## Show IP Route

To use show ip route command to display the entire routing table:

---

From the *SCE*# prompt, type `show ip route` and press **Enter**.

The entire routing table and the destination of last resort (default-gateway) appear.

---

### EXAMPLE:

```
SCE#show ip route
```

```
gateway of last resort is      10.1.1.1
```

prefix	mask	next hop
10.2.0.0	255.255.0.0	10.1.1.250
10.3.0.0	255.255.0.0	10.1.1.253
198.0.0.0	255.0.0.0	10.1.1.251
10.1.60.0	255.255.255.0	10.1.1.5

To use `show ip route prefix` command to display routing entries from the subnet specified by the prefix and mask pair:

From the *SCE#* prompt, type `show ip route prefix mask` and press **Enter**.

Routing entries with this prefix and mask pair appear.

**EXAMPLE:**

```
SCE#show ip route 10.1.60.0 255.255.255.0
```

prefix	mask	next hop
10.1.60.0	255.255.255.0	10.1.1.5

```
SCE#
```

## IP Advertising

IP advertising is the act of periodically sending Ping requests to a configured address at configured intervals. This maintains the *SCE* platform IP/MAC addresses in the memory of adaptive network elements, such as switches, even during a long period of inactivity.

The following commands are relevant to IP advertising:

- `[no] ip advertising`
- `ip advertising destination`
- `ip advertising interval`
- `default ip advertising destination`
- `default ip advertising interval`
- `show ip advertising`
- `show ip advertising destination`
- `show ip advertising interval`



## Configuring IP Advertising

In order to configure IP advertising, you must first enable IP advertising. You may then specify a destination address to which the ping request is to be sent and/or the frequency of the ping requests (interval). If no destination or interval is explicitly configured, the default values are assumed.

To enable IP advertising:

---

From the *SCE* (config)# prompt, type **ip advertising**, and press **Enter**.

IP advertising is enabled.

---

To configure the IP advertising destination:

---

From the *SCE* (config)# prompt, type **ip advertising destination <destination>**, and press **Enter**.

The specified IP address is the destination for the ping requests.

---

To configure the IP advertising interval in seconds:

---

From the *SCE* (config)# prompt, type **ip advertising interval <interval>**, and press **Enter**.

The ping requests are sent at the specified intervals.

---

### EXAMPLE:

The following example shows how to configure IP advertising, specifying 10.1.1.1 as the destination and an interval of 240 seconds.

```
SCE(config)#ip advertising destination 10.1.1.1 interval 240
```

## Show IP Advertising

To display the current IP advertising configuration:

---

From the *SCE*# prompt, type **show ip advertising** and press **Enter**.

The status of IP advertising (enabled or disabled), the configured destination, and the configured interval are displayed.

---

## Setting the IP Address and Subnet Mask of the Management Interface

The user must define the IP address of the management interface.

When both management ports are connected, providing a redundant management port, this IP address always acts as a virtual IP address for the currently active management port, regardless of which port is the active port.

The following options are available:

- **IP address** — The IP address of the management interface.

If both management ports are connected, so that a backup management link is available, this IP address will be act as a virtual IP address for the currently active management port, regardless of which physical port is currently active.

- **subnet mask** — subnet mask of the management interface.



### Warning

Changing the IP address of the management interface via telnet will result in loss of the telnet connection and inability to reconnect with the interface.

To set the IP address and subnet mask of the Management Interface, use the following command:

From the **SCE**(`config if`)# prompt, type **ip address** *ip-address subnet-mask* and press **Enter**.

The command might fail if there is a routing table entry that is not part of the new subnet, defined by the new IP address and subnet mask.

### EXAMPLE:

The following example shows how to set the IP address of the **SCE** platform to 10.1.1.1 and the subnet mask to 255.255.0.0.

```
SCE(config if)#ip address 10.1.1.1 255.255.0.0
```

## Time Clocks and Time Zone

The **SCE** platform has three types of time settings, which can be configured: the clock, the calendar, and the time zone. It is important to synchronize the clock and calendar to the local time, and to set the time zone properly. The **SCE** platform does not track Daylight Saving Time automatically, so you must update the time zone when the time changes bi-annually.

The **SCE** platform has the following two time sources:

- A real-time clock, called the calendar, that continuously keeps track of the time, even when the **SCE** platform is not powered up. When the **SCE** platform reboots, the calendar time is used to set the system clock. The calendar is not used for time tracking during system operation.

- A system clock, which creates all the time stamps during normal operation. This clock clears if the system shuts down. During a system boot, the clock is initialized to show the time indicated by the calendar.

It does not matter which clock you set first, as long as you use the clock and calendar read commands to ensure they are synchronized.

The time zone settings are important because they allow the system to communicate properly with other systems in other time zones. The system is configured based on Greenwich Mean Time (GMT), which is standard in the industry for coordination with other manufacturers' hardware and software. For example, Pacific Standard Time would be written as PST-10, meaning that the name of the time zone is PST, which is 10 hours behind Greenwich Mean Time.

When setting and showing the time, the time is always typed or displayed according to the local time zone configured.

## Showing System Time

To display the current time of the system clock:

---

From the *SCE*(config)# prompt, type **show clock** and press **Enter**.

The time maintained by the system clock appears.

---

### EXAMPLE:

The following example shows the current system clock.

```
SCE#show clock
12:50:03 UTC MON November 13 2001
```

## Showing Calendar Time

To display the current time and date of the system calendar:

---

From the *SCE*# prompt, type **show calendar** and press **Enter**.

The current system calendar appears.

---

### EXAMPLE:

The following example shows the current system calendar.

```
SCE#show calendar
12:50:03 UTC MON November 13 2001
```

## Setting the Clock

To set the clock:

---

From the **SCE#** prompt, type **clock set <hh:mm:ss day month year>**, where **<hh:mm:ss day month year>** is the time and date you want to set, and press **Enter**.

The time is set.

---

### EXAMPLE:

The following example shows how to set the clock to 20 minutes past 10 AM, October 13, 2001, updates the calendar and then displays the time.

```
SCE#clock set 10:20:00 13 oct 2001
SCE#clock update-calendar
SCE#show clock
10:21:10 UTC THU October 13 2001
```

## Setting the Calendar

To set the calendar:

---

**Step 1** From the **SCE#** prompt, type **calendar set <hh:mm:ss day month year>**, where **<hh:mm:ss day month year>** is the time and date you want to set.

This sets the system calendar, displaying the time and date.

**Step 2** Synchronize the clock with the calendar time you just set by typing **clock read-calendar**.

The time specified in this command is relative to the configured time zone.

---

### EXAMPLE:

The following example shows that the calendar is set to 20 minutes past 10 AM, October 13, 2001.

```
SCE#calendar set 10:20:00 13 oct 2001
SCE#clock read-calendar
SCE#show calendar
10:20:00 UTC THU October 13 2001
```

## Setting the Time Zone

To set the current time zone:

---

From the **SCE(config)#** prompt, type **clock timezone <zone> <hours>**, where **<zone>** is the name of the time zone and **<hours>** is the offset from GMT.

---

**EXAMPLE:**

The following example shows how to set the time zone to Pacific Standard Time with an offset of 10 hours behind GMT.

```
SCE(config)#clock timezone PST -10
SCE(config)#
```

**Note**

You can configure time zones that do not differ from GMT by a multiple of one hour. Consult the CLI Command Reference regarding the `clock timezone` global configuration command.

## Removing Current Time Zone Setting

To remove the current time zone setting:

---

From the `SCE(config)#` prompt, type `no clock timezone` and press **Enter**.

The default time zone is UTC (GMT).

---

**EXAMPLE:**

The following example shows how to remove the time zone setting.

```
SCE(config)#no clock timezone
```

## Configuring Daylight Saving Time

The *SCE* platform can be configured to automatically switch to daylight savings time on a specified date, and also to switch back to standard time. In addition, the three-letter time zone code can be configured to vary with daylight savings time if required. (For instance, in the eastern United States, standard time is designated EST, and daylight savings time is designated EDT).

The transition times into and out of daylight savings time may be configured in one of two ways, depending on how the dates for the beginning and end of daylight savings time are determined for the particular location:

- recurring — If daylight savings time always begins and ends on the same day every year, (as in the United States), the `clock summer-time recurring` command is used. The beginning and ending days for daylight savings time can be configured once, and the system will automatically perform the switch every year.
- not recurring — If the start and end of daylight savings time is different every year, (as in Israel), the `clock summer-time` command is used. In this case, the transitions must be configured every year for that particular year. (Note that "year" is not necessarily a calendar year. If the transition days are determined in the fall, the transitions for that fall and the next spring may be configured.)

The day on which the transition takes place may be defined in several ways:

- Specific date — For example, March 29, 2004. A specific date, including the year, is defined for a not recurring configuration.

- First/last occurrence of a day of the week in a specified month — For example, the last Sunday in March. This is used for a recurring configuration.
- Day of the week in a specific week in a specified month — For example, Sunday of the fourth week of March. (This would be different from the last Sunday of the month whenever there were five Sundays in the month). This is used for a recurring configuration.

General guidelines for configuring daylight savings time transitions:

- Specify the three letter time zone code for daylight savings time.
- recurring — specify a day of the month (week#|first|last/day of the week/month).
- not recurring — specify a date (month/day of the month/year).
- Define two days:
  - Day1 = beginning of daylight savings time.
  - Day2 = end of daylight savings time.

In the Southern hemisphere, month2 must be before month1, as daylight savings time begins in the fall and ends in the spring.

- Specify the exact time that the transition should occur (24 hour clock).
  - Time of transition into daylight savings time — according to local standard time.
  - Time of transition out of **clock summer-time recurring** — according to local daylight savings time.
- Offset — specify the difference in minutes between standard time and daylight savings time.  
Default = 60 minutes
- For the **clock summer-time recurring** command, the default values are the United States transition rules:
  - Daylight savings time begins — 2:00 (AM) on the first Sunday of April.
  - Daylight savings time ends — 2:00 (AM) on the last Sunday of October.

To define recurring daylight savings time transitions:

---

From the **SCE(config)#** prompt, type **clock summer-time <zone> recurring** [**<week1> <day1> <month1> <time1> <week2> <day2> <month2> <time2> [<offset>]**] and press **Enter**.

---

#### EXAMPLE:

The following example shows how to configure recurring daylight savings time for a time zone designated "DST" as follows:

- Daylight savings time begins — 0:00 on the last Sunday of March.
- Daylight savings time ends — 23:59 (AM) on the Saturday of fourth week of November.
- Offset = 1 hour (default)

```
SCE(config)# clock summer-time DST recurring last Sunday March 00:00 4
Saturday November 23:59
```

To define non-recurring daylight savings time transitions:

---

From the *SCE*(config)# prompt, type **clock summer-time** <zone> [<date1> <month1> <year1> <time1> <date2> <month2> <year2> <time2> [<offset>]] and press **Enter**.

---

#### EXAMPLE:

The following example shows how to configure non-recurring daylight savings time for a time zone designated "DST" as follows:

- Daylight savings time begins — 0:00 on April 16, 2004.
- Daylight savings time ends — 23:59 October 23, 2004.
- Offset = 1 hour (default)

```
SCE(config)# clock summer-time DST April 16 2004 00:00 October 23 2004 23:59
```

To cancel the daylight savings time transitions configuration:

---

From the *SCE*(config)# prompt, type **no clock summer-time** and press **Enter**.

---

To display the current daylight savings time configuration:

---

From the *SCE*(config)# prompt, type **show timezone** and press **Enter**.

The current time zone and daylight saving time configuration is displayed.

---

## SNTP

The Simple Network Timing Protocol (SNTP) is a simple solution to the problem of synchronizing the clocks in the various elements of the network. SNTP provides access to a time source via the network. The system clock and calendar are then set in accordance with this external source.

There are two options for the SNTP client. These functions are independent, and the system employ either one or both.

- Multicast SNTP client — Listens to SNTP broadcasts and updates the system clock accordingly.

- Unicast SNTP client — Sends a periodic request to a configured SNTP server, and updates the system clock according to the server response.

**Note**

It is recommended that an IP access control list be configured in order to prevent access from unauthorized SNTP or NTP multicast servers.

The following commands are relevant to SNTP configuration:

- `[no] sntp broadcast client`
- `[no] sntp server address`
- `no sntp server all`
- `sntp update-interval interval in seconds`
- `show sntp`

## Enabling SNTP multicast client

To enable the SNTP multicast client:

From the *SCE*(`config`)# prompt, type **sntp broadcast client**, and press **Enter**.

The SNTP multicast is enabled, and will accept time updates from any broadcast server.

## Disabling SNTP multicast client

To disable the SNTP multicast client:

From the *SCE*(`config`)# prompt, type **no sntp broadcast client**, and press **Enter**.

The SNTP multicast client is disabled, and will not accept any broadcast time updates.

## Enabling SNTP unicast client

To define the SNTP unicast server to be queried:

From the *SCE*(`config`)# prompt, type **sntp server <address>**, and press **Enter**, where <address> is the IP address of the SNTP server.

The SNTP unicast server is defined, and SNTP client is enabled to query that server.



**EXAMPLE:**

The following example shows how to enable an SNTP server at IP address 128.182.58.100.

```
SCE(config)# sntp server 128.182.58.100
```

## Disabling SNTP unicast client

To disable the SNTP unicast client and remove all servers from the client list:

---

From the *SCE*(config)# prompt, type **no sntp server all**, and press Enter.

All SNTP unicast servers are removed, preventing unicast SNTP query.

---

To remove one SNTP servers from the client list:

---

From the *SCE*(config)# prompt, type **no sntp server <address>**, and press **Enter**, where <address> is the IP address of the SNTP server.

The specified SNTP unicast server is removed.

---

## Defining the SNTP unicast update interval

To define the interval for SNTP update queries:

---

From the *SCE*(config)# prompt, type **sntp update-interval <interval>**, where <interval> is the time in seconds between updates (64 through 1024), and press **Enter**.

The SNTP unicast client will query the server at the defined intervals.

---

**EXAMPLE:**

The following example shows how to set the SNTP update interval for 100 seconds.

```
SCE(config)# sntp update-interval 100
```

## Display SNTP information

To get information about SNTP servers and updates:

---

From the *SCE*(config)# prompt, type **show sntp**, and press **Enter**.

The configuration of both the SNTP unicast client and the SNTP multicast client is displayed.

---

**EXAMPLE:**

```

SNTP broadcast client: disabled
last update time: not available

SNTP unicast client: enabled
SNTP unicast server: 128.182.58.100
last update time: Feb 10 2002, 14:06:41
update interval: 100 seconds

```

## Domain Name (DNS) Settings

When a name of a host is given as a parameter to a CLI command that expects a host name or an IP address, the system translates the name to an IP address according to the following:

- Step 1** If the name is in a dotted decimal notation (that is, in the format x.x.x.x), it is directly translated to an IP address it represents.
- Step 2** If the name does not contain the dot character (.), the system looks it up in the IP Host table. If the name is found on the table, it is mapped to the corresponding IP address. The IP host table can be configured using the command `ip host`.
- Step 3** If the name does not contain the dot (.) character, and the domain name function is enabled (See the `ip domain-lookup` command), and a default domain name is specified (See the `ip domain-name` command), the default domain name is appended to the given name to form a fully qualified host name. This, in turn, is used to perform a DNS query translating the name to an IP address.
- Step 4** Otherwise, if the domain name function is enabled, the name is considered to be fully qualified, and is used to perform a DNS query translating the name to an IP address.

The following commands are relevant to DNS settings:

- `ip name-server`
- `ip domain-name`
- `no ip domain-name`
- `ip domain-lookup`
- `show hosts`

To enable DNS lookup:

---

From the *SCE*(config)# prompt, type **ip domain-lookup**.

---

To disable DNS lookup:

---

From the *SCE*(config)# prompt, type **no ip domain-lookup**.

---

## Name Servers

To specify the address of one or more name servers to use for name and address resolution:

---

From the *SCE*(config)# prompt, type **ip name-server <server-address1> [<server-address2> [<server-address3> ]]**, and press **Enter**.

The addresses of the name servers are set.

---

### EXAMPLE:

The following example shows how to configure the two name server (DNS) IP addresses.

```
SCE(config)#ip name-server 10.1.1.60 10.1.1.61
```

To remove the name server address:

---

From the *SCE*(config)# prompt, type **no ip name-server <server-address1> [<server-address2> [<server-address3> ]]**, and press **Enter**.

The addresses of the name servers are removed.

---

### EXAMPLE:

The following example shows how to remove the name server (DNS) IP address.

```
SCE(config)#no ip name-server 10.1.1.60 10.1.1.61
```

To clear the name server table all addresses :

---

From the *SCE*(config)# prompt, type **no ip name-server**, and press **Enter**.

---

## Domain Name

To define a default domain name:

---

From the *SCE*(config)# prompt, type **ip domain-name domain-name**, and press **Enter**.

The default domain name is defined. The default domain name is used to complete unqualified host names. Do not include the initial period that separates an unqualified name from the domain name.

---

## Domain Name (DNS) Settings

**EXAMPLE:**

The following example shows how to configure the domain name.

Now, if the hostname “Cisco” is entered, the default domain name “com” is appended, to produce “Cisco.com”.

```
SCE(config)#ip domain-name com
```

**EXAMPLE:**

The following example shows how to remove the configured domain name.

```
SCE(config)#no ip domain-name
```

## Host Table

To add a hostname and address to the host table:

---

From the *SCE*(config)# prompt, type **ip host hostname ip-address**, and press **Enter**.

---

**EXAMPLE 1:**

The following example shows how to add a host to the host table.

```
SCE(config)#ip host PC85 10.1.1.61
```

**EXAMPLE 2:**

The following example shows how to remove a hostname together with all of its IP mappings.

```
SCE(config)#no ip host PC85
```

## show hosts

To display current DNS settings:

---

From the *SCE*# prompt, type **show hosts**.

---

**EXAMPLE:**

The following example shows how to display current DNS information.

```
SCE#show hosts
Default domain is Cisco.com
Name/address lookup uses domain service
Name servers are 10.1.1.60, 10.1.1.61
Host                Address
----                -
PC85                 10.1.1.61
SCE#
```

## Configuring the Management Port Physical Parameters

This interface has a transmission rate of 10 or 100 Mbps and is used for management operations and for transmitting RDRs, which are the output of traffic analysis and management operations.

The procedures for configuring this interface are explained in the following sections:

- [Setting the IP Address and Subnet Mask of the Management Interface](#) (on page 5-4).
- [Configuring the Speed of the Management Interface](#) (on page 5-5)
- [Configuring the Duplex Operation of the Management Interface](#) (on page 5-4).
- [Specifying the Active Management Port](#) (on page 5-6): only if both of the following conditions are present:
  - Fail-over mode is disabled (no automatic switch to the backup port).
  - Active port = Mng Port 2 (Mng port 1 is the default and therefore does not need to be explicitly specified).

### Configuring the Management Interface Speed and Duplex Parameters

This section presents sample procedures that describe how to configure the speed and the duplex of the Management Interface.

Both these parameters must be configured separately for each port.

#### Configuring the Duplex Operation of the Management Interface

The following options are available:

- **duplex** — duplex operation of the currently selected management port (0/1 or 0/2):
  - **full**
  - **half**
  - **auto** (default) — auto-negotiation (do not force duplex on the link)

If the **speed** parameter is configured to **auto**, changing the **duplex** parameter has no effect (see [Interface State Relationship to Speed and Duplex](#)) (on page 5-6).

To configure the duplex operation of the specified management port, use the following command:

---

From the *SCE*(config if)# prompt, type **duplex auto | full | half** and press **Enter**.

Configures the duplex operation of the currently selected management interface to either auto, half duplex, or full duplex.

---

#### EXAMPLE:

The following example shows how to use this command to configure a management port to half duplex mode.

```
SCE(config if)#duplex half
```

## Configuring the Speed of the Management Interface

The following options are available:

- **speed** — speed in Mbps of the currently selected management port (0/1 or 0/2):
  - **10**
  - **100**
  - **auto** (default) — auto-negotiation (do not force speed on the link)

If the duplex parameter is configured to **auto**, changing the **speed** parameter has no effect (see [Interface State Relationship to Speed and Duplex](#) (on page 5-6)).

To configure the speed of the specified management port, use the following command:

---

From the **SCE(config if)#** prompt, type **speed 10 | 100 | auto** and press **Enter**.

Configures the speed of the currently selected management interface.

---

### EXAMPLE:

The following example shows how to use this command to configure the Management port to 100 Mbps speed.

```
SCE(config if)#speed 100
```

## Monitoring the Management Interface

Use this command to display the following information for the specified management interface. Speed and duplex parameters are specific to the selected interface (port), while other parameters apply to both ports and are displayed by a command to either interface.

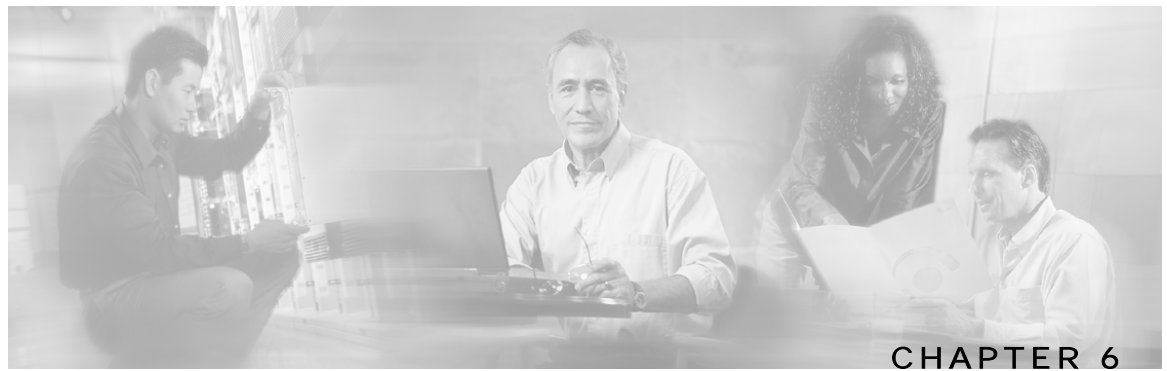
- speed
- duplex
- IP address
- active port

To display information relating to the management interface, use the following command:

---

From the **SCE#** prompt, type **show interface Mng {01 | 0/2} ip address** and press **Enter**.

---



## Configuring the Line Interface

---

This chapter contains the following sections:

- [Configuring Tunneling Protocols](#) 6-1
- [Configuring Traffic Rules and Counters](#) 6-4
- [Configuring TOS Marking](#) 6-10
- [Counting Dropped Packets](#) 6-12
- [Line Interfaces](#) 6-13

## Configuring Tunneling Protocols

Tunneling technology is used across various telecommunications segments in order to solve a wide variety of networking problems. The *SCE* platform is designed to recognize various tunneling protocols. When the *SCE* platform is installed in an L2TP, MPLS or VLAN environment, it is able to ignore the tunnel headers and skip into the higher L3 layer for protocol classification

A tunneling protocol adds headers to the basic protocol stack in order to route the packet across the telecommunications segments. Therefore, the system must be aware that the packets contain additional tunnel headers. Based on the selected protocol, the system skips the tunnel (outer IP headers and tunnel headers) and processes only to the internal IP header and the data.

Since VLAN and MPLS constitute headers at layers just above L2 and below any L3 layer, they are automatically recognized as tunnels regardless of the system configuration, with the exception that MPLS label stacks have a maximum depth of 15 labels.

In addition to skipping the tunnel VLAN and MPLS tunnel headers, the *SCE* platform is also able to differentiate flows and differentiate subscribers (i.e. use the VLAN information for classification purposes) according to the VLAN tag when configured in the correct mode. VLAN classification is possible only for symmetric tunnels, that is, when the VLAN tags of every tunnel are identical for both the upstream and downstream direction (of that tunnel).

The default system mode is the following:

- Skip VLAN headers, do-not use them for classification.  
The VLAN environment is assumed to be symmetric.
- Skip MPLS headers.

The MPLS environment is assumed to be Traffic-Engineering.

- No IP-tunnel support – L2TP tunnels will not be skipped and therefore all flows within a single L2TP tunnel will be classified as the same flow.

## Selecting the Tunneling Mode

Use these commands to configure tunneling:

- `ip tunnel`
- `vlan`
- `mpls`
- `L2TP identify-by`

## Configuring IP Tunnels

By default, IP tunnel recognition is disabled. Use this command to configure recognition of L2TP tunnels and skipping into the internal IP packet.

An IP tunnel is mutually exclusive with using VLAN for classification.

To configure IP tunnels:

---

From the *SCE*(config if)# prompt, type:

**ip tunnel L2TP skip** and press **Enter**.

---

To disable identification of IP tunnels:

---

From the *SCE*(config if)# prompt, type:

**no ip tunnel** and press **Enter**.

---

## Configuring the VLAN Environment

Use this command to configure the VLAN environment. There are three options:

- `symmetric classify`
- `symmetric skip` (default)
- `a-symmetric skip`



Symmetric environment refers to an environment in which the same VLAN tags are used for carrying a transaction in the upstream and downstream directions.

Setting the mode to classify means that subscriber and flow classification will use the VLAN tag. Using VLAN classification is mutually exclusive with any IP tunnels.

A-symmetric environment is an environment in which the VLAN tags might not be the same in the upstream and downstream directions

The SCE platform is configured by default to work in symmetric environments. A specific command should be used in order to allow correct operation of the SCE platform in asymmetric environments and instruct it to take into consideration that the upstream and downstream of each flow has potentially different VLAN tags.

Note that using The *a-symmetric skip* value incurs a performance penalty.

To configure the VLAN environment

---

From the *SCE*(config if)# prompt, type:

```
vlan [symmetric {classify|skip}]|[a-symmetric skip] and press Enter.
```

---

#### EXAMPLE:

The following example selects *symmetric skip* VLAN tunnel environment.

```
SCE(config if)#vlan symmetric skip
```

## Configuring the MPLS Environment

Use this command to set the MPLS environment. Use the *VPN* keyword when the labels are mandatory in the traffic, otherwise use *Traffic-Engineering* (default).

Note that using the *VPN* value incurs a performance penalty.

To configure the MPLS environment

---

From the *SCE*(config if)# prompt, type:

```
mpls [vpn|Traffic-Engineering] skip and press Enter.
```

---

#### EXAMPLE:

The following example selects the *VPN* MPLS tunnel environment.

```
SCE(config if)#mpls vpn skip
```

## Configuring the L2TP Environment

Use this command to set the port number that the LNS and LAC use for L2TP tunnels. The default port number is 1701.

To configure the L2TP port number

---

**Step 1** From the *SCE*(config if)# prompt, type:

**L2TP identify-by port-number** *<number>* and press **Enter**.

---

## Displaying Tunneling Configuration

You can display the tunnel configuration.

To display the tunneling configuration:

---

From the *SCE*# prompt, type:

**show interface lineCard 0** [MPLS|VLAN|L2TP|IP-tunnel] and press **Enter**.

---

## Configuring Traffic Rules and Counters

Traffic rules and counters may be configured by the user. This functionality enables the user to define specific operations on the traffic flowing through the SCE Platform, such as blocking or ignoring certain flows or counting certain packets. The configuration of traffic rules and counters is independent of the application loaded by the *SCE* platform, and thus is preserved when the application being run by the *SCE* platform is changed.

Possible uses for traffic rules and counters include:

- Enabling the user to count packets according to various criteria. Since the traffic counters are readable via the SCE SNMP MIB, these might be used to monitor up to 32 types of packets, according to the requirements of the installation.
- Ignoring certain types of flows. When a traffic rules specifies an “ignore” action, packets matching the rule criteria will not open a new flow, but will pass through the *SCE* platform without being processed. This is useful when a particular type of traffic should be ignored by the *SCE* platform.

Possible examples include ignoring traffic from a certain IP range known to require no service, or traffic from a certain protocol.

- Blocking certain types of flows. When a traffic rules specifies a “block” action, packets matching the rule criteria (and not belonging to an existing flow) will be dropped and not passed to the other interface. This is useful when a particular type of traffic should be blocked by the *SCE* platform.

Possible examples include performing ingress source address filtering (dropping packets originating from a subscriber port whose IP address does not belong to any defined subscriber-side subnet), or blocking specific ports.

It should be noted that using traffic rules and counters does not affect performance. It is possible to define the maximum number of both traffic rules and counters without causing any degradation in the *SCE* platform performance.

## Traffic Rules

A traffic rule specifies that a defined action should be taken on packets processed by the SCE Platform that meet certain criteria. The maximum number of rules is 128. Each rule is given a name when it is defined, which is then used when referring to the rule.

Packets are selected according to user-defined criteria, which may be any combination of the following:

- **IP address** — A single address or a subnet range can be specified for each of the line ports (Subscriber / Network).
- **Protocol** – TCP/UCP/ICMP/IGRP/EIGRP/IS-IS/OSPF/Other
- **TCP/UDP Ports** — A single port or a port range can be specified for each of the line ports (Subscriber / Network). Valid for the TCP/UDP protocols only.
- **TCP flags** (TCP only).
- **Direction** (Upstream/Downstream).

The possible actions are:

- **Count** the packet by a specific traffic counter
- **Block** the packet (do not pass it to the other side)
- **Ignore** the packet (do not provide service for this packet — No bandwidth metering, transaction reporting etc. is done)

**Block** and **Ignore** actions affect only packets that are not part of an existing flow.

Note that **Block** and **Ignore** are mutually exclusive. However, blocked or ignored packets can also be counted.

It is possible for a single packet to match more than one rule (The simplest way to cause this is to configure two identical rules with different names). When this happens, the system operates as follows:

- Any counter counts a specific packet only once. This means that:
  - If two rules specify that the packet should be counted by the same counter, it is counted only once.
  - If two rules specify that the packet should be counted by different counters, it is counted twice, once by each counter.
- **Block** takes precedence over **Ignore** — If one rule specifies **Block**, and another rule specifies **Ignore**, the packet is blocked.

## Traffic counters

Traffic counters count the traffic as specified by the traffic rules. The maximum number of counters is 32. Each counter is given a name when it is defined, which is then used when referring to the counter.

A traffic counter can be configured in one of two ways:

- **Count packets** — the counter is incremented by 1 for each packet it counts.
- **Count bytes** — the counter is incremented by the number of bytes in the packet for each packet it counts.

## Configuring Traffic Counters

A traffic counter must be created before it can be referenced in a traffic rule. Use the following commands to create and delete traffic counters.

To create a traffic counter:

---

```
From the SCE(config if)# prompt, type traffic-counter name <name>  
(count-bytes/count-packets)
```

---

To delete a traffic counter:

---

```
From the SCE(config if)# prompt, type no traffic-counter name <name>
```

Note that a traffic counter cannot be deleted if it is used by any existing traffic rule.

---

To delete all existing traffic counters:

---

```
From the SCE(config if)# prompt, type no traffic-counter all
```

---

## Configuring Traffic Rules

Use the following commands to create and delete traffic rules.

To create a traffic rule:

---

```
From the SCE(config if)# prompt, type traffic-rule name <name> IP-addresses
(all|(subscriber-side <IP specification> network-side <IP
specification>)) protocol <protocol> [tunnel-id tunnel-id
specification] direction <direction> traffic-counter <traffic-
counter> [action <action>]
```

Where the command options are defined as follows:

### IP specification:

```
all|([all-but] (<ip-address>|<ip-range>))
```

- <ip-address> is a single IP address in dotted-decimal notation, such as 10.1.2.3
- <ip-range> is an IP subnet range, in the dotted-decimal notation followed by the number of significant bits, such as 10.1.2.0/24.
- Use the **all-but** keyword to exclude the specified IP address or range of IP addresses

### protocol:

Any one of the following protocols:

```
TCP/UCP/ICMP/IGRP/EIGRP/IS-IS/OSPF/Other
```

### tunnel id specification:

```
all([all-but] tunnel id)
```

- tunnel id is a Hex Tunnel id range, in the format '(HEX)Tunnel-id' or '(HEX)MinTunnelId:(HEX)MaxTunnelId'
- Note that tunnel-id can only be specified if tunnel id mode is enabled. Use the **traffic-rule tunnel-id-mode** command.

### direction:

Any of the following:

```
upstream/downstream/both
```

### traffic-counter:

Either of the following:

- *name* <name of an existing traffic counter> – Packets meeting the criteria of the rule are to be counted in the specified counter. If a counter name is defined, the “count” action is also defined implicitly. The keyword **name** must appear as well as the actual name of the counter.
- *none* – If **none** is specified, then an action must be explicitly defined via the **action** option.

### action: (not required if the action is count only)

Either of the following:

*ignore/block*

---

### EXAMPLE 1

This example creates the following traffic rule:

Name = rule1

IP addresses: subscriber side = all IP addresses, network side = 10.10.10.10 only

Protocol = other

Direction = both

Traffic counter = counter1

The only action performed will be counting

```
SCE (config if)# traffic-rule rule1 IP-addresses subscriber-side all
network-side 10.10.10.10 protocol other direction both traffic-counter name
counter1
```

### EXAMPLE 2

This example creates the following traffic rule:

Name = rule2

IP addresses: subscriber side = all IP addresses, network side = all IP addresses EXCEPT the subnet 10.10.10.0/24

Protocol = TCP

Tunnel id = all

Direction = downstream

Traffic counter = counter2

Action = Block

The actions performed will be counting and blocking

```
SCE (config if)#traffic-rule tunnel-id-mode (enables tunnel id mode)
SCE (config if)# traffic-rule rule2 IP-addresses subscriber-side all
network-side all-but 10.10.10.0/24 protocol tcp tunnel-id all direction
downstream traffic-counter name counter2 action block
```

### EXAMPLE 3

This example creates the following traffic rule:

Name = rule3

IP addresses: all

Protocol = IS-IS

Direction = upstream

Traffic counter = none

Action = ignore (required since traffic-counter = none)

The only action performed will be **Ignore**.

```
SCE (config if)# traffic-rule rule3 IP-addresses all protocol IS-IS  
direction upstream traffic-counter none action ignore
```

To delete a traffic rule:

---

From the **SCE (config if)#** prompt, type **no traffic-rule name <name>**

Note that a traffic counter cannot be deleted if it is used by any existing traffic rule.

---

To delete all existing traffic rules:

---

From the **SCE (config if)#** prompt, type **no traffic-rule all**

---

## Managing Traffic Rules and Counters

Use these commands to display existing traffic rule configuration, as well as traffic counter configuration (packets/bytes and the name of the rule using the counter) and traffic counter value. You can also reset a specific counter or all counters.

To view a specified traffic rule:

---

From the **SCE#** prompt, type **show interface linecard 0 traffic-rule name <rule-name>**

---

To view all existing traffic rules:

---

From the **SCE#** prompt, type **show interface linecard 0 traffic-rule all**

---

To view a specified traffic counter:

---

From the **SCE#** prompt, type **show interface linecard 0 traffic-counter name <counter-name>**

---

**EXAMPLE**

The following example displays information for the traffic counter “cnt”.

```
SCE# show interface linecard 0 traffic-counter name cnt
Counter 'cnt' value: 0 packets. Rules using it: None.
```

To view all existing traffic counters:

---

```
From the SCE# prompt, type show interface linecard 0 traffic-counter all
```

---

**EXAMPLE**

The following example displays information for all existing traffic counters.

```
SCE#show interface linecard 0 traffic-counter all

Counter 'cnt' value: 0 packets. Rules using it: None.
1 counters listed out of 32 available.
```

To reset a specified traffic counter:

---

```
From the SCE# prompt, type clear interface linecard 0 traffic-counter name <counter-name>
```

---

To reset all existing traffic counters:

---

```
From the SCE# prompt, type clear interface linecard 0 traffic-counter all
```

---

## Configuring TOS Marking

The *SCE* platform TOS marking feature enables marking the TOS field in the IP header of each packet according to two applicative attributes of the packet: its Class (class of service) and its Color (reflects the packet’s level of compliance to its relevant bandwidth limitations, where applicable). The actual TOS value set in the IP header is determined according to the configurable TOS table, based on the Class and Color. The default values in the TOS table are based on the Diffserv standard.

**Note**

The first few TCP packets (connection establishment) are associated and marked with a default AF4 class that is mapped to the IQ2 queue and *are marked accordingly*. This occurs because the *SCE* platform transmits the first few packets before classifying the flow and identifying the application or service.



The following commands are relevant to TOS marking:

- `no tos-marking diffserv`
- `tos-marking mode`
- `tos-marking set-table-entry class`
- `tos-marking reset-table`
- `show interface LineCard tos-marking mode`
- `show interface LineCard tos-marking table`

## Enabling and Disabling TOS Marking

To enable TOS marking:

---

From the *SCE* `platform(config if)#` prompt, type **`tos-marking mode diffserv`** and press **Enter**.

---

To disable TOS marking:

---

From the *SCE* `(config if)#` prompt, type **`no tos-marking diffserv`** and press **Enter**.

---

## Modifying the TOS Table

To modify the TOS table:

---

From the *SCE* `(config if)#` prompt, type **`tos-marking set-table-entry class`** `class` **`color`** `color` **`value`** `value` and press Enter.

`class` is the applicative class of the packet (BE, AF1, AF2, AF3, AF4, EF), `color` is the applicative color (green, red or any) and `value` is the value to be assigned to the packet (value set to the IP TOS field). The `value` parameter must be in hexadecimal format in the range **`0x0`** to **`0x3f`**.

---

### EXAMPLE:

The following example sets a TOS marking table entry.

```
SCE (config if)#tos-marking set-table-entry class AF3 color green value 0x24
```

## Counting Dropped Packets

By default, the SCE platform hardware drops red packets (packets that are marked to be dropped due to BW control criteria). However, this presents a problem for the user who needs to know the number of dropped packets per service. In order to be able to count dropped packets per service, the traffic processor must see all dropped packets for all flows. However, if the hardware is dropping red packets, the traffic processor will not be able to count all dropped packets and the user will not get proper values on the relevant MIB counters

The user can disable the drop-red-packets-by-hardware mode. This allows the application to access existing per-flow counters. The application can then retrieve the number of dropped packets for every flow and provide the user with better visibility into the exact number of dropped packets and their distribution.

Note that counting all dropped packets has a considerable affect on system performance, and therefore, by default, the drop-red-packets-by-hardware mode is enabled.

### Disabling the Hardware Packet Drop

Use this command to disable the drop-red-packets-by-hardware mode, enabling the software to count all dropped packets.

By default hardware packet drop is enabled.



#### Note

Disabling this feature may have both delay and performance implications.

To disable hardware packet drop, use the following command:

---

From the *SCE*(config if)# prompt, type **no accelerate-packet-drops** and press **Enter**.

---

To enable hardware packet drop, use the following command:

---

From the *SCE*(config if)# prompt, type **accelerate-packet-drops** and press **Enter**.

---

# Line Interfaces

The Line Interfaces (Subscriber and Network) are used to connect the *SCE* platform to the network. See the description of network topologies in the *Topology* section of the *Cisco SCE 2000/SCE 1000 Installation and Configuration Guides*.

The SCE 1000 2xGBE and the SCE 2000 4xGBE have Gigabit Ethernet line interfaces. You should configure **autonegotiation** for these interfaces.

The SCE 2000 4/8x FE has Fast Ethernet line interfaces. You should configure the **speed** and **duplex** for these interfaces.

## Configuring the Gigabit Ethernet Line Interfaces

To configure GBE auto-negotiation for a specified GBE line interface, complete the following steps:

- 
- Step 1** To enter the Global Configuration Mode, at the *SCE#* prompt, type **configure**, and press **Enter**.  
The *SCE(config)#* prompt appears.
- Step 2** To enter the desired GBE port interface, type **interface GigabitEthernet 0/portnumber**, and press **Enter**, where *portnumber* is the number of the selected port (1-4).  
The *SCE(config if)#* prompt appears.
- Step 3** Type **auto-negotiate** and press **Enter**.  
The *SCE(config if)#* prompt appears.
- Step 4** To return to Global Configuration Mode, type **exit** and press **Enter**.  
The *SCE(config)#* prompt appears.
- Repeat this procedure to configure auto-negotiation for the other GBE port interfaces as needed.
- 

## Configuring the Fast Ethernet Line Interfaces

Note that both sides of the FE link (both the SCE 2000 4/8xFE and the remote device) should have the same configuration. Use either of the following two configuration options:

- Autonegotiation = ON
- Autonegotiation = ON, speed = 100

To configure the speed and duplex for a specified FE line interface, complete the following steps:

- 
- Step 1** To enter the desired FE interface, type **interface FastEthernet 0/portnumber**, and press **Enter**, where *portnumber* is the number of the selected port (1-4).  
The *SCE(config if)#* prompt appears.

**Step 2** Type **duplex auto | full | half** and press **Enter**.

**Step 3** Type **speed 100 | auto** and press **Enter**.

**Step 4** To return to Global Configuration Mode, type **exit** and press **Enter**.

The *SCE*(config)# prompt appears.

Repeat this procedure to configure auto-negotiation for the other FE port interfaces as needed.



## Configuring the Connection

---

This chapter contains the following sections:

- [Editing the Connection Mode](#) 7-1
- [Link Mode](#) 7-2
- [Forced Failure](#) 7-4
- [Failure Recovery Mode](#) 7-4
- [SCE Platform/SM Connection](#) 7-5
- [Enabling and Disabling Link Failure Reflection](#) 7-6

### Editing the Connection Mode

The connection mode command allows you to configure the topology of the system in one command. The connection mode is determined by the physical installation of the *SCE* platform.

There are four topology-related parameters included in the connection mode command:

- **Connection mode** — Can be any one of the following, depending on the physical installation of the *SCE* platform:
  - Inline — single *SCE* platform inline
  - Receive-only — single *SCE* platform receive-only
  - Inline-cascade — two cascaded *SCE* platforms inline
  - Receive-only-cascade — two cascaded *SCE* platforms receive-only

Default — **inline**

- **Physically-connected-links** — In cascaded topologies, defines which link is connected to this *SCE* platform. Possible values are 'link-0' and 'link-1'.

Not applicable to single *SCE* platform topologies.

- **Priority** — This parameter defines which is the primary *SCE* platform. It is applicable only in a two *SCE* platform topology. Possible values are 'primary' and 'secondary'

Not applicable to single *SCE* platform topologies.

- **On-failure** — This parameter determines whether the system cuts the traffic or bypasses it when the *SCE* platform either has failed or is booting.

Default — **bypass**

Not applicable to receive-only topologies.



#### Note

Do not change the connection mode unless the physical installation has been changed.

To define the system topology:

---

From the *SCE* (config if)# prompt, type **connection-mode** *inline/receive-only/inline-cascade/receive-only-cascade physically-connected-links* [*link 0/link 1*] **priority** [*primary/secondary*] **on-failure** [*bypass/cutoff*] and press **Enter**.

---

#### EXAMPLE 1:

The following example defines the primary device in a two-*SCE* platform redundant, inline topology. Link 0 is connected to this device, and the link mode on failure is bypass

```
SCE (config if)# connection-mode inline-cascade physically-connected-links
link-0 priority primary on-failure bypass
```

#### EXAMPLE 2:

The following example defines a single-*SCE* platform, dual link, receive-only topology. Neither link mode on failure, nor physically-connected-links, nor priority is applicable.

```
SCE (config if)# connection-mode receive-only
```

## Link Mode

The *SCE* platform has an internal hardware card used to maintain the links even when the *SCE* platform fails. This hardware card has four possible modes of operation:

- bypass
- forwarding
- cutoff
- sniffing

Normally, the link mode is selected by the *SCE* platform software according to the configured connection-mode. However, the **link-mode** command can be used to enforce a specific desired mode. This may be useful when debugging the network, or in cases where we would like the *SCE* platform just to forward the traffic. (Note that this is only relevant to inline topologies even though the configuration is available also when in receive-only mode.)

The following link mode options are available:

- **Forwarding** — forwards traffic on the specified link to the *SCE* platform for processing.

- **Bypass** — stops all forwarding of traffic on the specified link to the *SCE* platform. Traffic still flows on the link, but is not processed in any way by the *SCE* platform.  
This does not affect the redundancy states.
- **Sniffing** — allows the *SCE* platform to forward traffic on the specified link through the bypass mechanism while still analyzing the traffic passively.  
Sniffing is permitted to be configured for for all links, only (use the all-links option).
- **Cutoff** — completely cuts off flow of traffic through the specified link.

Note the following recommendations and restrictions:

- Since the SCE 1000 platform has only one link, the link is not specified.
- Since the SCE 2000 platforms have more than one link, it is required to specify the link. The link designations are different for the GBE and FE platforms, as follows:
  - SCE 2000 4xGBE — GBE1-GBE2/GBE3-GBE4
  - SCE 2000 4/8xFE — LINK1/LINK2
- Use the '**all-links**' option to configure the link mode for all links (SCE 2000 platforms only).
- It is recommended that both links be configured together. Use the all-links option.
- Link mode is relevant only to inline topologies.
- It is recommended that in cascaded topologies, both *SCE* platforms be configured for the same link mode, otherwise the service will be unpredictable.
- Sniffing can only be configured for all links, therefore, to configure sniffing, the all-links option is required, not just recommended.
- The default link mode is forwarding. When other link modes are selected, active service control is not available and any service control configuration will not be applicable.

To set the link mode:

---

From the *SCE* (`config if`)# prompt, type **link-mode** [`<link>/all-links`] [`forwarding/bypass/sniffing/cutoff`] and press **Enter**.

---

## Forced Failure

Use the following commands to force a virtual failure condition, and to exit from the failure condition when performing an application upgrade. (See [Application Upgrade](#) (on page 10-12).)

To force a virtual failure condition:

---

From the **SCE**(config if)# prompt, type **force failure-condition** and press **Enter**.

---

To exit the virtual failure condition:

---

From the **SCE**(config if)# prompt, type **no force failure-condition** and press **Enter**.

---

## Failure Recovery Mode

The **failure-recovery operation-mode** command defines the behavior of the system after boot resulting from failure. The system may return to operational mode, or remain not operational.

The default value is **operational**.

- [no|default] failure-recovery operation-mode

To edit the failure recovery operational mode:

---

From the **SCE**(config)# prompt, type **failure-recovery operation-mode operational|non-operational** and press **Enter**.

Enter either the value **operational** or **non-operational**.

---

### EXAMPLE 1:

The following example sets the system to boot as operational after a failure

```
SCE(config)#failure-recovery operation-mode operational
SCE(config)#
```

### EXAMPLE 2:

The following example sets the system to the default failure recovery mode.

```
SCE(config)# default failure-recovery operation-mode
SCE(config)#
```



## SCE Platform/SM Connection

The user can configure the behavior of the SCE platform in case of failure of the Subscriber Manager (SM):

- If SM functionality is critical to the operation of the system — configure the desired behavior of the SCE platform in the event of any loss of connection with the SM (may be due either to failure of the SM or failure of the connection itself).
- If SM functionality is not critical to the operation of the system — no action needs to be configured.

The following options are available :

- `force-failure`—Force failure of SCE platform. The SCE platform then acts according to the behavior configured for the failure state.
- `remove-mappings`—Remove all current subscriber mappings.
- `shut`—The SCE platform shuts down and quits providing service.
- `none (default)`—Take no action.

To configure the behavior of the SCE platform in case of failure of the SM:

---

From the **SCE**(config if)# prompt, type `subscriber sm-connection-failure action [force-failure|none|remove-mappings|shut]` and press **Enter**.

---

You can also configure the timeout interval; the length of time that the SM-SCE platform connection is disrupted before a failed connection is recognized and the configured behavior is applied.

To configure the SM-SCE platform connection timeout:

---

From the **SCE**(config if)# prompt, type `subscriber sm-connection-failure action timeout interval-in-seconds` and press **Enter**.

---

## Enabling and Disabling Link Failure Reflection

In some topologies, link failure on one port must be reflected to the related port in order to allow the higher layer redundancy protocol in the network to detect the failure and function correctly. The **link failure-reflection** command determines the behavior of the system when there is a link problem.

The **link failure-reflection** command enables reflection of a link failure. Use the **[no]** form of this command to disable failure reflection on the link.

- `[no] link failure-reflection`

The default value is **disabled**.

To enable reflection of link failure:

---

**Step 1** From the *SCE(config)#* prompt, type **interface Linecard 0**, and press **Enter**.

The *SCE(config if)#* prompt appears.

**Step 2** Type **link failure-reflection** and press **Enter**.

Failure reflection on the link is enabled, and the *SCE(config if)#* prompt appears.

---

## Enabling and Disabling Link Failure Reflection on All Ports

The Link reflection on all ports feature extends the link failure reflection feature. allows the user to determine whether all ports should be taken down if a single port link fails.

In certain topologies, when a failure state occurs on one link, the link state must be reflected to all ports in order to signal any element using this SCE platform that the device is in a failure state, and therefore cannot be used.



### Note

---

The Link reflection on all ports feature cannot be used in a cascade mode, because in this mode one of the links is used to provide redundancy.

---

In link reflection on all ports mode, all ports of the SCE Platform are forced down and the link state of the first port is reflected on all the ports.

When recovering from the failure state, the forced down ports (the other link) are brought up only after the the first failed port (link) has recovered. In addition, the reflection algorithm will not try to reflect failure for this link again for the next 15 seconds, to avoid link stability problems on auto-negotiation.

The **on-all-ports** keyword enables reflection of a link failure to all ports. Use the **[no]** form of this command to disable failure reflection to all ports (the **on-all-ports** keyword is not used in the **[no]** form of the command).

- `[no] failure-reflection [on-all-ports]`

The default value is **disabled**.

To enable reflection of link failure to all ports:

---

**Step 1** From the *SCE*(config)# prompt, type **interface Linecard 0**, and press **Enter**.

The *SCE*(config if)# prompt appears.

**Step 2** Type **link failure-reflection on-all-ports** and press **Enter**.

Failure reflection to all ports is enabled, and the *SCE*(config if)# prompt appears.

---

To disable reflection of link failure:

---

**Step 1** From the *SCE*(config)# prompt, type **interface Linecard 0**, and press **Enter**.

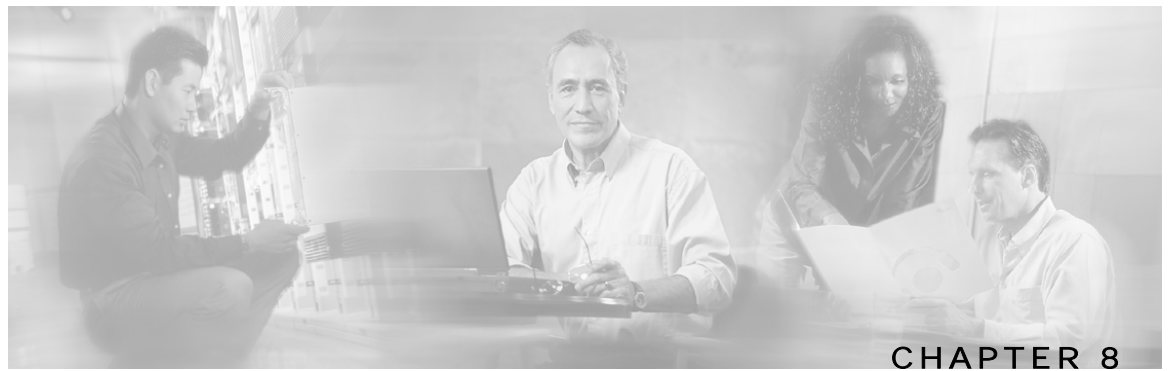
The *SCE*(config if)# prompt appears.

**Step 2** Type **no link failure-reflection** and press **Enter**.

Failure reflection is disabled, and the *SCE*(config if)# prompt appears.

---





# Configuring the RDR Formatter

This chapter contains the following sections:

- [The RDR Formatter](#) 8-1

## The RDR Formatter

The RDR formatter is used to gather the streams of events passed from the application, format the data into Raw Data Records (RDRs), and send these RDRs to the appropriate destination(s).

There can be a maximum of eight destinations for the RDRs. The system decides which destination to send the RDRs to on the basis of three factors:

- Categories — RDRs may be divided into four categories, with each category being assigned to a maximum of three of the defined destinations. A destination may be assigned to more than one categorie.
- Priority — The priority value assigned to the destination for a specific category
- Forwarding mode — the pattern in which the RDR traffic is divided between the various destinations

## RDR Formatter Destinations

The *SCE* platform can be configured with a maximum of eight RDR destinations, three destinations per category. Each destination is defined by its IP address and TCP port number, and is assigned a priority for each category to which it is assigned.

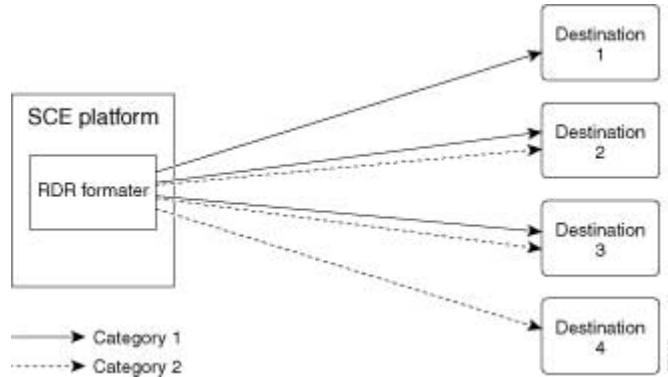
The following figure illustrates the simplest RDR formatter topology, with only one category and one destination.

*Figure 8-1: Simple RDR Formatter Topology*



The following figure illustrates a complex topology using both categories and four destinations. Each category can send RDRs to three of the four destinations.

Figure 8-2: RDR Formatter Topology with Multiple Destinations



## Categories

In certain installations, RDRs must be sent to different collector servers according to their type. For instance, in the pre-paid environment, some RDRs must be sent to the pre-paid collector to get a new quota, while others should be sent to the mediation system. In this case, the RDRs are divided into up to four groups, and each group, or category, is assigned to a particular destination or destinations. The categories are defined by the application running on the *SCE* platform.

The system supports up to four categories. Therefore, the RDR formatter destinations must be configured regarding each category in use. Each destination may be assigned to more than one category and may be assigned the same or different priorities for each category. If more than one destination is defined for a category, a load-balancing or multicast forwarding mode could be selected. (Obviously, these modes have no meaning if there is only one destination per category.)

It is also possible to remove a category from a destination, leaving only the desired category. If all categories are removed, the destination itself is deleted.

By default, the categories are referred to as Category 1 through Category 4. However, the user may define meaningful names for the categories. This generally reduces confusion and prevents errors.

## Priority

The priority value is used to indicate whether the destination should be a destination for a given category. A high priority indicates that RDRs from a category should be sent to a particular destination. A low priority indicates that RDRs from a category should not be sent to a particular destination.

Priority is related to the redundant forwarding mode, in that it indicates which is the primary active connection. Priority values have no effect in multicast forwarding mode.

Each destination is assigned a priority value for each category. The first destination that is configured is automatically assigned a priority of 100 (highest priority) for all categories, unless explicitly defined otherwise.

Following are some important points to keep in mind regarding priority values:

- Two destinations may not have the same priority for one category. The priority values for destinations within a category must be unique in order to have any meaning.
- If only one priority value is assigned to the destination, that priority is automatically assigned to all categories for that destination.
- If only one category is assigned a priority value for a destination, no RDRs from the other categories will be sent to the specified destination.
- Assign a high priority if RDRs from the specified category should be sent to this destination. Assign a low priority if RDRs from the specified category should less likely to be sent to this destination.
- Redundant forwarding mode — Assign a high priority to the primary destination for the system/category. Assign a lower priority to the secondary destination for the system/category.

## Forwarding Modes

When more than one RDR destination is defined for a category, the system must decide which of these destinations is to receive the RDRs. This is determined by the forwarding mode. There are two forwarding modes:

- Redundancy — All RDRs are sent only to the primary (active) connection. If the primary connection fails, the RDRs will be sent to the connected destination with the next highest priority.
- Multicast — All RDRs are sent to all destinations. This feature may negatively affect performance in an installation with a high rate of RDRs.

## Configuring the RDR Formatter

The following commands are relevant to the RDR-formatter:

- `RDR-formatter forwarding-mode`
- `service RDR-formatter`
- `no service RDR-formatter`
- `RDR-formatter destinations:`
  - `RDR-formatter destination`

- no RDR-formatter destination
- no RDR-formatter destination all
- RDR-formatter categories:
  - RDR-formatter category-number
  - no RDR-formatter category-number

**Note**

Note the following configuration restrictions:

- The protocol version must be RDRv1 (default value)
- The simple-load-balancing forwarding mode is not currently supported
- The size of the history buffer must be zero bytes (the default value). Other values may cause duplication of RDRs.
- The connection timeout parameter is not currently supported.

To configure the RDR Formatter forwarding mode:

From the *SCE*(config)# prompt, type **RDR-Formatter forwarding-mode <redundancy> | <multicast>**, and press **Enter**.

The specified RDR Formatter forwarding mode is defined.

**EXAMPLE:**

The following example shows how to set the RDR Formatter forwarding-mode to multicast

```
SCE(config)# RDR-Formatter forwarding-mode multicast
```

## Configuring the RDR Formatter Destinations

In order for the RDRs from the *SCE* platform to arrive at the correct location, the IP address of the destination and its TCP port number must be configured.

A priority value must be assigned. Priority is important in the redundancy forwarding mode, but not crucial in simple-load-balancing mode or multicast mode. Remember that in load-balancing and multicast modes, the existence of any priority value causes the destination to receive RDRs.

The relationship between priorities and categories is addressed in the next section.

To configure an RDR Formatter destination (all categories):

From the *SCE*(config)# prompt, type **RDR-Formatter destination <IP address> port <port-number> [priority <priority(1-100)>]**, and press **Enter**.

The RDR Formatter destination is defined. When no category is specified, as in the above example, the specified priority is assigned to all categories.



**EXAMPLE:**

The following example shows how to configure two RDR Formatter destinations in a system without using the categories.

The first destination will automatically be assigned a priority of 100, and therefore the priority does not need to be explicitly defined. For the second destination, the priority must be explicitly defined.

The same priority will automatically be assigned to both categories for each destination, but since the categories will be ignored, this is irrelevant.

```
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000
SCE(config)# RDR-Formatter destination 10.1.1.206 port 33000 priority 80
```

## Configuring the RDR Formatter Categories

There are two steps in defining the RDR formatter destination categories:

- 
- Step 1** Define the category names (optional).
  - Step 2** Assign the destinations to both categories.
- 

Configuring the destinations with the proper priorities for each category, as well as configuring all the other RDR formatter parameters, may be approached in several different ways, and may take some planning. Refer to the examples below for illustrations of some of the issues involved in configuring categories.

To configure an RDR Formatter category name:

---

From the *SCE*(config)# prompt, type **RDR-Formatter category-number 1-4 name <category-name>**, and press **Enter**.

The name for the specified category number is defined. This category name can then be used in any **RDR-formatter** command instead of the category number.

---

To configure a RDR Formatter destination and assign it to a category:

---

From the *SCE*(config)# prompt, type **RDR-Formatter destination <IP address> port <port-number> category [name <category-name> | number [1-4]] [priority <priority(1-100)>] [category [name <category-name> | number [1-4]] [priority <priority(1-100)>]]**, and press **Enter**.

The RDR Formatter destination is defined. A different priority may be assigned to each category. (This can be done in one command for a maximum of two categories.) If RDRs from the specified category should be sent to this destination, the priority for the category should be high. If the RDRs from the specified category should not be sent to this destination, the priority should be

low.

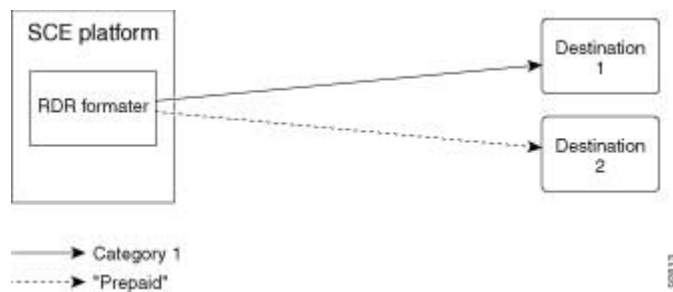
Note that within each category the priorities must be unique for each destination.

### EXAMPLE 1:

The following example defines a name for one category, and then configures two RDR Formatter destinations, assigning each to a different category (see diagram).

The RDRs of category 1 are to go to the first destination, so a high priority was assigned to that category in the first destination, and no priority in the second.

Since all RDRs in category 2 (prepaid) are to go to the second destination, the priority assigned to category 2 is assigned only to the second destination and not to the first.

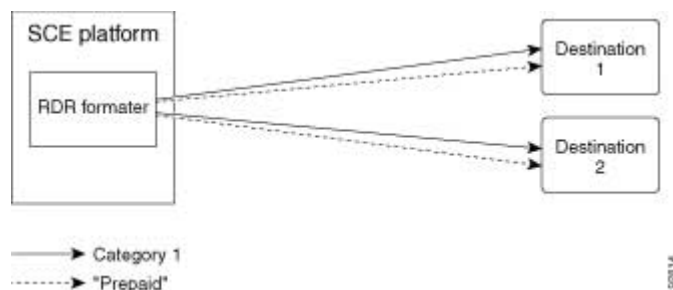


Note that if there is a loss of connection to either destination, transmission of RDRs of the relevant category is interrupted until the connection is re-established. There is no redundant connection defined for either category.

```
SCE(config)# RDR-Formatter category-number 2 name prepaid
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000 category number
1 priority 90
SCE(config)# RDR-Formatter destination 10.1.1.206 port 33000 category name
prepaid priority 80
```

### EXAMPLE 2:

This example is similar to the above, but a low priority is assigned to the second category for each destination, rather than no priority. This allows each destination to function as a backup for the other in case of a problem with one of the connections (redundancy forwarding mode).



```
SCE(config)# RDR-Formatter category-number 2 name prepaid
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000 category name
prepaid priority 90 category number 1 priority 25
SCE(config)# RDR-Formatter destination 10.1.1.206 port 33000 category number
1 priority 80 category name prepaid priority 20
```

**EXAMPLE 3:**

This example demonstrates two methods for assigning one category to the first destination only, while the other category uses the second destination as the primary destination, and the first destination as a secondary destination.

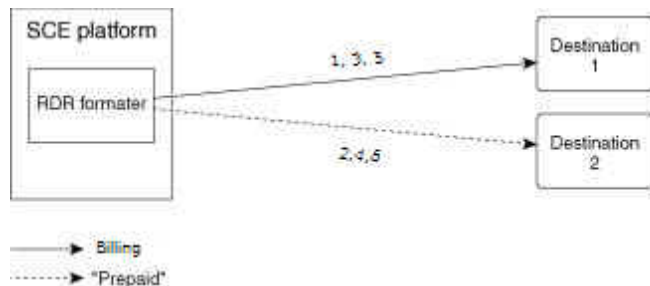
```
SCE(config)# RDR-Formatter category-number 2 name prepaid
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000 category name
prepaid priority 90 category number 1 priority 10
SCE(config)# RDR-Formatter destination 10.1.1.206 port 33000 category number
1 priority 95
```

In the following example, all priority values seem quite high. However, it is the relative values of priorities for a category that determine which destination is the primary destination.

```
SCE(config)# RDR-Formatter category-number 2 name prepaid
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000 priority 90
SCE(config)# RDR-Formatter destination 10.1.1.206 port 33000 priority 95
SCE(config)# no RDR-Formatter destination 10.1.1.206 port 33000 category
name prepaid
```

**EXAMPLE 4:**

Finally, the following illustrates a more complex configuration with one category (prepaid) assigned to one destination and the other (billing) being sent to both destinations, in multi-cast mode.



The forwarding mode is defined for the entire RDR formatter, not just one category. Since the category “prepaid” goes to only one destination, the forwarding mode is irrelevant. It is relevant, however to the “billing” category, since it goes to two different destinations.

```
SCE(config)# RDR-Formatter forwarding-mode multi-cast
SCE(config)# RDR-Formatter category-number 1 name billing
SCE(config)# RDR-Formatter category-number 2 name prepaid
SCE(config)# RDR-Formatter destination 10.1.1.205 port 33000 priority 40
SCE(config)# no RDR-Formatter destination 10.1.1.205 port 33000 category
name prepaid
SCE(config)# RDR-Formatter destination 10.10.10.96 port 33000 category name
billing priority 90
SCE(config)# RDR-Formatter destination 10.1.96.0 port 33000 category name
prepaid priority 80
```

## Dynamic Mapping of RDRs to Categories

Dynamic configuration of RDRs to multiple categories is supported.

Each RDR tag has a list of categories. The default category is the one that was assigned when application was loaded.

The configuration of categories to RDR tags is done by adding and removing mappings. A user can add a mapping of RDR tag to a category and remove a mapping, including the default mapping. If only one category is left configured for a certain tag, it cannot be removed.

The user must provide the RDR tag ID and the category number to add or remove. The configuration is saved as part of the application configuration.

### Configuring Mappings

Use these command to add or remove a mapping.

The following options are available:

- **tag-ID** — The complete 32 bit value given as an hexadecimal number. The RDR tag must be already configured in the Formatter by the application.
- **category-number** — Number of the category (1-4) to which to map the RDR tag.

To add a mapping to a category, complete the following steps:

---

From the `SCE(config)#` prompt, type **RDR-formatter rdr-mapping (tag-ID <tag number> category-number <category number>)** and press **Enter**.

If the table already contains a mapping with the same tag and category number, an error is issued and nothing is done.

---

To remove a mapping from a category, complete the following steps:

---

From the `SCE(config)#` prompt, type **no RDR-formatter rdr-mapping (tag-ID <tag number> category-number <category number>)** and press **Enter**.

---

To restore the default mapping for a specified RDR tag, complete the following steps:

---

From the `SCE(config)#` prompt, type **default RDR-formatter rdr-mapping tag-ID <tag number>** and press **Enter**.

---

## Displaying RDR Formatter Configuration and Statistics

The system can display the complete RDR formatter configuration, or just specific parameters. The following commands can be used to display the RDR formatter configuration and statistics:

- `show RDR-formatter`
- `show RDR-formatter connection-status`
- `show RDR-formatter counters`
- `show RDR-formatter destination`
- `show RDR-formatter enabled`
- `show RDR-formatter forwarding-mode`
- `Show RDR-formatter rdr-mapping`
- `show RDR-formatter statistics`

To display the current RDR formatter configuration:

---

From the *SCE#* prompt, type **show RDR formatter**.

---

### EXAMPLE:

The following example shows how to display the current RDR formatter configuration.

```
SCE#show RDR-formatter
Status: enabled
Connection is: up
Forwarding mode: redundancy
Connection table:
-----
```

Collector IP Address / Host-Name	Port	Status	Priority per Category:			
			Category1	Category2	Category3	Category4
10.1.1.205	33000	Up	100 primary	100 primary	100 primary	100 primary
10.1.1.206	33000	Down	60	60	60	60
10.12.12.12	33000	Up	40	40	40	40

```
-----
RDR:   queued:      0 ,sent:      0, thrown:      0
UM:    queued:      0 ,sent:      0, thrown:      0
Logger: queued:      0 ,sent:      0, thrown:      0
Errors: thrown:      0
Last time these counters were cleared: 14:05:57 UTC SUN February 23 2003
SCE#
```

Refer to CLI Command Reference for a complete description of the other **show RDR-formatter** commands.

## Disabling the LineCard from Sending RDRs

The **silent** command disables the LineCard from issuing Raw Data Records (RDR). Use the **[no]** form of this command if you want the LineCard to send reports.

To disable the LineCard from sending Raw Data Records (RDRs):

---

**Step 1** From the *SCE*(config)# prompt, type **interface Linecard 0**, and press **Enter**.

The *SCE*(config if)# prompt appears.

**Step 2** Type **silent**, and press **Enter**.

The LineCard stops producing RDRs and the *SCE*(config if)# prompt appears.

---

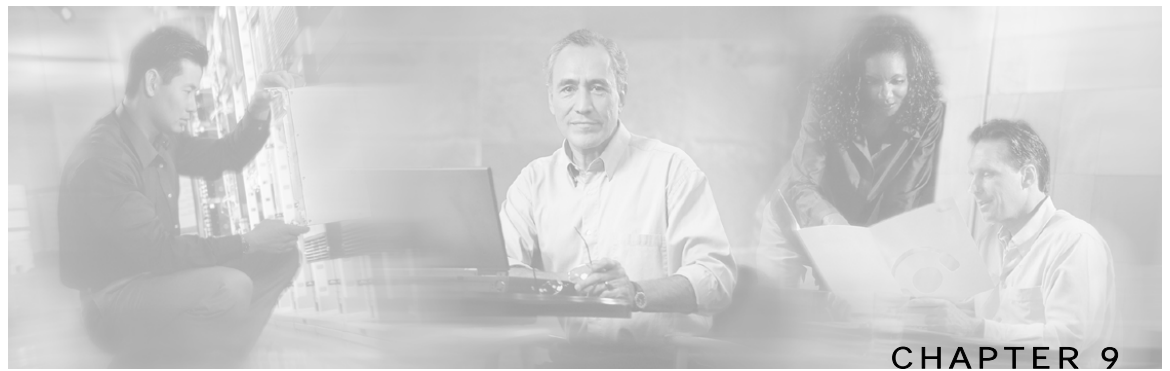
To enable the Line Card to produce RDRs:

---

From the *SCE*(config if)# prompt, type **no silent**, and press **Enter** .

The *SCE*(config if)# prompt appears.

---



## Managing Subscribers

---

The *SCE* platform is subscriber aware, that is, it can relate traffic and usage to specific customers. This ability to map between IP flows and a specific subscriber allows the system to do the following:

- Maintain the state of each subscriber transmitting traffic through the platform
- Provide usage information for specific subscribers
- Enforce the appropriate policy on subscriber traffic (each subscriber can have a different policy)

This chapter contains the following sections:

- [Subscriber Overview](#) 9-1
- [Importing/Exporting Subscriber Information](#) 9-6
- [Removing Subscribers and Templates](#) 9-8
- [Importing/Exporting Anonymous Groups](#) 9-10
- [Monitoring Subscribers](#) 9-10
- [Subscriber Traffic Processor IP Ranges](#) 9-18
- [Subscriber Aging](#) 9-26
- [SCE Platform/SM Connection](#) 9-27

### Subscriber Overview

In the Service Control solution, a subscriber is defined as a managed entity on the subscriber side of the SCE Platform to which accounting and policy are applied individually.

The following table lists several examples of subscribers in Service Control solutions.

Table 9-1 Subscriber Examples

The Subscriber	Subscriber Characteristics	
	Managed Entity	Subscriber (Entity) Identified By
DSL residential subscriber	DSL residential user	IP address The list of IP addresses is allocated by a Radius server
Cable residential subscriber	Cable residential user	IP address The list of IP addresses of the CPEs is allocated dynamically by a DHCP server
Owner of a 3G-phone that is subscribed to data services	3G-phone owner	The MS-ISDN, which is dynamically allocated by a Radius server.
A corporate/enterprise customer of the service provider	The corporate/enterprise and the traffic it produces	The set of NAT-ed IP addresses, which are allocated statically
A CMTS	The CMTS and the broadband traffic of the Cable Modem users that connect to the Internet through the CMTS	<ul style="list-style-type: none"> <li>• A range of IP addresses</li> <li>• A group of VLAN tags</li> </ul>

Mapping IP traffic flows to subscribers enables the SCE Platform to enforce policies on these flows based on the subscriber who produced them.

The SCE Platform can also insert the information that identifies the subscriber into the RDR records that it produces for analyzed traffic, facilitating OSS systems that use these data records for billing and analysis purposes.

The SCE Platform includes dedicated infrastructure for per-subscriber BW shaping, IP traffic quota management, or any other per-subscriber long-term state management. This is implemented using a set of dedicated data structures that are dynamically managed in the SCE Platform per subscriber.

The SCE Platform examines each IP flow and maps it to the subscriber that produced the flow using one or more networking parameters of this flow. Examples of these could be:

- Source IP address
- Group of source IP addresses
- Range of source IP addresses
- VLAN tag



These parameters are sometimes referred to as *Network-ID*. In order to perform the mapping between the Network-ID and Subscriber-ID, the SCE Platform must be configured with this mapping information.

In some cases the subscriber's Network-ID is static and changes only rarely and at long intervals. In such cases, obtaining the mapping information is quite simple, and can be implemented by importing the content of a text file, or even by typing the information via the user interface. In other cases, the Network-ID has a dynamic nature, and tends to change every time the subscriber logs into the network. In this case the SCE Platform must obtain the mapping information from some element that stores this information.

The most common Network-IDs are IP addresses. Typically, obtaining the mappings between subscriber-IDs and IP addresses is done through integration with an AAA element or a subscriber repository.

Many times, the SCE Platform runs a Service Control Application that is policy-driven, so it should also be provisioned with the parameters of the policy that should be applied to each of the subscribers. In simple cases, there is only a small set of standard policy packages (Gold, Silver, Bronze...) so the per subscriber information includes only an index into the policies list. In other cases, a whole set of policy parameters should be configured per subscriber. Often the policy that should be applied per subscriber is managed using the same AAA infrastructure that is used for managing the Subscriber-ID to Network-ID mappings.

There are two methods of managing subscribers:

- smartSUB Manager (SM) component — usually necessary in topologies where full dynamic subscriber integration is required (see the *smartSUB Manager User Guide* for details).
- CLI commands — can be used to import and export subscriber information, as well as to monitor subscribers.

As is described in the following sections, subscriber-related information can be imported from external files. This provides an easy method for transferring large quantities of subscriber information to and from the SCE Platform.

## Subscriber Modes in Service Control Solutions

Service Control solutions support several modes of handling subscribers:

- Subscriber-less mode
- Anonymous subscriber mode
- Static subscriber aware mode
- Dynamic subscriber aware mode

Note that not all the Service Control solutions support all modes.

The most basic mode is **Subscriber-less mode**. In this mode, there is no notion of subscriber in the system, and the entire link where the SCE Platform is deployed is treated as a single subscriber. Global Application level analysis (such as total p2p, browsing) can be conducted, as well as global control (such as limiting total p2p to a specified percentage). From a configuration stand point, this is a turnkey system and there is no need to integrate or configure the system from a subscriber perspective.

In **Anonymous subscriber mode**, analysis is performed on an incoming subscriber-IP address, as the SCE Platform creates an 'anonymous/on-the-fly' record for each subscriber. This permits analyzing traffic at an individual IP address level (for example, to identify/monitor what a particular 'subscriber' IP is currently doing) as well as control at this level (for example, to limit each subscriber's bandwidth to a specified amount, or block, or redirect). Anonymous-subscriber allows quick visibility into application and protocol usage without OSS integration, and permits the application of a uniform control scheme using predefined templates.

There are two possible **Subscriber Aware modes**. In these modes, subscriber IDs and currently used IP addresses are provisioned into the SCE Platform. The SCE Platform can then bind usage to a particular subscriber, and enforce per-subscriber policies on the traffic. Named reports are supported (such as top subscribers with the OSS IDs), quota-tracking (such as tracking a subscriber-quota over time even when IP addresses change) as well as dynamic binding of packages to subscribers. The two Subscriber Aware modes are:

- **Static subscriber aware** — The IP addresses are static. The system supports the definition of static-subscribers directly to the SCE Platform. This is achieved by using the SCE Platform CLI, and defining the list of subscribers, their IP addresses and policy information using interactive configuration or import/export operations.
- **Dynamic subscriber aware** — The IP addresses change dynamically for each subscriber login into the Service Provider's network. In this case, subscriber awareness is achieved by integrating with AAA and provisioning systems for dynamically obtaining network-ID to subscriber ID mappings, and distributing them to the SCE Platforms.

## Aging Subscribers

Subscribers can be aged automatically by the *SCE* platform. 'Aging' is the automatic removal of a subscriber, performed when no traffic sessions assigned to it have been detected for a certain amount of time. The most common usage for aging is for anonymous subscribers, since this is the easiest way to ensure that anonymous subscribers that have logged-out of the network are removed from the *SCE* platform and are no longer occupying resources. Aging time can be configured individually for introduced subscribers and for anonymous subscribers.

## Anonymous Groups and Subscriber Templates

An anonymous group is a specified IP range, possibly assigned a subscriber template. When an anonymous group is configured, the SCE Platform generates anonymous subscribers for that group when it detects traffic with an IP address that is in the specified IP range. If a subscriber template has been assigned to the group, the anonymous subscribers generated have properties as defined by that template. If no subscriber template has been assigned, the default template is used.

Subscriber templates are identified by a number from 0-199. Subscriber templates 1-199 are defined in *csv* formatted subscriber template files. However, template #0 cannot change; it always contains the default values.

If an anonymous group is not explicitly assigned a template, the group uses template #0.

## Subscriber Files

Individual subscribers, anonymous groups, and subscriber templates may all be defined in *csv* files. A *csv* file is a text file in a comma-separated-values format. Microsoft Excel™ can be used to view and create such files. The subscriber data is imported into the system using the appropriate CLI command. The *SCE* platform can also export the currently configured subscribers, subscriber templates and anonymous groups to *csv*-formatted files

Subscriber *csv* files and subscriber template *csv* files are application-specific. Refer to the relevant application documentation for the definition of the file format.

Each line in a *csv* file should contain either a comment (beginning with the character '#'), or a list of comma-separated fields.

Subscriber *csv* files are application-specific, but a default format is defined by the SCE, which is used when the application does not choose to over-ride it. The application might over-ride the format when additional data is desired for each subscriber or subscriber template. Refer to the relevant Service Control Application documentation to see if the application defines a different format.

Subscriber template *csv* files are application-specific. Refer to the relevant Service Control Application documentation of the file format.

Anonymous groups *csv* files are not application specific. Their format is described below.

### Subscriber default csv file format

Each line has the following structure:

*name, mappings*

- **Name** — is the subscriber name
- **Mappings** — contains one or more mappings, specifying the Tunnel IDs or IP addresses mapped to this subscriber. Multiple mappings are separated by semi-colon. Tunnel IDs and IP address/range cannot be specified for the same subscriber. The following mapping formats are supported:
  - Tunnel ID — A number in the range 0-1023. Example: 4

**Note**

Currently only VLAN IDs are supported.

- **Tunnel ID range** — A range of tunnel Ids. Example: 4-8
- **IP address** — in dotted decimal notation. Example: 10.3.4.5
- **IP address range** — dotted decimal, followed by the amount of significant bits. Note that the non-significant bits (As determined by the mask) must be set to zero. Example: 10.3.0.0/16. Example for a bad range: 10.1.1.1/24 (Should have been 10.1.1.0/24).

Here is an example for a subscriber `csv` file in the default format:

```
# A comment line
sub7, 10.1.7.0/24
sub8, 10.1.12.32
sub9, 5
sub10, 13-17
sub11, 39;41
sub12, 10.1.11.90; 10.3.0.0/16
```

## Subscriber anonymous groups `csv` file format

Each line has the following structure:

*name, IP-range, template-index*

- **Name** — is the anonymous group name
- **IP-range** — dotted decimal, followed by the amount of significant bits. Example: 10.3.0.0/16
- **Template-index** — is the index of the subscriber template to be used by subscribers belonging to this anonymous group.

Here is an example for an anonymous groups `csv` file:

```
# Yet another comment line
anon1, 10.1.1.0/24, 1
anon2, 10.1.2.0/24, 2
anon3, 10.1.3.0/32, 3
anon4, 10.1.4.0/24, 3
anon5, 10.1.5.0/31, 2
anon6, 10.1.6.0/30, 1
anon7, 0.0.0.0/0, 1
```

# Importing/Exporting Subscriber Information

Use the following commands to import subscriber data from `csv` files and to export subscriber data to these files:

- `subscriber import csv-file`
- `subscriber export csv-file`
- `subscriber anonymous-group import csv-file`
- `subscriber anonymous-group export csv-file`

- `subscriber template import csv-file`
- `subscriber template export csv-file`

These subscriber management commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see [Entering LineCard Interface Configuration Mode](#) (Entering LineCard Interface Configuration Mode "Entering LineCard Interface Configuration Mode" on page 2-11)).

## Importing/Exporting Subscribers

To import subscribers from the csv subscriber file:

---

From the `SCE(config if)#` prompt, type **subscriber import csv-file filename** and press **Enter**.

The subscriber information is imported from the specified file and the `SCE(config if)#` prompt appears.

Imported subscriber information is added to the existing subscriber information. It does not overwrite the existing data.

If the information in the imported file is not valid, the command will fail during the verification process before it is actually applied.

---

To export subscribers to a csv subscriber file:

---

From the `SCE(config if)#` prompt, type **subscriber export csv-file filename** and press **Enter**.

Subscriber information is exported to the specified file and the `SCE(config if)#` prompt appears.

---

## Importing/Exporting Subscriber Templates

To import a subscriber template from the csv file:

---

From the `SCE(config if)#` prompt, type **subscriber template import csv-file filename** and press **Enter**.

The subscriber template is imported from the specified file and the `SCE(config if)#` prompt appears.

---

To export a subscriber template to a csv file:

---

From the `SCE(config if)#` prompt, type **subscriber template export csv-file filename** and press **Enter**.

The subscriber template is exported to the specified file and the `SCE(config if)#` prompt appears.

---

## Removing Subscribers and Templates

Use the following commands to remove all subscribers, anonymous groups, or subscriber templates from the system.

- `no subscriber all`
- `no subscriber anonymous-group all`
- `clear subscriber anonymous`
- `default subscriber template all`

Use the following commands to remove a specific subscriber or anonymous group from the system.

- `no subscriber name`
- `no subscriber anonymous-group name`

These subscriber management commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see “Entering LineCard Interface Mode,” page and that the `SCE(config if)#` prompt appears in the command line.

To remove a specific subscriber:

---

From the `SCE(config if)#` prompt, type **no subscriber name subscriber-name** and press **Enter**.

The specified subscriber is removed from the system, and the `SCE(config)#` prompt appears.

---

To remove all introduced subscribers:

---

From the `SCE(config if)#` prompt, type **no subscriber all** and press **Enter**.

All introduced subscribers are removed from the system, and the `SCE(config)#` prompt appears.

---

To remove a specific anonymous subscriber group:

---

From the *SCE*(config if)# prompt, type **no subscriber anonymous-group name group-name** and press **Enter**.

The specified anonymous group is removed from the system, and the *SCE*(config)# prompt appears.

---

To remove all anonymous subscriber groups:

---

From the *SCE*(config if)# prompt, type **no subscriber anonymous-group all** and press **Enter**.

All anonymous groups are removed from the system, and the *SCE*(config)# prompt appears.

---

To remove all anonymous subscribers:

---

From the *SCE*# prompt, type **clear interface linecard 0 subscriber anonymous all** and press **Enter**.

All anonymous subscribers are removed from the system, and the *SCE*(config)# prompt appears.

---



---

**Note**

The **clear subscriber anonymous** command is a Privileged Exec command.

---

To remove all subscriber templates:

---

From the *SCE*(config if)# prompt, type **default subscriber template all** and press **Enter**.

All subscriber templates are removed from the system, and the *SCE*(config)# prompt appears. All anonymous subscribers will be assigned to the default subscriber template.

---

## Importing/Exporting Anonymous Groups

To create anonymous groups by importing anonymous subscribers from the csv file:

---

From the `SCE(config if)#` prompt, type **subscriber anonymous-group import csv-file filename** and press Enter.

The anonymous subscriber information is imported from the specified file, creating anonymous groups and the `SCE(config if)#` prompt appears.

Imported anonymous subscriber information is added to the existing anonymous subscriber information. It does not overwrite the existing data.

---

To export anonymous groups to a csv file:

---

From the `SCE(config if)#` prompt, type **subscriber anonymous-group export csv-file filename** and press Enter.

The anonymous groups are exported to the specified file and the `SCE(config if)#` prompt appears.

---

## Monitoring Subscribers

The CLI provides a number of commands that allow you to monitor subscribers. These commands can be used to display information regarding the following:

- Subscriber Database
- All subscriber meeting various criteria
- Individual subscriber information, such as properties and mappings
- Anonymous subscribers

Subscribers may be introduced to the SCE Platform via the SCE Platform CLI or via the smartSUB Manager. The monitoring commands may be used to monitor all subscribers and subscriber information, regardless of how the subscribers were introduced to the system.

Note that these commands are all in Privileged Exec mode. Make sure that you are in the proper mode and that the `SCE#` prompt appears in the command line. Note also that you must specify **'linecard 0'** in these commands.



## Monitoring the Subscriber Database

Use the following commands to display statistics about the subscriber database, and to clear the “**total**” and “**maximum**” counters.

- `show interface linecard 0 subscriber db counters`
- `clear interface linecard 0 subscriber db counters`

To display statistics about the subscriber database:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber db counters** and press **Enter**.

The following counters are displayed:

- Current number of subscribers
- Current number of introduced subscribers
- Current number of anonymous subscribers
- Current number of active subscribers (with active traffic sessions)
- Current number of subscribers with mappings
- Current number of IP mappings
- Current number of vlan mappings
- Max number of subscribers that can be introduced
- Max number of subscribers with mappings
- Max number of subscribers with mappings date / time
- Total aggregated number introduced
- Total number of aged subscribers
- Total number of pull events
- Number of traffic sessions currently assigned to the default subscriber

---

To clear subscriber database counters:

---

From the *SCE#* prompt, type **clear interface linecard 0 subscriber db counters** and press **Enter**.

The “**total**” and “**maximum**” counters are cleared (see list above).

---

## Displaying Subscribers

You can display specific subscriber name(s) that meet various criteria:

- A subscriber property is equal to, larger than, or smaller than a specified value
- Subscriber name matches a specific prefix or suffix
- Mapped to a specified IP address range
- Mapped to a specified VLAN ID

Use the following commands to display subscribers:

- `show interface linecard 0 subscriber [amount]`
- `[prefix 'prefix'] [property 'propertyname' equals|greater-than|less-than 'property-val']`
- `show interface linecard 0 subscriber [amount] prefix 'prefix'`
- `show interface linecard 0 subscriber [amount] suffix 'suffix'`
- `show interface linecard 0 subscriber mapping IP 'iprange'`
- `show interface linecard 0 subscriber [amount] mapping intersecting IP 'iprange'`
- `show interface linecard 0 subscriber mapping VLANid 'vlanid'`

### Displaying Subscribers: By Subscriber Property or Prefix

You can search for all subscribers that match a specified value of one of the subscriber properties, or are greater than or less than the specified value. You can also search for all subscribers that match a specified prefix. You can also find out how many subscribers match any one of these criteria, rather than displaying all the actual subscriber names.

To display subscribers that match a specified value of a subscriber property:

---

From the *SCE*# prompt, type `show interface linecard 0 subscriber property 'propertyname' equals 'property-val'` and press Enter.

---

To display subscribers that are greater than or less than a specified value of a subscriber property:

---

From the *SCE*# prompt, type `show interface linecard 0 subscriber property 'propertyname' greater-than|less-than 'property val'` and press Enter.

---

To display subscribers that match a specified prefix:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber prefix 'prefix'** and press **Enter**.

---

To display subscribers that match a specified suffix:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber suffix 'suffix'** and press **Enter**.

---

To display the number of subscribers that match a specified value of a subscriber property:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount property 'propertyname' equals 'property val'** and press **Enter**.

---

To display the number of subscribers that are greater than or less than a specified value of a subscriber property:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount property 'propertyname' greater-than|less-than 'property val'** and press **Enter**.

---

To display the number of subscribers that match a specified prefix:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount prefix 'prefix'** and press **Enter**.

---

To display the number of subscribers that match a specified prefix:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount suffix 'suffix'** and press **Enter**.

---

## Displaying Subscribers: By IP Address or VLAN ID

You can display the subscribers who are mapped to any of the following:

- A specified IP address, or range of IP addresses
- IP addresses intersecting a given IP address or IP range
- A specified VLAN ID
- no mapping

You can also display just the number of subscribers are mapped to IP addresses that intersect a given IP address or IP range.

To display subscribers that are mapped to a specified IP address, or range of IP addresses:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber mapping IP 'iprange'** and press Enter.

---

To display subscribers that are mapped to IP addresses that intersect a given IP address or IP range:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber mapping intersecting IP 'iprange'** and press Enter.

---

To display subscribers that are mapped to a specified VLAN ID, or range of VLAN IDs:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber mapping VLANid 'vlanid'** and press Enter.

---

To display subscribers with no mapping:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber mapping none** and press Enter.

---

To display the number of subscribers that are mapped to IP addresses that intersect a given IP address or IP range:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber amount mapping intersecting IP 'iprange'** and press **Enter**.

---

To display the number of subscribers with no mapping:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber amount mapping none** and press **Enter**.

---

## Displaying Subscriber Information

You can display the following information about a specified subscriber:

- values of the various subscriber properties
- mappings
- OS counters:
  - current number of flows
  - bandwidth

Use the following commands to display subscriber information:

- `show interface linecard 0 subscriber properties`
- `show interface linecard 0 subscriber name 'name'`
- `show interface linecard 0 subscriber name 'name' mappings`
- `show interface linecard 0 subscriber name 'name' counters`
- `show interface linecard 0 subscriber name 'name' properties`
- `show interface linecard 0 subscriber name 'name' vas-servers`

To display a listing of subscriber properties:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber properties and** press **Enter**.

---

To display complete information for a specified subscriber - all values of subscriber properties and mappings:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber name 'name'** and press **Enter**.

---

To display values of subscriber properties for a specified subscriber:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber name 'name' properties** and press **Enter**.

---

To display mappings for a specified subscriber:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber name 'name' mappings** and press **Enter**.

---

To display the OS counters for a specified subscriber:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber name 'name' counters** and press **Enter**.

---

## Displaying Anonymous Subscriber Information

You can display the following information regarding the anonymous subscriber groups:

- aging (see [Subscriber Aging](#) (on page 9-26))
- currently configured anonymous groups
- currently configured subscriber templates
- configuration of a specified anonymous group
- number of subscribers in a specified anonymous group, or in all anonymous groups

Use the following commands to display anonymous subscriber information:

- `show interface linecard 0 subscriber templates [index]`
- `show interface linecard 0 subscriber anonymous-group [all] [name 'groupname']`

- `show interface linecard 0 subscriber amount anonymous [name 'groupname']`
- `show interface linecard 0 subscriber anonymous [name 'groupname']`

To display the currently configured anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber anonymous-group all and** press Enter.

---

To display the currently configured templates for anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber templates** and press Enter.

---

To display the current configuration for a specified anonymous group:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber anonymous-group name 'groupname'** and press Enter.

---

To display the subscribers in a specified anonymous group:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber anonymous name 'groupname'** and press Enter.

---

To display all subscribers in anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber anonymous** and press Enter.

---

To display the number of subscribers in a specified anonymous group:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount anonymous name 'groupname'** and press **Enter**.

---

To display the total number of subscribers in anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount anonymous** and press **Enter**.

---

## Subscriber Traffic Processor IP Ranges

In a Cable environment, the *SCE* platform supports the capability of associating all CPE machines in a single home network (i.e. behind a single cable modem) to a single subscriber-context and applying a single policy to this subscriber context. This is also relevant for cases where each CPE uses multiple global IP addresses (as opposed to a residential gateway that performs NAT and allows all CPE machines to share an IP address).

The *SCE* platform places no limit on the number of subscribers that can have multiple IP addresses. In order to achieve this, all IP addresses used by each CPE must use a common pool of addresses (usually that assigned with their downstream CMTS device/blade), and the subscriber that uses all these CPEs should be configured to a single traffic processor (a single PPC in the *SCE* platform).

Assigning subscribers to a specific traffic processor can be implemented in either of the following scenarios:

- All the IP ranges of a given CMTS/BRAS are configured to be processed by the same traffic processor. This can only be done if one *SCE* platform is handling several CMTS/BRAS (otherwise there is a load-balancing issue).
- The service provider can control the IP range from which the subscriber IP address is allocated based on additional criteria such as the subscriber type. In this case, the range can be used by the *SCE* platform to assign subscribers to a particular traffic processor, independent of the definition of the subscriber network ID.



In such cases the *SCE* platform (based on management configuration) can ensure that the various IP addresses (either ranges or single IPs) of each subscriber will actually be handled by the same traffic processor. This is accomplished by assigning a subscriber IP range (or specific IP address) to a configured Traffic Processor IP Range (TIR). Since each TIR is assigned to a traffic processor, the relevant subscriber IP range is also assigned to the matching traffic processor. Note that all ranges and single IPs of a specific subscriber must be assigned to the same traffic processor at any given time.

It is assumed that editing TIR configuration (addition or removal) is done infrequently. Also, that it is generally done either before the relevant IP ranges are in use or after they are no longer in use.

## Subscriber Mapping Modes

The introduction of the TIR functionality provides two possible modes of subscriber mapping:

- Legacy subscriber mapping — ensures that all mappings of a single subscriber reach the same traffic processor by internal means, using a hash on the subscriber IP and/or using specific subscriber rules on the IP/range when required
- TIR subscriber mapping — generally (regarding any relevant subscribers) configures all mappings in a specific range to reach the same traffic processor, reducing the need for internal specific rule resources per subscriber.

TIRs functionality is not necessarily applicable to all subscribers. Therefore, while the user may choose to assign relevant subscribers to traffic processors via TIRs (TIRs subscriber mapping), the remaining subscribers are processed as usual (legacy subscriber mapping).

## Subscriber Mapping Conflicts

It is important to note that while both subscriber mapping modes can co-exist in one deployment, any individual subscriber can be processed only in one mode or the other. The same subscriber cannot be processed partially using TIRs subscriber mappings and partially using legacy subscriber mappings. The resulting conflicting subscriber mappings will be rejected.

Another cause of conflicting subscriber mappings is when a subscriber is assigned a new range or single IP that is associated with a traffic processor, different from that with which the subscriber is already associated.

Conflicting mapping are rejected (any other subscriber mappings are accepted as is) in both cases below:

- Conflict between mappings of a single mapping request.
- Additive subscriber mappings that conflict with existing mappings.

## Subscriber Rules for TIRs

The number of reserved rules for potential TIRs is configurable, and is at the expense of explicit subscriber rules. The total number of subscriber rules available is approximately 8000.

- The maximum number of allowed reserved rules is 4096. The remaining rules are reserved for explicit subscriber mappings usage (used by the *SCE* platform to enable the legacy internal OS allocation of subscribers to traffic processors).

- By default 0 (zero) rules are reserved for TIRs.
- Updating this configuration is a major system event and can only be performed when no subscriber mappings or TIRs are configured.

## Reserving Rules for TIRs

Use these commands to reserve rules for TIRs and to restore default subscriber rule allocation.

These commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see Entering LineCard Interface Configuration Mode) and that the *SCE* (config if)# prompt appears in the command line.

To reserve a specified number of subscriber rules for TIRs:

---

From the *SCE* (config if)# prompt, type **subscriber TP-mappings max-TP-IP-ranges *rules-number*** and press **Enter**.

The specified number of rules are allocated for TIRs, decreasing the number of explicit subscriber rules available, and the *SCE* (config)# prompt appears.

---

To restore the default rule number allocation:

---

From the *SCE* (config if)# prompt, type **default subscriber TP-mappings** and press **Enter**.

The default rule number allocation is restored (all 8000 rules for explicit subscriber rules and no rules reserved for TIRs), and the *SCE* (config)# prompt appears.

---

## Configuring TIRs

Use this command to create or update a TIR. This command specifies the following:

- TIR name — meaningful name assigned to this traffic processor IP range
- IP range — IP address and mask defining the IP range
- Target traffic processor — number of the traffic processor to which this TIR is to be assigned

Editing TIRs is permitted only if there are no subscriber mappings within the relevant IP ranges. Therefore, by default, if subscriber mappings already exist for either an updated or an existing IP range, the command will fail. However, you can specify that any existing subscriber mappings in the IP range should be removed (*remove-subscriber-mappings* keyword). In this case the command will execute successfully even if subscriber mappings exist.

These commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see [Entering LineCard Interface Configuration Mode](#) (on page 2-11)) and that the *SCE* (config if)# prompt appears in the command line.

To create/update a TIR:

---

From the *SCE*(config if)# prompt, type **subscriber TP-IP-range name range-name IP-range ip-address/mask-length target-TP TP-num** and press **Enter**.

- **Creating** — A TIR with the specified name and IP range is created and assigned to the specified traffic processor, and the *SCE*(config if)# prompt appears.
  - **Updating** — The IP range and/or assigned traffic processor is updated for the specified TIR, and the *SCE*(config if)# prompt appears.
    - **Updating the IP range** — If subscriber mappings exist for either the new or the old IP range, the command will fail.
- 

To update a TIR even if subscriber mappings exist:

---

From the *SCE*(config if)# prompt, type **subscriber TP-IP-range name range-name IP-range ip-address/mask-length target-TP TP-num remove-subscriber-mappings** and press **Enter**.

If subscriber mappings exist for either the new or the old IP range, they will be removed and the command will execute successfully.

---

## Removing TIRs and Subscriber Mappings

Use these commands to remove existing TIRs and subscriber mappings. You can perform the following operations:

- Remove a specified TIR
- Remove all TIRs
- Remove all subscriber mappings assigned to a specified TIR
- Remove all subscriber mappings assigned to a specified IP range

As with updating a TIR, by default, if subscriber mappings already exist for the specified IP range, the command will fail. However, you can specify that any existing subscriber mappings in the IP range should be removed (*remove-subscriber-mappings* keyword). In this case the command will execute even if subscriber mappings exist.

These commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see [Entering LineCard Interface Configuration Mode](#) (on page 2-11)) and that the *SCE(config if)#* prompt appears in the command line.

To remove a specified TIR:

---

From the *SCE(config if)#* prompt, type **no subscriber TP-IP-range name range-name [remove-subscriber-mappings]** and press **Enter**.

The specified TIR is removed, and the *SCE(config)#* prompt appears.

If subscriber mappings exist for this IP range, the command will fail. Specify **remove-subscriber-mappings** to remove any existing subscriber mappings for this IP range, and the command will execute successfully.

---

To remove all TIRs:

---

From the *SCE(config if)#* prompt, type **no subscriber TP-IP-range all [remove-subscriber-mappings]** and press **Enter**.

All existing TIRs are removed, and the *SCE(config)#* prompt appears.

If subscriber mappings exist for any IP range, those TIRs will not be removed. Specify **remove-subscriber-mappings** to remove existing subscriber mappings for any IP range, and the command will execute successfully.

---

To remove subscriber mappings for a specified TIR:

---

From the *SCE(config if)#* prompt, type **no subscriber mappings included-in TP-IP-range name range-name** and press **Enter**.

All existing subscriber mappings are removed for the specified TIR, and the *SCE(config)#* prompt appears.

The **remove-subscriber-mappings** option is not applicable to this command.

---

To remove subscriber mappings for a specified IP range:

---

From the *SCE*(config if)# prompt, type **no subscriber mappings included-in IP-range** *ip-address/mask-length* and press **Enter**.

All existing subscriber mappings are removed for the specified IP range, and the *SCE*(config)# prompt appears.

The **remove-subscriber-mappings** option is not applicable to this command.

---

## Importing and Exporting TIRs

Use these commands to import TIR definitions from a csv file and to export TIR definitions to a csv file.

Following is the format of the csv file:

*range name, ip-address/mask-length, target-TP*

- **range name** — The name of the to which the IP addresses will be assigned
- **ip-address/mask-length** — individual IP address of range of IP addresses indicated by IP address/mask
- **target-TP** — traffic processor to which the specified range will be assigned

When importing TIR definitions, by default, if subscriber mappings already exist for any specified IP range, those IP ranges will not be updated by the import. However, you can specify that any existing subscriber mappings in the IP range should be removed (*remove-subscriber-mappings* keyword). In this case, the file import will be completely successful.

These commands are LineCard interface commands. Make sure that you are in LineCard Interface command mode, (see [Entering LineCard Interface Configuration Mode](#) (on page 2-11)) and that the *SCE*(config if)# prompt appears in the command line.

To import TIRs from a csv file:

---

From the *SCE*(config if)# prompt, type **subscriber TP-IP-range import csv-file** *csv-file-name* [**remove-subscriber-mappings**] and press **Enter**.

The TIR definitions are imported from the specified csv file, and the *SCE*(config)# prompt appears.

If the **remove-subscriber-mappings** keyword is specified, if subscriber mappings exist for any specified IP range, they will be removed and the command will execute successfully. Otherwise, if subscriber mappings exist for any IP range, those IP ranges will not be updated.

---

To export TIRs from a csv file:

---

From the *SCE*(config if)# prompt, type **subscriber TP-IP-range export csv-file *csv-file-name*** and press **Enter**.

The TIR definitions are exported to the specified *csv* file, and the *SCE*(config)# prompt appears.

The **remove-subscriber-mappings** option is not applicable to this command.

---

## Monitoring TIRs

Use these commands to monitor TIRs and subscriber mappings. You can view the following:

- Traffic processor mappings state, including the partitioning between subscriber and TIR mappings, and the utilization of each.
- Configuration of a specified TIR
- Configuration of all TIRs
- All subscriber mappings related to a specified TIR
- Number of subscribers with mappings related to a specified TIR
- Information for a specified subscriber, including assigned TIR, where applicable
- All subscriber mappings in a specified IP range
- Number of subscribers with mappings in a specified IP range

These commands are Privileged Exec commands. Make sure that you are in Privileged Exec command mode by exiting any other modes, and that the *SCE*# prompt appears in the command line.

To display traffic processor mappings state:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber TP-mappings statistics** and press **Enter**.

---

To display configuration of a specified TIR:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber TP-IP-range name *range-name*** and press **Enter**

---

To display configuration of all existing TIRs:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber TP-IP-range all** and press **Enter**.

---

To display all subscriber mappings related to a specified TIR:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber mapping included-in TP-IP-range name *range-name*** and press **Enter**.

---

To display the number of subscribers with mappings related to a specified TIR:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount mapping included-in TP-IP-range name *range-name*** and press **Enter**.

---

To display complete subscriber information, including which TIR the subscriber belongs to (if applicable):

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber name *name*** and press **Enter**.

---

To display all subscribers mapped to a specified IP range:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber mapping included-in IP *IP-range*** and press **Enter**.

---

To display the number of subscribers mapped to a specified IP range:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber amount mapping included-in IP *IP-range*** and press **Enter**.

---

## Subscriber Aging

As explained previously, aging is the automatic removal of a subscriber when no traffic sessions assigned to it have been detected for a certain amount of time. Aging may be enabled or disabled, and the aging timeout period (in minutes) can be specified.

Aging can be configured separately for introduced subscribers and for anonymous subscribers.

Use the following commands to configure and monitor aging.

- [no] subscriber aging
- subscriber aging timeout
- show interface linecard 0 subscriber aging

To enable aging for anonymous group subscribers:

---

From the *SCE*(config if)# prompt, **subscriber aging anonymous** and press **Enter**.

---

To enable aging for introduced subscribers:

---

From the *SCE*(config if)# prompt, **subscriber aging introduced** and press **Enter**.

---

To disable aging for anonymous group subscribers:

---

From the *SCE*(config if)# prompt, **no subscriber aging anonymous** and press **Enter**.

---

To disable aging for introduced subscribers:

---

From the *SCE*(config if)# prompt, **no subscriber aging introduced** and press **Enter**.

---



To set the aging timeout period (in minutes) for anonymous group subscribers:

---

From the *SCE*(`config if`)# prompt, **subscriber aging anonymous timeout 'aging-time'** and press **Enter**.

---

To set the aging timeout period (in minutes) for introduced subscribers:

---

From the *SCE*(`config if`)# prompt, **subscriber aging introduced timeout 'aging-time'** and press **Enter**.

---

To display aging for anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber aging anonymous** and press **Enter**.

---

To display aging for anonymous groups:

---

From the *SCE*# prompt, type **show interface linecard 0 subscriber aging introduced** and press **Enter**.

---

## SCE Platform/SM Connection

The user can configure the behavior of the SCE platform in case of failure of the Subscriber Manager (SM):

- If SM functionality is critical to the operation of the system — configure the desired behavior of the SCE platform in the event of any loss of connection with the SM (may be due either to failure of the SM or failure of the connection itself).
- If SM functionality is not critical to the operation of the system — no action needs to be configured.

The following options are available :

- `force-failure`—Force failure of SCE platform. The SCE platform then acts according to the behavior configured for the failure state.
- `remove-mappings`—Remove all current subscriber mappings.

- `shut`—The SCE platform shuts down and quits providing service.
- `none (default)`—Take no action.

To configure the behavior of the SCE platform in case of failure of the SM:

---

```
From the SCE(config if)# prompt, type subscriber sm-connection-failure action  
[force-failure|none|remove-mappings|shut] and press Enter.
```

---

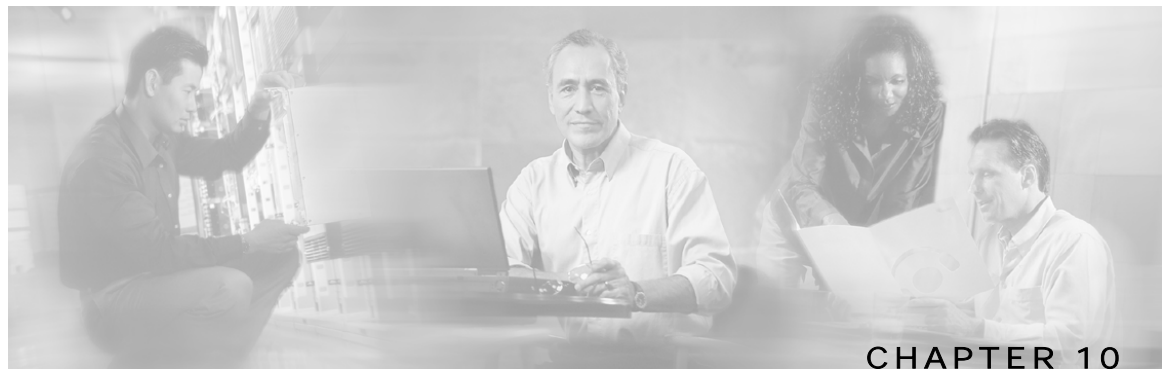
You can also configure the timeout interval; the length of time that the SM-SCE platform connection is disrupted before a failed connection is recognized and the configured behavior is applied.

To configure the SM-SCE platform connection timeout:

---

```
From the SCE(config if)# prompt, type subscriber sm-connection-failure action  
timeout interval-in-seconds and press Enter.
```

---



## Redundancy and Fail-Over

---

This chapter presents the fail-over and redundancy capabilities of the *SCE* platform. It first defines relevant terminology, as well as pertinent theoretical aspects of the redundancy and fail-over solution. It then explains specific recovery procedures for both single and dual link topologies. It also explains specific update procedures to be used in a cascaded *SCE* platform deployments.

When fail over is required in a deployment, a topology with two cascaded *SCE* platforms is used. This cascaded solution provides both network link fail over, and fail over of the functionality of the *SCE* platform, including updated subscriber state.



---

**Note**

The information in this chapter applies to the SCE 2000 4xGBE and SCE 2000 4/8xFE platforms only.

---

This chapter contains the following sections:

- [Terminology and Definitions](#) 10-1
- [Redundant Topologies](#) 10-2
- [Failure Detection](#) 10-3
- [Hot Standby and Fail-over](#) 10-4
- [Recovery](#) 10-7
- [CLI Commands for Cascaded Systems](#) 10-9
- [System Upgrades](#) 10-11

## Terminology and Definitions

Following is a list of definitions of terms used in the chapter as they apply to the Cisco fail-over solution, which is based on cascaded *SCE* platforms.

- **Fail-over** — A situation in which the *SCE* platform experiences a problem that makes it impossible for it to provide its normal functionality, and a second *SCE* platform device immediately takes over for the failed *SCE* platform.

- **Hot standby** — When two *SCE* platforms are deployed in a fail over topology, one *SCE* platform is active, while the second *SCE* platform is in standby, receiving from the active *SCE* platform all subscriber state updates and keep alive messages.
- **Primary/Secondary** — The terms *Primary* and *Secondary* refer to the default status of a particular *SCE* platform. The Primary *SCE* Platform is active by default, while the Secondary device is the default standby.

Note that these defaults apply only when both devices are started together. However, if the primary *SCE* platform fails and then recovers, it will not revert to active status, but remains in standby status, while the secondary device remains active.

- **Subscriber state fail-over** — A fail over solution in which subscriber state is saved.

## Redundant Topologies

All Cisco *SCE* platforms include an internal electrical bypass module, which provide the capability of preserving the network link in case the *SCE* platform fails. The *SCE* platform, which can handle two Ethernet links, includes two such bypass modules. However, in some cases, the service provider wishes to preserve the *SCE* platform functionality in case of a failure, in addition to preserving the network link.

Cisco provides a unique solution for this scenario, through deploying two cascaded *SCE* platforms on these two Ethernet links.

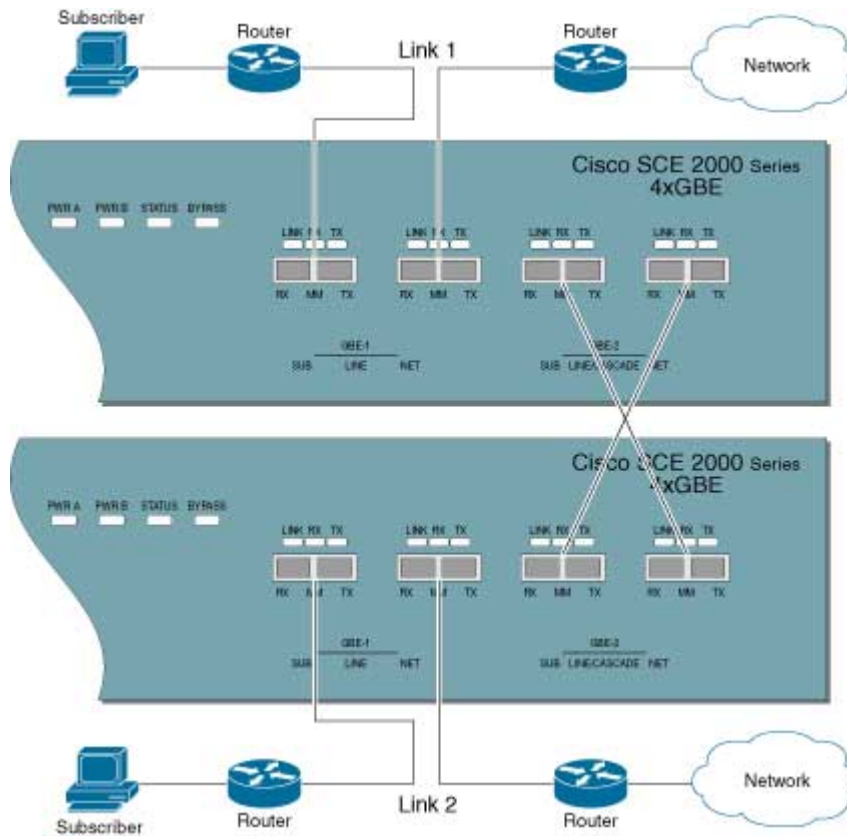
The cascading is implemented by connecting the two *SCE* platforms using two of the Ethernet links. This fail over solution applies to both inline and receive-only topologies.

In each *SCE* platform, two of the four Ethernet interfaces are connected to each of the network links, while the other two Ethernet interfaces are used for cascading between the *SCE* platforms. (See the *Cisco SCE 2000 Installation and Configuration Guide* for specific cabling procedures for redundant topologies.) The cascade ports are used for transferring network traffic, keep-alive messages and subscriber state updates.

## In-line Dual Link Redundant Topology

This topology serves inline deployments where the *SCE* platform functionality should be preserved in case of a failure, in addition to preserving the network link.

Figure 10-1: Two SCE Platforms: Dual Link Inline Topology



## Failure Detection

The *SCE* platform has several types of mechanisms for detecting failures:

- Internal failure detection — The *SCE* platform monitors for hardware and software conditions such as overheating and fatal software errors.
- Inter-device failure detection — The *SCE* platform sends periodic keep-alive messages via the cascade ports
- *SCE* platform-smartSUB Manager (SM) communication failure detection — A failure to communicate with the SM may be regarded as a cause for fail over. However, this communication failure is not necessarily a problem in the *SCE* platform. If the connection to the SM of the active *SCE* platform has failed, while the connection to the SM of the standby *SCE* platform is alive, a fail over process will be initiated to allow the *SCE* platform proper exchange of information between the *SCE* platforms and the SM.
- Link failure — The system monitors all three types of links for failures:
  - Traffic port link failure — Traffic cannot flow through the *SCE* platform.

- Cascade port link failure — Traffic cannot flow between the *SCE* platforms through the cascade ports.
- Management port link failure — This is not a failure that interrupts traffic on the link in and of itself. However, when SM is used, management port link failure will cause an SM connection failure and this, in turn, will be declared as a failure of the *SCE* platform.

This type of failure, in most cases, does not require reboot of the *SCE* platform. When the connection with the SM is re-established the *SCE* platform is again ready for hot standby. If both *SCE* platforms lose their connections with the SM, it is assumed that it is the SM which has failed, thus, no action will be taken in the *SCE* platform.

## Link Failure Reflection

The *SCE* platforms are transparent at Layers 2 and 3. The *SCE* platform operates in promiscuous mode, and the network elements on both sides of the *SCE* platform, are using the MAC address of the other network element when forwarding traffic.

In order to assist the network elements on both sides of the *SCE* platform to identify the link failures as quickly as possible, the *SCE* platform supports a functionality of reflecting to the other side of the *SCE* platforms events of link failure. When the link on one side of the *SCE* platform fails, the corresponding link on the other side is forced down, to reflect the failure.

Link failure reflection is done on the traffic ports. When operating in deployments of single *SCE* platform with two Ethernet links, link failure is reflected between the two ports of each link.

When working with two cascaded *SCE* platforms, link failure is reflected in two cases:

- Reflection between the traffic ports of each *SCE* platform.
- If there is a failure in the cascade port link, the two *SCE* platforms can no longer support proper processing of the two links, since the traffic flowing on the standby *SCE* platform's link must be forwarded to the active *SCE* platform for processing. In this case the link failure is reflected from the cascade ports to the traffic ports of the standby *SCE* platform, in order to force the network to switch all the traffic only through the link of the active *SCE* platform.

Link failure reflection is supported both when the *SCE* platform is operational and when it is in failure/boot status.

Link reflection, like fail-over, is dependent on the bypass mechanism of the *SCE* platform.

## Hot Standby and Fail-over

The fail over solution requires two *SCE* platforms connected in a cascade manner.

### Hot Standby

In fail over solution, one of the *SCE* platforms is used as the active *SCE* platform and the other is used as the standby. Although traffic enters both the active and the standby *SCE* platforms, all traffic processing takes place in the *SCE* platform which is currently the active one. The active *SCE* platform processes the traffic coming on both links, its own link and the link connected to the standby *SCE* platform, as follows

- All traffic entering the active *SCE* platform through its traffic ports is processed in that *SCE* platform and then forwarded to the line.

- All traffic entering the standby *SCE* platform through its traffic ports is forwarded through the cascade ports to the active *SCE* platform where it is processed, and then returned to the standby *SCE* platform through the cascade ports to be forwarded to the original line from which it came.

Since only one *SCE* platform processes all traffic at any given time, split flows, which are caused by asymmetrical routing, that exist in the two Ethernet links are handled correctly.

In order to support subscriber-state fail-over, both *SCE* platforms hold subscriber states for all parties, and subscriber state updates are exchanged between the active *SCE* platform and the standby. This way, if the active *SCE* platform fails, the standby *SCE* platform is able to start serving the line immediately with a minimum loss of subscriber-state.

The two *SCE* platforms also use the cascade channel for exchanging periodic keep-alive messages.

## Fail-over

In fail over solution, the two *SCE* platforms exchange keep alive messages via the cascade ports. This keep alive mechanism enables fast detection of failures between the *SCE* platforms and fast fail over to the standby *SCE* platform when required.

If the active *SCE* platform fails, the standby *SCE* platform then assumes the role of the active *SCE* platform.

The failed *SCE* platform uses its electrical bypass mechanism, which is a hardware entity that is separate from the main board and processors, to forward traffic to the other *SCE* platform, and to forward processed traffic back to the link. The previously standby *SCE* platform now processes all the traffic of this other link that is forwarded to it by the previously active *SCE* platform in addition to the traffic of its own link.

When the failed *SCE* platform recovers, it will remain in standby, while the previously standby *SCE* platform remains active. Switching the *SCE* platforms back to their original roles may be performed manually, if required, after the failed *SCE* platform has either recovered or been replaced.

If the failure is in the standby *SCE* platform, it will continue to forward traffic to the active *SCE* platform and back to its link, while the active *SCE* platform continues to provide its normal processing functionality to the traffic of the two links.

There are two user-configurable options that are relevant in a situation when an *SCE* platform fails:

- **Bypass** — Maintain the link in bypass mode (continue sending traffic to the other *SCE* platform, and then continue forwarding the processed traffic back to the link). The incoming traffic in the failed *SCE* platform is forwarded to the working *SCE* platform, where it is processed and then sent back to the original *SCE* platform and back to the link.
  - **Effect on the network link** — negligible.
  - **Effect on the *SCE* platform functionality** — The effect on the *SCE* platform functionality is dependent on the failed *SCE* platform.
    - If the failure is in the standby *SCE* platform — the active *SCE* platform continues providing its normal functionality, processing the traffic of the two links.

- If the failure is in the active *SCE* platform — the standby *SCE* platform takes over processing the traffic, and becomes the active *SCE* platform.

This is the default configuration, and is also the recommended option for most deployments.

- **Cutoff** — Change the link of the failed *SCE* platform to cutoff (layer 1) forcing the network to switch all traffic through the line of the working *SCE* platform. This will, of course, decrease the network capacity by 50%, but may be useful in some cases.
  - **Effect on the network** — The network loses 50% of its capacity (until the failed *SCE* platform has recovered).
  - **Effect on the *SCE* platform functionality** — The effect on the *SCE* platform functionality is dependent on the failed *SCE* platform:
    - If the failure is in the standby *SCE* platform — *SCE* platform continues providing its normal functionality, processing the traffic of its own link.
    - If the failure is in the active *SCE* platform — the standby *SCE* platform takes over processing the traffic, and becomes the active *SCE* platform. This option is available for use in special cases, and requires specific configuration.

## Failure in the Cascade Connection

The effect of a failure in the cascade connection between the two *SCE* platforms depends on whether one or both connections fail:

- Only one cascade connection is down — In this case, both *SCE* platforms can still communicate, so each still knows the status of the peer.
 

As long as one cascade connection remains up, the standby will cut off its traffic links so that all traffic is routed via the active *SCE* platform. Therefore, split flow is avoided, but at the expense of half line capacity.
- Both cascade links are down — In this case, neither *SCE* platform knows anything about the status of the peer. Each platform then works in standalone mode, which means that each *SCE* platform processes on its own traffic, only. This results in split flows.

## Installing a Cascaded System

This section outlines the installation procedures for a redundant solution with two cascaded *SCE* platforms.

Refer to the *Cisco SCE 2000- Installation and Configuration Guide* for information on topologies and connections.

Refer to the *Cisco Service Control Engine (SCE) CLI Command Reference* for details of the CLI commands.



### Warning

When working with two *SCE* platforms with split-flow and redundancy, it is extremely important to follow this installation procedure.



To install a cascaded system, complete the following steps:

- 
- Step 1** Install both *SCE* platforms, power them up, and perform the initial system configuration.
  - Step 2** Connect both *SCE* platforms to the management station.
  - Step 3** Connect the cascade ports.
  - Step 4** Set topology configurations for each *SCE* platform via the connection-mode options. (See [Topology-Related Parameters for Redundant Topologies](#) (on page 10-9).)
  - Step 5** Make sure that the *SCE* platforms have synchronized and active *SCE* platform was selected.  
Use the `show interface linecard 0 connection-mode` command.
  - Step 6** If you want to start with bypass/sniffing, change the link mode to your required mode in both *SCE* platforms on both links. The bypass mode will be applied only to the active *SCE* platform. (See [Link Mode](#) (on page 7-2).)
  - Step 7** Make sure that the link mode is as you required. (See [Monitoring the System](#) (on page 10-11).)  
Use the `show interface linecard 0 link mode` command.
  - Step 8** Connect the traffic port of *SCE* platform #1. This will cause a momentary down time until the network elements from both sides of the *SCE* platform auto-negotiate with it and start working (when working inline).
  - Step 9** Connect the traffic port of *SCE* platform #2, this will cause a momentary down time until the network elements from both sides of the *SCE* platform auto-negotiate with it and start working (when working inline).
  - Step 10** When full control is needed, change the link mode on both *SCE* platforms on both links to 'forwarding'. It is recommended to first configure the active *SCE* platform and then the standby. (See [Link Mode](#) (on page 7-2).)
  - Step 11** You can now start working with the Subscriber Manager.
- 

## Recovery

This section specifies the procedure for recovery after a failure. The purpose of the recovery procedure is to restore the system to fully functional status. After the recovery procedure, the behavior of the system is the same as after installation.

A failed *SCE* platform may either recover automatically or be replaced (manual recovery). Whether recovery is automatic or manual depends on the original cause of the failure:

- Power failure — manual or automatic recovery can be implemented.
- Any failure resulting in a reboot — manual or automatic recovery can be implemented (this is configurable).
- 3-consecutive reboots within half an hour — manual recovery only
- Cascade ports link-failure — automatic recovery when link revives.

- Traffic link failure — automatic recovery when link revives.
- Failure in the communications with the SM — automatic by SM decisions after connection is re-established.
- Hardware malfunction — manual recovery, after replacing the malfunctioning *SCE* platform.

## Replacing the SCE platform (manual recovery)

This is done in two stages, first manual installation steps performed by the technician, and then automatic configuration steps performed by the system.

Manual steps:

- 
- Step 1** Disconnect the failed *SCE* platform from the network.
  - Step 2** Connect a new *SCE* platform to the management link and the cascade links (leave network ports disconnected.)
  - Step 3** Configure the *SCE* platform.
  - Step 4** Basic network configurations done manually (first time).
  - Step 5** Load application software (*Service Control Application Suite for Broadband*) to the *SCE* platform. Provide application configuration.
  - Step 6** Connect the traffic ports to the network links.
- 

Automatic steps (in parallel with the manual steps, requires no user intervention):

- 
- Step 1** Establishment of inter-*SCE* platform communication.
  - Step 2** Synchronization with the SM
  - Step 3** Copying updated subscriber states from the active *SCE* platform to the standby.
- 

## Reboot only (fully automatic recovery)

- 
- Step 1** Reboot of the *SCE* platform.
  - Step 2** Basic network configurations.
  - Step 3** Establishment of inter-*SCE* platform communication.
  - Step 4** Selection of the active *SCE* platform.
  - Step 5** Synchronization of the recovered *SCE* platform with the SM.
  - Step 6** Copying updated subscriber states from the active *SCE* platform to the standby.

## CLI Commands for Cascaded Systems

This section presents CLI commands relevant to the configuration and monitoring of a redundant system.

Use the following commands to configure and monitor a redundant system:

- `connection-mode`
- `[no] force failure-condition`
- `Show interface linecard 'number' connection-mode`
- `Show interface linecard 'number' physically-connected links`

### Topology-Related Parameters for Redundant Topologies

All four of the topology-related parameters are required when configuring a redundant topology.

- **Connection mode** — Redundancy is achieved by cascading two *SCE* platforms. Therefore the connection mode for both *SCE* platforms may be either:
  - Inline-cascade
  - Receive-only-cascade
- **Physically-connected-links** — For each of the cascaded *SCE* platforms, this parameter defines the number of the link (Link 0 or Link 1) connected to this *SCE* platform.
- **Priority** — For each of the cascaded *SCE* platforms, this parameter defines whether it is the primary or secondary device.
- **On-failure** — For each of the cascaded *SCE* platforms, this parameter determines whether the system cuts the traffic or bypasses it when the *SCE* platform either has failed or is booting.

### Configuring the Connection Mode

Use the following command to configure the connection mode, including the following parameters:

- `inline/receive only`
- `physically connected links`
- `behavior upon failure of the SCE platform`
- `primary/secondary`

To configure the connection mode:

---

From the *SCE* (config if)# prompt, type **connection-mode inline-cascade/receive-only-cascade** [**physically-connected-links** {link-0/link-1}] [**priority** {primary/secondary}] [**on-failure** {bypass/cutoff}] and press **Enter**.

---

#### EXAMPLE 1

Use the following command to configure the primary *SCE* platform in a two-*SCE* platform inline topology. Link 1 is connected to this *SCE* platform and the behavior of the *SCE* platform if a failure occurs is *bypass*.

```
SCE(config if)# connection-mode inline-cascade physically-connected-links
link-1 priority primary on-failure bypass
```

#### EXAMPLE 2

Use the following command to configure the *SCE* platform that might be cascaded with the *SCE* platform in Example 1. This *SCE* platform would have to be the secondary *SCE* platform, and Link 0 would be connected to this *SCE* platform, since Link 1 was connected to the primary. The connection mode would be the same as the first, and the behavior of the *SCE* platform if a failure occurs is also *bypass*.

```
SCE(config if)# connection-mode inline-cascade physically-connected-links
link-0 priority secondary on-failure bypass
```

## Forced Failure

Use the following commands to force a virtual failure condition, and to exit from the failure condition when performing an application upgrade. (See [Application Upgrade](#) (on page 10-12).)

To force a virtual failure condition:

---

From the *SCE* (config if)# prompt, type **force failure-condition** and press **Enter**.

---

To exit the virtual failure condition:

---

From the *SCE* (config if)# prompt, type **no force failure-condition** and press **Enter**.

---

## Monitoring the System

Use the following commands to view the current connection mode and link mode parameters.

To view the current connection mode:

---

From the *SCE#* prompt, type **show interface linecard 0 connection-mode** and press Enter.

---

To view the current link mode:

---

From the *SCE#* prompt, type **show interface linecard 0 link mode** and press Enter.

---

To view the current link mappings:

---

From the *SCE#* prompt, type **show interface linecard 0 physically-connected-links** and press Enter.

---

## System Upgrades

In a redundant solution, it is important that firmware and/or application upgrades be performed in such a way that line and service are preserved.

Refer to the following sections for instructions on how to perform these procedures on two cascaded SCE platforms:

- Upgrade the firmware only
- Upgrade the application only
- Upgrade both the firmware and the application at the same time



---

**Note**

When upgrading only one component (either firmware only or application only), always verify that the upgraded component is compatible with the component that was not upgraded.

---

## Firmware Upgrade (package installation)

---

- Step 1** Install package on both *SCE* platforms (open the package and copy configuration).
  - Step 2** Reload the standby *SCE* platform.
  - Step 3** Wait until the standby finishes synchronizing and is ready to work.
  - Step 4** Make sure that the connection mode configurations are correct.
  - Step 5** Reload the active *SCE* platform.
  - Step 6** After the former active *SCE* platform reboots and is ready to work manually, it may be left as standby or we can manually switch the *SCE* platforms to their original state.
- 

## Application Upgrade

---

- Step 1** Unload the application in the standby *SCE* platform.
  - Step 2** Load new application to the standby *SCE* platform.
  - Step 3** Make sure that the connection mode configurations are correct.
  - Step 4** Wait until the standby *SCE* platform finishes synchronizing and is ready to work.
  - Step 5** Force failure condition in the active *SCE* platform.
  - Step 6** Upgrade the application in the former active *SCE* platform.
  - Step 7** Remove the force failure condition in that platform.
  - Step 8** After the former active *SCE* platform recovers and is ready to work, it may remain the standby or can be manually switched back to active.
- 

## Simultaneous Upgrade of Firmware and Application

---

- Step 1** In the standby *SCE* platform:
  - Uninstall the application.
  - Upgrade the firmware (this includes a reboot).
  - Install the new application.
- Step 2** Force-failure in the active *SCE* platform.

This makes the updated *SCE* platform the active one, and it begins to give the NEW service.
- Step 3** Repeat step 1 for the (now) standby *SCE* platform.

(Since this includes a reboot, it is not necessary to undo the force failure command.)

---







# Identifying And Preventing Distributed-Denial-Of-Service Attacks

---

This chapter describes the ability of the SCE platform to identify and prevent DDoS attacks, and the various procedures for configuring and monitoring the Attack Filter Module.

This chapter contains the following sections:

- [Attack Filtering](#) 11-2
- [Attack Detection](#) 11-3
- [Attack Detection Thresholds](#) 11-4
- [Attack Handling](#) 11-5
- [Configuring Attack Detectors](#) 11-6
- [Configuring Subscriber Notifications](#) 11-17
- [Preventing and Forcing Attack Detection](#) 11-18
- [Monitoring Attack Filtering](#) 11-21
- [Viewing the Attack Log](#) 11-27

## Attack Filtering

The *SCE* platform includes extensive capabilities for identifying DDoS attacks, and protecting against them.

Attack filtering is performed using specific-IP attack detectors. A specific-IP attack detector tracks the rate of flows (total open and total suspected) in the *SCE* platform for each combination of IP address (or pair of IP addresses), protocol (TCP/UDP/ICMP/Other), destination port (for TCP/UDP), interface and direction. When the rates satisfy user-configured criteria, it is considered an attack, and a configured action can take place (report/block, notify subscriber, send SNMP trap).

This mechanism is enabled by default, and can be disabled and enabled for each attack type independently.

There are 32 different attack types:

- **1** — TCP flows from a specific IP address on the subscriber side, regardless of destination port
- **2** — TCP flows to a specific IP address on the subscriber side, regardless of destination port
- **3-4** — Same as 1 and 2, but for the opposite direction (subscriber <-> network)
- **5** — TCP flows from a specific IP address on the subscriber side to a specific IP address on the network side
- **6** — Same as 5, but for the opposite direction (from the network side to the subscriber side)
- **7-12** — Same as 1-6 but with a specific destination port common to all flows of the attack (1-6 are port-less attack types, 7-12 are port-based attack types)
- **13-24** — Same as 1-12 but for UDP instead of TCP
- **25-28** — Same as 1-4 but for ICMP instead of TCP
- **29-32** — Same as 1-4 but for Other protocols instead of TCP

### Specific Attack Filtering

When the specific IP attack filter is enabled for a certain attack type, two rates are measured per defined entity:

- Rate of new flows
- Rate of suspected flows (In general, suspected flows are flows for which the SCOS did not see proper establishment (TCP) or saw only a single packet (all other protocols)).

Separate rate meters are maintained both for each IP address separately (**single side**) and for IP address pairs (the source and destination of a given flow), so when a specific IP is attacking a specific IP, this pair of IP addresses defines a single incident (**dual-sided**).

Based on these two metrics, a specific-IP attack is declared if either of the following conditions is present:

- The new flows rate exceeds a certain threshold
- The suspected flows rate exceeds a configured threshold *and* the ratio of suspected flows rate to total new flow rate exceeds a configured threshold.

When the rates stop satisfying this criterion, the end of that attack is declared.

Note that specific attack filtering is configured in two steps:

- Enabling specific IP filtering for the particular attack type.
- Configuring an attack detector for the relevant attack type. Each attack detector specifies the thresholds that define an attack and the action to be taken when an attack is detected.

In addition to specific attack detectors, a default detector exists that can be configured with user-defined thresholds and action, or system defaults may be retained.

In addition, the user can manually override the configured attack detectors to either force or prevent attack filtering in a particular situation.

Specific IP filtering for selected attack types is enabled with the following parameters. These parameters control which of the 32 attack types are being filtered for:

- **Protocol** — TCP, UDP, ICMP, or Other
- **Attack direction** — The direction of the attack may be identified by only one IP address or by two IP addresses:
  - **single side** — The attack is identified by either the **source** IP address or the **destination** address only.  
The filter definition may specify the specific side, or may include any single side attack, regardless of side (**both**).
  - **dual side** (TCP and UDP protocols only) — The attack is identified by both the source and destination IP addresses. In other words, when a specific IP attacks a specific IP, this is detected as one incident rather than as two separate incidents.
- **Destination port** (TCP and UDP protocols only) — Defines whether specific IP detection is enabled or disabled for port-based or port-less detections. Enable port-based detection for TCP/UDP attacks that have a fixed destination port or ports.

The list of destination ports for port-based detection is configured separately. (See [Specific Attack Detectors](#) (on page 11-12).)

## Attack Detection

Specific IP detections are identified with the following parameters:

- Specific IP address (or two IP addresses for dual-sided detections)
- Protocol — TCP, UDP, ICMP or Other
- Port — For TCP/UDP attacks that have a fixed destination port
- Side — Interface (Subscriber/Network) from which attack packets are sent
- Attack-direction — If a single IP address is specified, the IP address is an attack-source or an attack-destination address.

The system can identify a maximum of 1000 independent, simultaneous attacks.

Once an attack is identified, the system can be instructed to perform any of the following actions:

- **Report** — By default, the attack beginning and end are always reported.
- **Block** — The system will block all attack traffic for the duration of the attack. (The traffic is from or to the attack IP address, depending on whether the IP address is an attack-source or attack-destination)
- **Notify** — Subscriber notification. When the IP address identified is mapped to a particular subscriber context, the system can be configured to notify the subscriber of the fact that he is under an attack (or a machine in his network is generating such an attack), using HTTP Redirect.
- **Alarm** — The system will generate an SNMP trap each time an attack starts and stops.

Attack detection and handling are user-configurable. The remainder of this chapter explains how to configure and monitor attack detection.

## Attack Detection Thresholds

There are three thresholds that are used to define an attack. These thresholds are based on meters that are maintained by the SCE platform for each IP address or pair of addresses, protocol, interface and attack-direction.

- **open flow rate** — A flow for which some traffic was seen. Any packet seen for a new flow is enough to declare this flow an open flow.
- **suspected flow rate** — A suspected flow is one that was opened, but did not become an established flow.
- **suspected flow ratio** — The ratio of the suspected flow rate to the open flow rate

As explained above, a specific-IP attack is declared if either of the following conditions is present:

- The open flows rate exceeds the threshold
- The suspected flows rate exceeds the threshold *and* the suspected flows ratio exceeds the threshold.

The values for each attack type will have a separate configured default value.

In general, for a given protocol, the suspected flows rate threshold should be lower for a port-based detection than for a port-less detection. This is because flows with a given IP address and a common destination port are metered twice:

- By themselves — to detect a port-based attack
- Together with flows with the same IP address and different destination ports — to detect a port-less attack

If a port-based attack occurs, and the rate of flows is above both thresholds (port-based thresholds and the port-less thresholds), it is desirable for the port-based attack to be detected before the port-less attack. Similarly, this threshold should be lower for dual-IP detections than for single-IP detections.

The user may define values for these thresholds that override the preset defaults. It is also possible to configure specific thresholds for certain IP addresses and ports (using access lists and port lists). This enables the user to set different detection criteria for different types of network entities, such as a server farm, DNS server, or large enterprise customer.

## Attack Handling

Attack handling can be configured as follows:

- **Configuring the action:**

- Report — Attack packets are processed as usual, and the occurrence of the attack is reported.
- Block — Attack packets are dropped by the SCE platform, and therefore do not reach their destination.

Regardless of which action is configured, two reports are generated for every attack: one when the start of an attack is detected, and one when the end of an attack is detected.

- **Configuring subscriber-notification (notify):**

- Enabled — If the subscriber IP address is detected to be attacked or attacking, the subscriber is notified about the attack.
- Disabled — The subscriber is not notified about the attack.

- **Configuring sending an SNMP trap (alarm):**

- Enabled — An SNMP trap is sent when attack begins and ends.

The SNMP trap contains the following information fields:

- A specific IP address or
- **Protocol** (TCP, UDP, ICMP or Other)
- **Interface** (User/Network) behind which the detected IP address is found. This is referred to below as the attack ‘side’
- **Attack direction** (whether the IP address is the attack source or the attack destination).
- **Type of threshold breached** (open- flows / ddos- suspected- flows) [‘ attack- start’ traps only]
- **Threshold value breached** [‘ attack- start’ traps only]
- **Action taken** (report, block) indicating what was the action taken by the *SCE* platform in response to the detection
- **Amount of attack flows blocked/ reported** providing the total number of flows detected during the attack [‘ attack- stop’ traps only]
- Disabled — No SNMP trap is sent.

## Subscriber Notification

When an attack is identified, if the IP address is detected on the subscriber side and is mapped to a subscriber, the system notifies the application about the attack. This enables the application to notify the subscriber about the attack on-line by redirecting HTTP requests of this subscriber to a server that will notify it of the attack.

In addition, when blocking TCP traffic, the system can be configured not to block a specified port in order to make this redirection possible. This port is then considered to be *un-blockable*.

Note that subscriber-notification can only function if supported by the Service Control Application currently loaded to the SCE platform, and the application is configured to activate this capability. To verify whether the application you are using supports attack subscriber notification, and for details about enabling attack subscriber notification in the application, please refer to the documentation of the relevant Service Control Application.

## Configuring Attack Detectors

The Cisco attack detection mechanism is controlled by defining and configuring special entities called Attack Detectors.

There is one attack detector called 'default', which is always enabled, and 99 attack detectors (numbered 1-99), which are disabled by default. Each detector (both the default and detectors 1-99) can be configured with a separate action and threshold values for all 32 possible attack types.

When detectors 1-99 are disabled, the default attack detector configuration determines the thresholds used for detecting an attack, and the action taken by the SCE platform when an attack is detected. For each attack type, a different set of thresholds and action can be set. In addition, subscriber-notification and SNMP traps (alarm) can be enabled or disabled in the same granularity.

The default attack detector should be configured with values that reflect the desired SCE platform behavior for the majority of the traffic flows flowing through it. However, it is not feasible to use the same set of values for all the traffic that traverses through the *SCE* platform, since there might be some network entities for which the characteristics of their normal traffic should be considered as an attack when coming from most other network elements. Here are two common examples:

- A DNS server is expected to be the target of many short DNS queries. These queries are typically UDP flows, each flow consisting of two packets: The request and the response. Normally, the SCE platform considers all UDP flows that are opened to the DNS server as DDoS-suspected flows, since these flows include less than 3 packets. A DNS server might serve hundreds of DNS requests per second at peak times, and so the system should be configured with a suitable threshold for DDoS-suspected flows for *protocol = UDP* and *direction = attack-destination*. A threshold value of 1000 flows/second would probably be suitable for the DNS server. However, this threshold would be unsuitable for almost all other network elements, since, for them, being the destination of such large rate of UDP flows would be considered an attack. Therefore setting a threshold of 1000 for all traffic is not a good solution.

- The subscriber side of the *SCE* platform might contain many residential subscribers, each having several computers connected through an Internet connection, and each computer having a different IP address. In addition, there might be a few business subscribers, each using a NAT that hides hundreds of computers behind a single IP address. Clearly, the traffic seen for an IP address of a business subscriber contains significantly more flows than the traffic of an IP address belonging to a residential subscriber. The same threshold cannot be adequate in both cases.

To let the SCE platform treat such special cases differently, the user can configure non-default attack detectors in the range of 1-99. Like the default attack detector, non-default attack detectors can be configured with different sets of values of action and thresholds for every attack type. However, in order to be effective, a non-default attack detector must be enabled and must be assigned an ACL (access control list). The action and thresholds configured for such attack detector are effective only for IP addresses permitted by the ACL. Non-default attack-detectors can be assigned a label for describing their purpose, such as 'DNS servers' or 'Server farm'.

Non-default attack detectors are effective only for attack types that have been specifically configured. This eliminates the need to duplicate the default attack detector configuration into the configuration non-default attack detectors, and is best illustrated with an example: Suppose an HTTP server on the subscriber side of the *SCE* platform is getting many requests, which requires the use of a non-default attack detector for configuring high threshold values for incoming TCP flow rates. Assume attack detector number 4 is used for this purpose; hence it is enabled, and assigned an ACL which permits the IP address of the HTTP server. Also suppose that it is desirable to protect subscribers from UDP attacks, hence the default attack detector is configured to block UDP attacks coming from the network (The default configuration is only to report attacks, not block them). If the HTTP server is attacked by a UDP attack from the network, the configuration of the default attack detector will hold for this HTTP server as well, since attack detector number 4 was not configured for UDP attacks.

For each of the non-default attack detectors, for each of the 32 attack types, there are four configurable settings:

- Threshold
- Action
- Subscriber-notification
- Alarm

Each of these four settings can be either configured (with a value or set of values) or not configured. The default state is for all of them is not configured.

For each attack type, the set of enabled attack detectors, together with the default attack detector, forms a database used to determine the threshold and action to take when an attack is detected. When the platform detects a possible attack, it uses the following algorithm to determine the thresholds for attack detection.

- Enabled attack detectors are scanned from low to high numbers.
- If the IP address is permitted by the ACL specified by the attack detector, and a threshold is configured for this attack type, then the threshold values specified by this attack detector are used. If not, the scan continues to the next attack detector.
- If no attack detector matches the IP address/protocol combination, then the values of the default attack detector are used.

The same logic is applied when determining the values to use for the remaining settings: action, subscriber-notification and alarm. The value that is used is the one specified by the lowest-numbered enabled attack detector that has a configured value for the attack type. If none exists, the configuration of the default attack detector is used.

Use the following commands to configure and enable attack detection:

- [no] attack-filter protocol <protocol> attack-direction <direction>
- attack-detector (default|<number>) protocol <protocol> attack-direction <direction> side <side> action <action> [open-flows <number> suspected-flows-rate <number> suspected-flows-ratio <number>]
- attack-detector (default|<number>) protocol <protocol> attack-direction <direction> side <side> (notify-subscriber|dont-notify-subscriber)
- attack-detector (default|<number>) protocol <protocol> attack-direction <direction> side <side> (alarm|no-alarm)
- default attack-detector (default|<number>) protocol <protocol> attack-direction <direction> side <side>
- default attack-detector default
- default attack-detector <number>
- default attack-detector (all-numbered|all)
- attack-detector <number> access-list comment
- attack-detector <number> (TCP-dest-ports|UDP-dest-ports) (all|(<port1> [<port2 ...]))
- [no] attack-filter subscriber-notification ports <port1>



#### Note

All the above CLI commands are line interface configuration commands. You must enter line interface configuration mode and see the *SCE(config if)#* prompt displayed.

## Enabling Specific-IP Detection

By default, specific-IP detection is enabled for all attack types. You can configure specific IP detection to be enabled or disabled for a specific, defined situation only, depending on the following options:

- For a selected protocol only.
- For TCP and UDP protocols, for only port-based or only port-less detections.
- For a selected attack direction, either for all protocols or for a selected protocol.

The following options are available:

- **protocol** — The specific protocol for which specific IP detection is to be enabled or disabled.
  - Default — all protocols (no protocol specified)
- **attack direction** — Defines whether specific IP detection is enabled or disabled for single sided or dual sided attacks.



- Default — all directions
- **destination port** (TCP and UDP protocols only) — Defines whether specific IP detection is enabled or disabled for port-based or port-less detections.
  - Default — both port-based or port-less
- Use the "no" form of the command to disable the configured specific-IP detection.

To enable specific-IP detection, complete the following steps:

---

From the *SCE*(config if)# prompt, type **attack-filter [protocol ((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP | other) ] [attack-direction (single-side-source/single-side-destination/single-side-both/dual-sided/all)]** and press **Enter**.

---

To enable specific-IP detection for the TCP protocol only for all attack directions:

---

From the *SCE*(config if)# prompt, type **attack-filter protocol TCP** and press **Enter**.

---

To enable specific-IP detection for the TCP protocol for port-based detections only for all attack directions:

---

From the *SCE*(config if)# prompt, type **attack-filter protocol TCP dest-port specific** and press **Enter**.

---

To enable specific-IP detection for the TCP protocol for port-based detections only for dual-sided attacks:

---

From the *SCE*(config if)# prompt, type **attack-filter protocol TCP dest-port specific attack-direction dual-sided** and press **Enter**.

---

To disable specific-IP detection for all protocols other than TCP, UDP, and ICMP for all attack directions:

---

From the *SCE*(`config if`)# prompt, type **no attack-filter protocol other** and press **Enter**.

---

To disable specific-IP detection for the ICMP protocol for single-sided attacks defined by the source IP:

---

From the *SCE*(`config if`)# prompt, type **no attack-filter protocol ICMP attack-direction single-side-source** and press **Enter**.

---

## Default Attack Detector

Use these commands to configure the values for the default attack detector for the following parameters:

- Attack handling action
- Thresholds
- Subscriber notification
- Sending an SNMP trap

If a specific attack detector is defined for a particular attack type, it will override the configured default attack detector.

The default values for the default attack detector are:

- Action — Report
- Thresholds — Varies according to the attack type
- Subscriber notification — Disabled
- Sending an SNMP trap — Disabled

The following options are available:

- **attack-detector** — The attack detector being configured; in this case, the default attack detector.
- **protocol** — Defines the protocol to which the default attack detector applies.
- **attack direction** — Defines whether the default attack detector applies to single sided or dual sided attacks.
- **destination port** {TCP and UDP protocols only} — Defines whether the default attack detector applies to port-based or port-less detections.

- **side** — Defines whether the default attack detector applies to attacks originating at the subscriber or network side.
- **action** — Default action:
  - **report** (default) — Report beginning and end of the attack by writing to the attack-log.
  - **block** — Block all further flows that are part of this attack, the SCE platform drops the packets.
- **Thresholds:**
  - **open-flows-rate** — Default threshold for rate of open flows.
  - **suspected-flows-rate** — Default threshold for rate of suspected DDoS flows.
  - **suspected-flows-ratio** — Default threshold for ratio of suspected flow rate to open flow rate.
- Use the appropriate keyword to enable or disable subscriber notification by default:
  - **notify-subscriber** — Enable subscriber notification.
  - **dont-notify-subscriber** — Disable subscriber notification.
- Use the appropriate keyword to enable or disable sending an SNMP trap by default:
  - **alarm** — Enable sending an SNMP trap.
  - **no-alarm** — Disable sending an SNMP trap.

To define the default action and optionally the default thresholds, complete the following steps:

---

**Step 1** From the *SCE*(*config if*)# prompt, type **attack-detector default protocol** *((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP|other|all) attack-direction (single-side-source/single-side-destination/single-side-both/dual-sided/all) side (subscriber/network/both) [action (report/block)] [open-flows-rate <number> suspected-flows-rate <number> suspected-flows-ratio <number>]* and press **Enter**.

Use the following command to enable or disable subscriber notification by default.

**Step 2** From the *SCE*(*config if*)# prompt, type **attack-detector default protocol** *((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP|other|all) attack-direction (single-side-source/single-side-destination/single-side-both/dual-sided/all) side (subscriber/network/both) (notify-subscriber/dont-notify-subscriber)* and press **Enter**.

Use the following command to enable or disable sending an SNMP trap by default.

**Step 3** From the *SCE*(*config if*)# prompt, type **attack-detector default protocol** *(single-side-source/single-side-destination/single-side-both/dual-sided/all) side (subscriber/network/both) (alarm/no-alarm)* and press **Enter**.

---

Use the following command to delete user-defined default values for action, thresholds, subscriber notification, and sending an SNMP trap for a selected set of attack types, and reinstate the system defaults.

To reinstate the system defaults for a selected set of attack types, complete the following steps:

---

```
From the SCE(config if)# prompt, type default attack-detector default protocol (((TCP-port-list|UDP-port-list) [port (specific/not-specific/both)])|ICMP|other|all) attack-direction (single-side-source/single-side-destination/single-side-both/dual-sided/all) side (subscriber/network/both) and press Enter.
```

---

To reinstate the system defaults for all attack types, complete the following steps:

---

```
From the SCE(config if)# prompt, type default attack-detector default and press Enter.
```

---

## Specific Attack Detectors

A specific attack detector may be configured for each possible combination of protocol, attack direction, and side. The SCE platform supports a maximum of 100 attack detectors. Each attack detector is identified by a number (1-100). Each detector can be either disabled (default) or enabled. An enabled attack detector must be configured with the following parameters:

- **access-list** — The number of the Access-Control List (ACL) associated with the specified attack detector. The ACL identifies the IP addresses selected by this detector. (See [Access Control Lists](#) ("Configuring Access Control Lists (ACLs)" on page 5-25).)
  - For dual-ip detections, the destination IP address is used for matching with the ACL.
  - Use the "none" keyword to indicate that all IP addresses are permitted by this attack-detector.

This option is useful when using the command to define a port list, and the desired configuration should be set for all IP addresses.

- **comment** — For documentation purposes.

In addition, an enabled attack detector may contain the following settings:

- **TCP-port-list/UDP-port-list** — Destination port list for the specified protocol. TCP and UDP protocols may be configured for specified ports only. This is the list of specified destination ports per protocol.

Up to 15 different TCP port numbers and 15 different UDP port numbers can be specified.

Configuring a TCP/UDP port list for a given attack detector affects only attack types that have the same protocol (TCP/UDP) and are port-based (i.e. detect a specific destination port). Settings for other attack types are not affected by the configured port list(s).

The following settings are configurable for each attack type in each attack detector. Each setting can either be in a 'not configured' state (which is the default), or be configured with a specific value.

- **action** — Action:
  - **report** (default) — Report beginning and end of the attack by writing to the attack-log.
  - **block** — Block all further flows that are part of this attack, the SCE platform drops the packets.
- **Thresholds:**
  - **open-flows-rate** — Threshold for rate of open flows.
  - **suspected-flows-rate** — Threshold for rate of suspected DDoS flows.
  - **suspected-flows-ratio** — Threshold for ratio of suspected flow rate to open flow rate.
- Use the appropriate keyword to enable or disable subscriber notification:
  - **notify-subscriber** — Enable subscriber notification.
  - **dont-notify-subscriber** — Disable subscriber notification.
- Use the appropriate keyword to enable or disable sending an SNMP trap:
  - **alarm** — Enable sending an SNMP trap.
  - **no-alarm** — Disable sending an SNMP trap.

Use these commands to define thresholds, actions, subscriber notification setting, and sending an SNMP trap for a specific attack detector for selected set of attack types.

To enable a specific attack detector and assign it an ACL, complete the following steps:

---

```
From the SCE(config if)# prompt, type attack-detector <number> access-list
(<number>/none) comment <comment> and press Enter.
```

---

To define action and optionally thresholds for a specific attack detector, complete the following steps:

---

From the *SCE*(config if)# prompt, type **attack-detector** <number> **protocol** (((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP | other | all) **attack-direction** (single-side-source/single-side-destination/single-side-both/dual-sided/all) **side** (subscriber/network/both) [**action** (report/block)] [**open-flows-rate** <number> **suspected-flows-rate** <number> **suspected-flows-ratio** <number>] and press **Enter**.

---

Use the following command to set the subscriber notification setting for a given attack detector and selected set of attack types.

To define the subscriber notification setting for a specific attack detector and a selected set of attack types, complete the following steps:

---

From the *SCE*(config if)# prompt, type **attack-detector** <number> **protocol** (((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP | other | all) **attack-direction** (single-side-source/single-side-destination/single-side-both/dual-sided/all) **side** (subscriber/network/both) (notify-subscriber/dont-notify-subscriber) and press **Enter**.

---

Use the following command to enable or disable sending an SNMP trap for a given attack detector and selected set of attack types.

To define the SNMP trap setting for a specific attack detector and selected set of attack types, complete the following steps:

---

From the *SCE*(config if)# prompt, type **attack-detector** <number> **protocol** (((TCP|UDP) [dest-port (specific/not-specific/both)] | ICMP | other | all) **attack-direction** (single-side-source/single-side-destination/single-side-both/dual-sided/all) **side** (subscriber/network/both) (alarm/no-alarm) and press **Enter**.

---

Use the following command to define the list of destination ports for specific port detections for TCP or UDP protocols.

To define the list of destination ports for TCP or UDP protocols for a specific attack detector, complete the following steps:

---

From the *SCE*(config if)# prompt, type **attack-detector** *<number>* (**TCP-port-list/UDP-port-list**) (*all/(<port1> [<port2> ...]*) and press **Enter**.

---

Use the following command to remove settings of action, thresholds, subscriber notification, and sending an SNMP trap for a specific attack detector and selected set of attack types.

Removing these settings for a given attack type restores them to the default 'not configured' state, which means that the attack detector does not take part in determining the response for attacks of this attack type.

To delete user-defined values for a selected set of attack types, complete the following steps:

---

From the *SCE*(config if)# prompt, type **default attack-detector** *<number>* **protocol** (((**TCP|UDP**) [**dest-port** (*specific/non-specific/both*)])|**ICMP|other|all**) **attack-direction** (*single-side-source/single-side-destination/single-side-both/dual-sided/all*) **side** (*subscriber/network/both*) and press **Enter**.

---

To disable a specific attack detector, configuring it to use the default action, threshold values and subscriber notification for all protocols, attack directions and sides, complete the following steps:

---

From the *SCE*(config if)# prompt, type **default attack-detector** *<number>* and press **Enter**.

---

To disable all non-default attack detectors, configuring them to use the default values, complete the following steps:

---

From the *SCE*(config if)# prompt, type **default attack-detector all-numbered** and press **Enter**.

---

To configuring attack detectors, both the default and all specific attack detectors, to use the default values, complete the following steps:

---

From the **SCE(config if)#** prompt, type **default attack-detector all** and press **Enter**.

---

## Sample Attack Detector Configuration

The following configuration changes the default user threshold values used for detecting ICMP attacks, and configures an attack-detector with high thresholds for UDP attacks, preventing false detections of two DNS servers (10.1.1.10 and 10.1.1.13) as being attacked.

```
(First enter the linecard interface configuration mode)
SCE(config)# interface linecard 0

(Configure the default ICMP threshold and action.)
SCE(config if)# attack-detector default protocol ICMP attack-direction
single-side-source action report open-flow-rate 1000 suspected-flows-rate
100 suspected-flows-ratio 10

(Enable attack detector #1, assign ACL #3 to it, and define the list of UDP destination ports
with one port, port 53.)
SCE(config if)# attack-detector 1 access-list 3 UDP-ports-list 53 comment
"DNS servers"

(Define the thresholds and action for attack detector #1)
SCE(config if)# attack-detector 1 protocol UDP dest-port specific attack-
direction single-side-destination action report open-flow-rate 1000000
suspected-flows-rate 1000000

(Enable subscriber notification for attack detector #1)
SCE(config if)# attack-detector 1 protocol UDP dest-port specific attack-
direction single-side-destination side subscriber notify-subscriber

(Exit the linecard interface configuration mode)
SCE(config if)# exit

(Define the ACL)
SCE(config)# access-list 3 permit 10.1.1.10
SCE(config)# access-list 3 permit 10.1.1.13
```



## Configuring Subscriber Notifications

Subscriber notification is a capability used- for notifying a subscriber in real-time about current attacks involving IP addresses mapped to that subscriber. Subscriber notification is configured on a per-attack-detector level, as explained above, and must also be enabled and configured by the application loaded to the SCE platform, as explained in the appropriate Service Control Application user guide.

In the current solutions, the SCE Platform notifies the subscriber about the attack by redirecting HTTP flows originating from the subscriber to the service provider's server, that should notify the subscriber that he is under attack. This raises a question regarding TCP attacks originating from the subscriber that are configured with *block* action. Such attacks cannot normally be notified to the subscriber using HTTP redirection, since all HTTP flows originating from the subscriber are TCP flows, and they are therefore blocked along with all other attack flows. In order to enable effective use of HTTP redirect, there is a CLI command that prevents blocking of TCP flows originating from the subscriber to a specified TCP port, even when the above scenario occurs.

### Subscriber Notification Ports

You can define a port to be used as the subscriber notification port. The attack filter will never block TCP traffic from the subscriber side of the SCE platform to this port, leaving it always available for subscriber notification.

To define the subscriber notification port, complete the following steps:

---

```
From the SCE (config if) # prompt, type attack-filter subscriber-  
notification ports <port> and press Enter.
```

---

To remove the subscriber notification port, complete the following steps:

---

```
From the SCE (config if) # prompt, type no attack-filter subscriber-  
notification ports and press Enter.
```

---

## Preventing and Forcing Attack Detection

After configuring the attack detectors, the SCE platform automatically detects attacks and handles them according to the configuration. However, there are scenarios in which a manual intervention is desired, either for debug purposes, or because it is not trivial to reconfigure the SCE platform attack-detectors properly. For example:

- The SCE platform has detected an attack, but the user knows this to be a false alarm. The proper action that should be taken by the user is to configure the system with higher thresholds (for the whole IP range, or maybe for specific IP addresses or ports). However, this might take time, and, if attack handling is specified as 'Block', the user may wish to stop the block action for this specific attack quickly, leaving the configuration changes for a future time when there is time to plan the needed changes properly.

Use the `dont-filter` command described below for this type of case.

- An ISP is informed that one of his subscribers is being attacked by a UDP attack from the network side. The ISP wants to protect the subscriber from this attack by blocking all UDP traffic to the subscriber, but unfortunately the SCE platform did not recognize the attack. (Alternatively, it could be that the attack was recognized, but the configured action was 'report' and not 'block').

Use the `force-filter` command described below for this type of case.

The user can use the CLI attack filtering commands to do the following:

- Configure a `dont-filter` command to prevent or stop filtering of an attack related to a specified IP address
- Configure a `force-filter` command to force filtering (with a specific action) of an attack related to a specified IP address

Use the following commands to either force or prevent attack filtering:

- `[no] attack-filter dont-filter`
- `[no] attack-filter force-filter`

## Preventing Attack Filtering

Attack filtering can be prevented for a specified IP address and attack type by executing a **dont-filter** CLI command. If filtering is already in process, it will be stopped. When attack filtering has been stopped, it remains stopped until explicitly restored by another CLI command (either **force-filter** or **no dont-filter**).

To configure a dont-filter setting for a specified situation:

---

```
From the SCE(config if)# prompt, type attack-filter dont-filter protocol
((TCP|UDP) [dest-port (<port-number>/not-specific)]|ICMP|other)
attack-direction (((single-side-source/single-side-destination/
```

*single-side-both)* ip <IP-address>)|(dual-sided source-ip <IP-address> destination-ip <IP-address>)) **side** (subscriber/network/both) and press **Enter**.

---

To remove a dont-filter configuration for a specified situation:

---

```
From the SCE(config if)# prompt, type no attack-filter dont-filter
protocol (((TCP|UDP) [dest-port (<port-number>/not-specific)]|ICMP|other)
attack-direction (((single-side-source/single-side-destination/
```

*single-side-both)* ip <IP-address>)|(dual-sided source-ip <IP-address> destination-ip <IP-address>)) **side** (subscriber/network/both) and press **Enter**.

---

To remove all dont-filter configurations:

---

```
From the SCE(config if)# prompt, type no attack-filter dont-filter all
and press Enter.
```

---

## Forcing Attack Filtering

Attack filtering can be forced for a specified IP address/protocol. If filtering is already in process, it will be stopped. Forced attack filtering will continue until undone by an explicit CLI command (either **no force-filter** or **dont-filter**).

To configure a force-filter setting for a specified situation:

---

```
From the SCE(config if)# prompt, type attack-filter force-filter action
(report|block) protocol (((TCP|UDP) [dest-port (<port-number>|not-
specific))|ICMP|other) attack-direction (((single-side-
source|single-side-destination|single-side-both) ip <IP-
address>)| (dual-sided source-ip <IP-address> destination-ip <IP-
address>)) side (subscriber|network|both) [notify-subscriber] and
press Enter.
```

---

To remove a force-filter configuration for a specified situation:

---

```
From the SCE(config if)# prompt, type no attack-filter force-filter
protocol (((TCP|UDP) [dest-port (<port-number>|not-
specific))|ICMP|other) attack-direction (((single-side-
source|single-side-destination|single-side-both) ip <IP-
address>)| (dual-sided source-ip <IP-address> destination-ip <IP-
address>)) side (subscriber|network|both) and press Enter.
```

---

To remove all force-filter configurations:

---

```
From the SCE(config if)# prompt, type no attack-filter force-filter all
and press Enter.
```

---

## Monitoring Attack Filtering

Use these commands to monitor attack detection and filtering:

- `show interface linecard 0 attack-detector`
- `show interface linecard 0 attack-filter`
- `show interface linecard 0 attack-filter query`
- `show interface linecard 0 attack-filter current-attacks`
- `show interface linecard 0 attack-filter dont-filter`
- `show interface linecard 0 attack-filter force-filter`
- `show interface linecard 0 attack-filter subscriber-notification ports`



---

**Note**

All the above CLI commands are viewer commands. You must see the *SCE>* prompt displayed.

---

To display a specified attack detector configuration:

---

From the *SCE#* prompt, type **show interface linecard 0 attack-detector <number>** and press **Enter**.

---

**EXAMPLE**

```
SCE#>show interface LineCard 0 attack-detector 1
Detector #1:
Comment: 'Sample'
Access-list: 1
Effective only for TCP port(s) 21,23,80
Effective for all UDP ports
```

Protocol  Alarm	Side	Direction	Action	Thresholds			Sub- notif
				Open flows rate	Ddos-Suspected flows rate	flows ratio	
-	-	-	-	-	-	-	-
TCP	net.	source-only					
TCP	net.	dest-only					
TCP	sub.	source-only					
TCP	sub.	dest-only					
TCP	net.	source+dest					
TCP	sub.	source+dest					
TCP+port	net.	source-only	Block				Yes
TCP+port	net.	dest-only					
TCP+port	sub.	source-only	Block				Yes
TCP+port	sub.	dest-only					
TCP+port	net.	source+dest					
TCP+port	sub.	source+dest					
UDP	net.	source-only					
UDP	net.	dest-only					
UDP	sub.	source-only					
UDP	sub.	dest-only					
UDP	net.	source+dest					
UDP	sub.	source+dest					
UDP+port	net.	source-only					
UDP+port	net.	dest-only					
UDP+port	sub.	source-only					
UDP+port	sub.	dest-only					
UDP+port	net.	source+dest					
UDP+port	sub.	source+dest					
ICMP	net.	source-only					
ICMP	net.	dest-only					
ICMP	sub.	source-only					Yes
ICMP	sub.	dest-only					
other	net.	source-only					
other	net.	dest-only					
other	sub.	source-only					
other	sub.	dest-only					

Empty fields indicate that no value is set and configuration from the default attack detector is used.

```
SCE#>
```

To display the default attack detector configuration:

---

From the **SCE#** prompt, type **show interface linecard 0 attack-detector default** and press **Enter**.

---

**EXAMPLE**

```
SCE#>show interface LineCard 0 attack-detector default
Default detector:
```

Protocol Alarm	Side	Direction	Action	Thresholds			Sub-	notif
				Open flows rate	Ddos-Suspected flows rate	flows ratio		
-								
TCP	net.	source-only	Report	1000	500	50	No	No
TCP	net.	dest-only	Report	1000	500	50	No	No
TCP	sub.	source-only	Report	1000	500	50	No	No
TCP	sub.	dest-only	Report	1000	500	50	No	No
TCP	net.	source+dest	Report	100	50	50	No	No
TCP	sub.	source+dest	Report	100	50	50	No	No
TCP+port	net.	source-only	Report	1000	500	50	No	No
TCP+port	net.	dest-only	Report	1000	500	50	No	No
TCP+port	sub.	source-only	Report	1000	500	50	No	No
TCP+port	sub.	dest-only	Report	1000	500	50	No	No
TCP+port	net.	source+dest	Report	100	50	50	No	No
TCP+port	sub.	source+dest	Report	100	50	50	No	No
UDP	net.	source-only	Report	1000	500	50	No	No
UDP	net.	dest-only	Report	1000	500	50	No	No
UDP	sub.	source-only	Report	1000	500	50	No	No
UDP	sub.	dest-only	Report	1000	500	50	No	No
UDP	net.	source+dest	Report	100	50	50	No	No
UDP	sub.	source+dest	Report	100	50	50	No	No
UDP+port	net.	source-only	Report	1000	500	50	No	No
UDP+port	net.	dest-only	Report	1000	500	50	No	No
UDP+port	sub.	source-only	Report	1000	500	50	No	No
UDP+port	sub.	dest-only	Report	1000	500	50	No	No
UDP+port	net.	source+dest	Report	100	50	50	No	No
UDP+port	sub.	source+dest	Report	100	50	50	No	No
ICMP	net.	source-only	Report	500	250	50	No	No
ICMP	net.	dest-only	Report	500	250	50	No	No
ICMP	sub.	source-only	Report	500	250	50	No	No
ICMP	sub.	dest-only	Report	500	250	50	No	No
other	net.	source-only	Report	500	250	50	No	No
other	net.	dest-only	Report	500	250	50	No	No
other	sub.	source-only	Report	500	250	50	No	No
other	sub.	dest-only	Report	500	250	50	No	No

```
SCE#>
```

To display all attack detector configurations:

---

From the *SCE#* prompt, type **show interface linecard 0 attack-detector all** and press **Enter**.

---

To display the attack filter state (enabled or disabled):

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter** and press **Enter**.

---

#### EXAMPLE

```
SCE#>show interface LineCard 0 attack-filter
Enabled state :
-----

Protocol | Direction | State
-----|-----|-----
TCP      | source-only | enabled
TCP      | dest-only  | enabled
TCP      | dest+source | enabled
TCP+port | source-only | enabled
TCP+port | dest-only  | enabled
TCP+port | dest+source | enabled
UDP      | source-only | enabled
UDP      | dest-only  | enabled
UDP      | dest+source | enabled
UDP+port | source-only | enabled
UDP+port | dest-only  | enabled
UDP+port | dest+source | enabled
ICMP     | source-only | enabled
ICMP     | dest-only  | enabled
other    | source-only | enabled
other    | dest-only  | enabled
SCE#>
```

To display the configured threshold values and actions a specified IP address (and port), taking into account the various specific attack detector access list configurations:

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter query ((single-sided ip <IP-address>)|(dual-sided source-IP <IP-address> destination-IP <IP-address>)) [dest-port <port-number>] configured** and press **Enter**.

---



**EXAMPLE 1**

```
SCE#>show interface linacard 0 attack-filter query single-sided ip 10.1.1.1
configured
```

Protocol	Side	Dir.	Action	Thresholds			dont-	force-	Sub-
Alarm				Open flows	Ddos-Susp.	flows	filter	filter	notif
				rate	rate	ratio			
-----	----	----	-----	-----	-----	-----	-----	-----	-----
TCP	net.	src.	Report	1000	500	50	No	No	No
No									
TCP	net.	dst.	Report	1000	500	50	No	No	No
No									
TCP	sub.	src.	Report	1000	500	50	No	No	No
No									
TCP	sub.	dst.	Report	1000	500	50	No	No	No
No									
UDP	net.	src.	Report	1000	500	50	No	No	No
No									
UDP	net.	dst.	Report	1000	500	50	No	No	No
No									
UDP	sub.	src.	Report	1000	500	50	No	No	No
No									
UDP	sub.	dst.	Report	1000	500	50	No	No	No
No									
ICMP	net.	src.	Report	500	250	50	No	No	No
No									
ICMP	net.	dst.	Report	500	250	50	No	No	No
No									
ICMP	sub.	src.	Report	500	250	50	No	No	Yes
No									
ICMP	sub.	dst.	Report	500	250	50	No	No	(1)
No									
other	net.	src.	Report	500	250	50	No	No	No
No									
other	net.	dst.	Report	500	250	50	No	No	No
No									
other	sub.	src.	Report	500	250	50	No	No	No
No									
other	sub.	dst.	Report	500	250	50	No	No	No
No									

(N) below a value means that the value is set through attack-detector #N.  
SCE#>

**EXAMPLE 2**

```
SCE#>show interface linacard 0 attack-filter query single-sided ip 10.1.1.1
dest-port 21 configured
```

Protocol	Side	Dir.	Action	Thresholds			dont-	force-	Sub-
Alarm				Open flows	Ddos-Susp.	flows	filter	filter	notif
				rate	rate	ratio			
-----	----	----	-----	-----	-----	-----	-----	-----	-----
TCP+port	net.	src.	Block	1000	500	50	No	No	No
Yes									
(1)			(1)						
TCP+port	net.	dst.	Report	1000	500	50	No	No	No

## Monitoring Attack Filtering

```

No
TCP+port | sub. | src. | Block | 1000 | 500 | 50 | No | No | No |
Yes
      |   |   | (1) |   |   |   |   |   |   |
(1)
TCP+port | sub. | dst. | Report | 1000 | 500 | 50 | No | No | No |
No
UDP+port | net. | src. | Report | 1000 | 500 | 50 | No | No | No |
No
UDP+port | net. | dst. | Report | 1000 | 500 | 50 | No | No | No |
No
UDP+port | sub. | src. | Report | 1000 | 500 | 50 | No | No | No |
No
UDP+port | sub. | dst. | Report | 1000 | 500 | 50 | No | No | No |
No

```

(N) below a value means that the value is set through attack-detector #N.  
SCE#>

To display the current counters for the attack detector for attack types for a specified IP address:

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter query ((single-sided ip <IP-address>)|(dual-sided source-IP <IP-address> destination-IP <IP-address>)) [dest-port <port-number>] current** and press **Enter**.

---

To display all currently handled attacks

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter current-attacks** and press **Enter**.

---

To display all existing force-filter settings

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter force-filter** and press **Enter**.

---

To display all existing dont-filter settings

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter dont-filter** and press **Enter**.

---

To display the list of ports selected for subscriber notification

---

From the *SCE#* prompt, type **show interface linecard 0 attack-filter subscriber-notification ports** and press **Enter**.

---

## Viewing the Attack Log

The attack-log contains a message for each specific-IP detection of attack beginning and attack end. Messages are in CSV format.

The message for detecting attack beginning contains the following data:

- IP address (Pair of addresses, if detected)
- Protocol
- Port number (If detected)
- Attack-direction (Attack-source or Attack-destination)
- Interface of IP address (subscriber or network)
- Open-flows-rate, suspected-flows-rate and suspected-flows-ratio at the time of attack detection
- Threshold values for the detection
- Action taken

The message for detecting attack end contains the following data:

- IP address (Pair of addresses, if detected)
- Protocol
- Port number (If detected)
- Attack-direction (Attack-source or Attack-destination)
- Interface of IP address
- Amount of attack flows reported/blocked
- Action taken

As with other log files, there are two attack log files. Attack events are written to one of these files until it reaches maximum capacity, at which point the events logged in that file are then temporarily archived. New attack events are then automatically logged to the alternate log file. When the second log file reaches maximum capacity, the system then reverts to logging events to the first log file, thus overwriting the temporarily archived information stored in that file.

The following SNMP trap indicates that the attack log is full and a new log file has been opened

- ST\_LINE\_ATTACK\_LOG\_IS\_FULL

**Note**

---

When the attack log is large, it is not recommended to display it. Copy a large log to a file to view it.

---

To view the attack log, complete the following steps:

---

From the *SCE#* prompt, type `more line-attack-log` and press **Enter**.

The attack log is displayed, followed by the *SCE#* prompt.

---

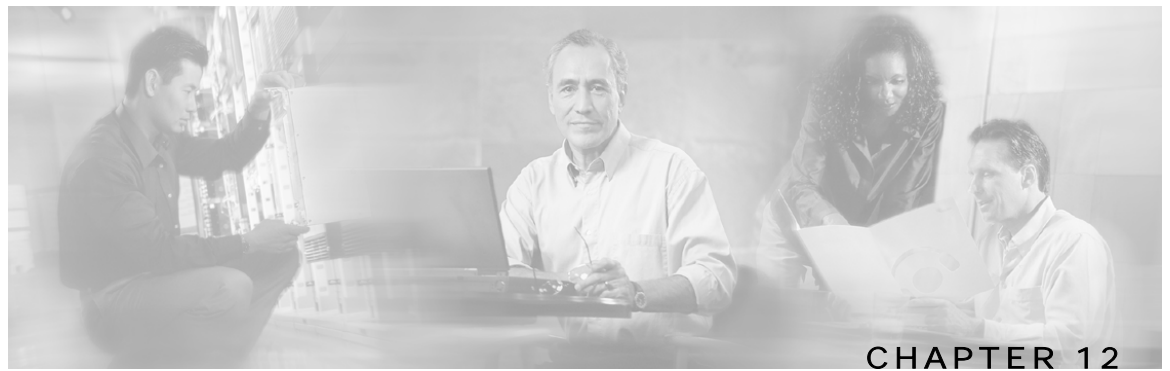
To copy the attack log to a file, complete the following steps:

---

From the *SCE#* prompt, type `more line-attack-log redirect <file-name>` and press **Enter**.

The attack log is copied to the selected file name.

---



## Value Added Services (VAS) Traffic Forwarding

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This chapter contains the following sections:

- [VAS Traffic Forwarding Overview](#) 12-2
- [How VAS Traffic Forwarding Works](#) 12-3
- [VAS Redundancy](#) 12-8
- [VAS Status and VAS Health Check](#) 12-9
- [VAS Traffic Forwarding Topologies](#) 12-11
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## VAS Traffic Forwarding Overview

With every new SCA BB release, the classification and control of new services is supported. The VAS integration capability enables classification and control of services not currently supported by SCA BB. The concept behind this capability enables the solution to use an external “expert system” for classification and control of the service traffic. Using this capability, the service provider can choose to forward selected flows to an external, third-party solution for per-subscriber value-added functionality. Possible use cases for this functionality would be intrusion detection and content-filtering. These value added services are provided on top of the services and functions of the SCA BB solution.

The VAS feature enables the user to divert a specified part of the traffic streams to an individual VAS server or appliance, or a cluster of them. The diversion is based on the subscriber package, flow type and the availability of the VAS servers. This capability also delivers a load balancing function for even distribution of the load on the various VAS servers.

The solution provides support for multiple VAS service types using different VAS Server Groups. Several servers of the same type can be deployed to increase the total capacity and resiliency.

The SCE platform performs subscriber load sharing between the active servers of the same Server Group. It is able to identify the active servers among the defined servers through a dedicated Health Check mechanism.

## VAS Service Goals

The VAS traffic forwarding functionality allows the Service Control solution to meet a number of important service goals:

- Allows service providers to provide a range of Value Added Services to their subscribers, thus increasing customer satisfaction.
- Allows the SCE platform to forward part of the traffic to third party devices that can provide additional, complementary services.

The SCE platform, due to its strong classification capabilities, forwards only the part of the traffic that should get the additional service:

- Based on subscriber awareness
- Based on the policy that was configured
- Allows the Service Control solution to include Value Added Servers that cannot be deployed inline for various reasons (for example, cannot support throughput or are not carrier grade for inline insertion).
- Provides easy interoperability and flexibility for setting different services.

Since the VAS feature emulates a regular IP network for the third party devices, no special support is required on their part.

## How VAS Traffic Forwarding Works

Subscribers are provisioned to the VAS services as part of the normal provisioning process of new subscribers to SCA BB.

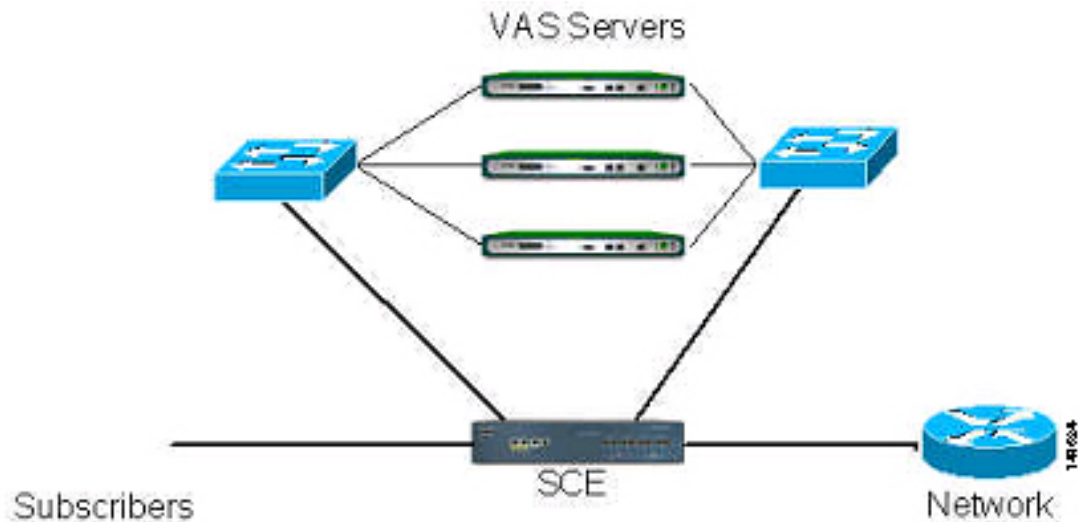
When VAS traffic forwarding is enabled, in addition to all its basic functions, the SCA BB application classifies each flow as either a VAS flow or as a standard flow (non-VAS flow).

Flows that were classified to a VAS service get the usual SCA BB service, as well as being forwarded to the VAS servers for additional service.

Logically, “VAS engine” is upstream of “SCA engine”, meaning upstream traffic is first processed by the SCA BB application, downstream is first processed by the VAS server.

Routing the traffic to the VAS servers is done by using VLAN tags.

Figure 12-1: Value Added Services Solution Overview



Important information:

- A single SCE platform can support up to eight VAS servers.
- A maximum of 512 SCE platforms can be connected.
- The same VAS server may be used by more than one SCE platform.
- The VAS traffic forwarding feature is supported on the SCE 2000 4xGBE platform only.

The following sections provide a more detailed description of the following aspects of VAS traffic forwarding:

- VLAN tags for VAS traffic forwarding
- VAS data flow
- Load balancing

## VAS Traffic Forwarding and SCA BB

When VAS traffic forwarding is enabled, in addition to all its basic functions, the SCA BB application classifies each flow as either a VAS flow or as a standard flow (non-VAS flow). This classification is made on the first packet of the flow (e.g. TCP SYN packet). The classification must be performed on the very first packet since the classification is used to select the routing of the packet to a VAS server or to the subscriber/network.

VAS traffic forwarding rules are configured through the SCA-BB console. These rules map certain traffic to the VAS Server Groups. When a flow is classified as a VAS flow, the VAS Server Group for this flow is selected. If the group includes more than one VAS server, traffic will be forwarded in such a way that the subscriber load is shared between the servers on the same group.

The mapping of traffic portions to VAS Server Groups is done through the standard SCA GUI, this definition is given per package

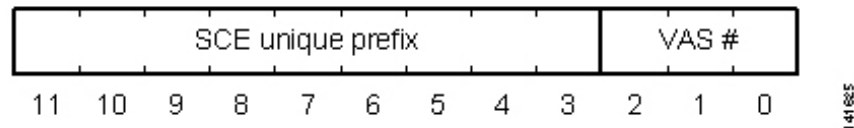
## VLAN Tags for VAS Traffic Forwarding

The traffic is routed between the SCE platform and the VAS servers by VLANs. There is a unique VLAN tag for each SCE platform/VAS server combination.

Before being forwarded to the VAS servers, the SCE platform adds the VLAN tag to the original traffic. When the traffic returns to the SCE platform, the SCE platform removes the VLAN tag it previously added, and then forwards the traffic on its original link.

The VLAN tag to be used for each VAS server is configured by the user. To preserve consistency of the traffic flow, the VAS solution requires the user to configure a unique VLAN tag for each SCE platform/VAS server combination.

The VLAN tag format is shown in the figure below.



The VLAN tag has twelve bits, divided as follows:

- The lower three bits identify the VAS server.
- The higher nine bits identify the SCE platform.

For example:

- 0x20 = 100 000 = SCE #4, VAS #0
- 0x21 = 100 001 = SCE #4, VAS #1
- 0x58 = 1101 000 = SCE #13, VAS #0

Observe the following for the nine bits that identify the SCE platform:

- These nine bits must be the same for all VAS servers attached to a specific SCE platform.
- These nine bits must be different for VAS servers attached to different SCE platforms.

Examples of valid VLAN tag ranges for an SCE platform:

- 0x20, 0x21 – 0x27, but not 0x33



- 0x58,0x59 – 0x5F, but not 0x26

The SCE platform enforces that the VLAN tags configured by the user keep this format, meaning that the lower three bits match the VAS server number for which the VLAN tag is configured and that the higher nine bits match the higher nine bits previously configured for other VAS servers on this SCE platform. However, the SCE platform is not aware of the configuration of other SCE platforms, and therefore it is the responsibility of the user to configure a unique nine bits (SCE id) for each SCE platform.

Note that the use of VLAN tags is an integral part of the VAS solution, and therefore requires the VAS device to be able to work in 802.1q trunk while preserving the VLAN information.

## Service Flow

The mapping of traffic portions to VAS Server Groups is done through the standard SCA GUI, this definition is given per package.

The SCE platform classifies a flow to a VAS Server Group based on the subscriber package and the TCP/UDP ports of the flow. It then selects one server within this group to handle the flow.

The SCE platform performs load sharing between multiple VAS servers belonging to the same Server Group; the balance is based on subscriber load. In other words, the SCE platform ensures that the subscribers are evenly distributed between the VAS servers in the same group. Note that the mapping of subscriber to a VAS server (per group) is kept even when servers are added or removed from the group either due to configuration changes or changes in the operational status of the servers in the group. The mapping will change only if the same server changes its status.

The following paragraphs explain in more details when and how the mapping is changed.

## Data Flow

In a deployment using VAS traffic forwarding, there are two types of data flows:

- Non-VAS flow
- VAS flow

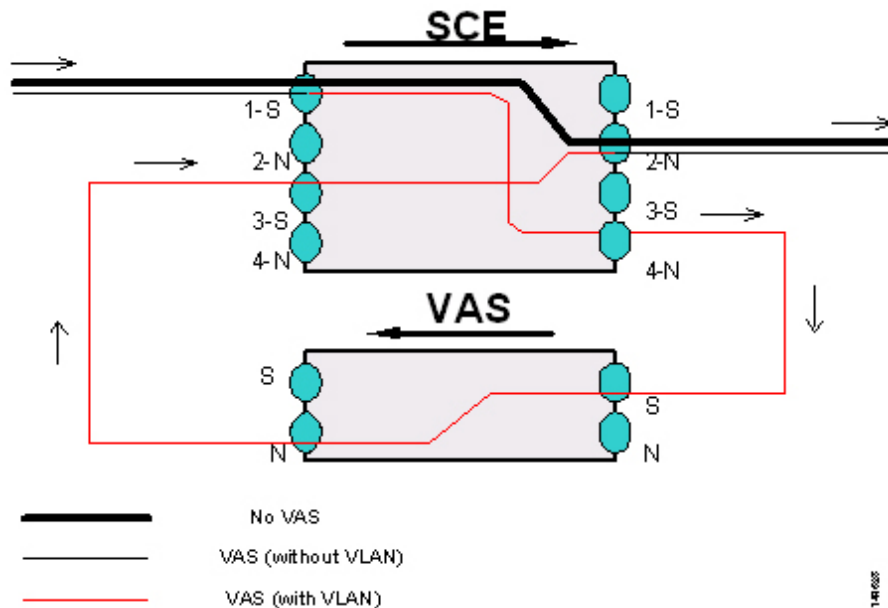
The following figure depicts the two types of data flows running through a single SCE platform and a single VAS server.

- Ports are illustrated as two uni-directional half ports, RX (on the left side) and the TX (on the right side).
  - The SCE platform has four ports.
  - The VAS server has two ports.
- For the sake of illustration, the SCE platform traffic flow direction is left to right while the VAS traffic flow is right to left. The arrow below the name of the element indicates the traffic flow direction.
- The Ethernet switches are omitted.
- Each line represents a flow
  - Thick line is a non-VAS flow
  - Thin line is a VAS flow

- Black line indicates part of a flow that does not have VLAN tag
- Red line indicates part of a flow that has a VLAN tag

This figure illustrates the data flow from the subscriber to the network. Data flow from the network to the subscriber works in exactly the same way, but is received on the network port (N) and transmitted on the subscriber port (S).

Figure 12-2: VAS Data Flow



## Non-VAS Data Flow

The flow steps for a non-VAS flow are:

- A subscriber packet is received at the SCE platform port 1 (S).
- The SCE platform classifies the flow as non-VAS flow.
- The packet is sent to the network on port 2 (N).

## VAS Data Flow

VAS data flow is slightly more complex than the basic data flow. It is received and transmitted in the same manner as the basic non-VAS SCE platform flow, but before it is transmitted to its original destination, it flows through the VAS server.

The flow steps are:

- A subscriber packet is received at the SCE platform port 1 (S).
- The SCE platform classifies the flow as VAS flow.
- The SCE platform adds a VLAN tag to the packet. The VLAN tag is used by the Ethernet switch to route the packet to the proper VAS server.

Note that at this point the packet has a VLAN tag, which is indicated by the red line.

- The packet is sent to the VAS subscriber port from SCE platform port 4 (N).

- The VAS server processes the packets and either drops the packet or sends it back to the SCE platform; from the VAS network port to the SCE platform subscribers port 3 (S).

Note that the VAS server passes the VLAN tag transparently. This is important to enable the Ethernet switch (not shown) to route the packet back to the proper SCE platform.

- The SCE platform receives the packet on port 3 (S), drops the VLAN tag, and passes the packet towards the network through port 2 (N).

## Load Balancing

VAS servers can be grouped logically according to their service type. Consider, for example, a system that requires both FTP caching and virus filtering. A single VAS server for each service might not have enough capacity. Let us say that the system requires five VAS servers, three to provide FTP caching, and two to provide virus filtering. Defining two VAS Server Groups, FTP caching and virus filtering, permits load sharing across the servers for each Server Group.

The VAS Server Group to which the flow should be attached is determined by the package of the subscriber. The selection of a specific VAS server from the VAS servers within this group is based on the current load on each VAS server. The system tries to create an equal subscriber load for all the VAS servers belonging to the same group.

In some cases, a VAS server may be used by more than one SCE platform. Remember that the SCE platform performs load balancing only on the traffic that it sends to the VAS server; it is not aware how much of a load the VAS server may be bearing from a different SCE platform. It is the responsibility of the user to allocate available VAS servers to the SCE platforms in a way that ensures proper total load on each VAS server.

## Load Balancing and Subscribers

The system balances the usage of the VAS servers within a VAS Server Group, trying to create an equal subscriber load for all the VAS servers in one VAS Server Group. The load balancing is subscriber based, meaning that the subscribers are evenly distributed between the servers.

VAS load sharing is subscriber-based rather than bandwidth-based in order to ensure that all the traffic of the subscriber gets to the same server so the server can make subscriber based decisions.

The SCE platform uses the same VAS server for all the traffic of a subscriber (per server group) even if there is a change in the number of active servers in the group. Traffic from a subscriber is assigned to a new server only if the current server becomes inactive. This will only apply on new flows. Flows that were already mapped to a server before it became active will remain attached to it.

The mapping of subscriber to VAS servers not is saved across logouts or SCE platform reload.

## Load Balancing and Subscriber Mode

Since the load balancing is subscribers based, this solution will not work properly in subscriberless mode, as the entire traffic load would be carried only by one VAS server per group.



---

**Note**

Use anonymous mode rather than subscriberless mode with VAS traffic forwarding.

---

In Pull mode, the first flow of the subscriber behaves as configured in the anonymous template. If no anonymous template is configured, such first flows will be processed as defined by the default template. Therefore, the default template should provide a proper package, so these flows will get VAS service.

## VAS Redundancy

The services provided by the VAS servers should be highly available. The failure of a single VAS server should not degrade the total system performance and availability. This requirement must be considered when determining the number of VAS servers necessary for each VAS service.

There are two mechanisms by which the system guarantees the performance and availability of the VAS services:

- Load sharing — The SCE platform distributes the subscribers between all the active VAS servers within a server group
- Monitoring — The SCE platform monitors connectivity with the VAS servers and handles server failure according to the applied configuration.

In addition to failure of an individual VAS server, a complete VAS Server Group is considered to be failed if a defined minimum number of servers are not active.

## VAS Server Failure

The system monitors the health of a VAS server by periodically checking the connectivity between the SCE platform and the VAS server. When the SCE platform fails to establish or maintain a connection to the server within a configurable window of time, the state of the server is considered to be **Down**.

The implications of such state are:

- New logged-in subscribers will be distributed between the other active servers in the group.
- Subscribers that are mapped to this server will be mapped to a new server if they initiate a new flow.
- The Server Group may move to a Failure state if this failure caused the number of active servers in the group go below the minimum configured.

If the connectivity to the server resumes, the state of the server is changed to **Up**. The server returns to the list of active servers and will continue to serve subscribers that were mapped to it before the failure and have not yet been mapped to a new server during the failure time, as well as new subscribers.

## VAS Server Group Failure

For each VAS Server Group, the user can configure the following:

- The minimum number of active servers necessary.
- The action to take in case the actual number of active servers goes below this number.

Note that if the minimum number equals the total number of configured servers, it means there is no redundancy and failure of one server will cause the failure of the whole server group.

When the SCE platform detects that the number of active servers within a group is below the configured minimum, it changes the state of the group to **Failure**. The configured action-on-failure will then be applied to all new flows mapped for that VAS Server Group (existing flows will not be affected.)

There are two possible actions when the VAS Server Group has failed:

- **Block** — all new flows assigned to the failed VAS Server Group will be blocked by the SCE platform.
- **Pass** — all new flows assigned to the failed VAS Server Group will be considered as regular non-VAS flows, and will be processed without VAS service (that is, they will get SCA BB service but not VAS service).

When the number of active servers is above the minimum and the state of the group is changed to Active again, the configured action-on-failure is no longer applied to new flows. However, to maintain the coherency of the network, flows that were Blocked or Passed are not affected by the change in the state of the Server Group.

## Disabling a VAS Server

A VAS server can be disabled for maintenance via the CLI.

No errors are reported on a disabled VAS server. However, if disabling the server reduces the number of active servers to below the minimum number configured for the group, it will bring down the VAS Server Group since a disabled VAS server is equal to a VAS server in a Down state.

Health check is not performed on disabled VAS servers.

## VAS Status and VAS Health Check

In order to manage the VAS redundancy, the SCE platform needs to know the state of each VAS server. The SCE platform performs periodic health checks for all the configured VAS servers. These checks are the basis for VAS redundancy control; they enable the SCE platform to identify and react to VAS server failure, and to check the connectivity of the SCE platform-VAS server before enabling the server to handle traffic.

The health check is performed over the VAS link, the link that connects the SCE platform with the VAS servers. It validates the traffic flow between the SCE platform and the VAS server in both directions through special health check packets generated by the SCE platform.

The health check mechanism does not require special interaction with the VAS device, since the VAS server does not need to answer the health check packets, only to pass them as they are back to the SCE platform. As long as the packets are received by the SCE platform, the VAS server is considered to be alive. Failing to receive the packets back from the VAS server within a pre-defined time window is considered by the SCE platform as a failure of the VAS server and the server status is changed to **Down**.

Important information about the health check packets:

- They are carried over UDP flows

- Their source and destination IP addresses are configurable by the user
- IP addresses should be:
- Unique to the SCE platform
  - Addresses that will not be used by the network traffic (such as private IPs)

The SCE platform uses default UDP ports between 63140 and 63155, unless the user has configured different ports for the health check.

The SCE platform adds its own layer 7 data on top of the UDP transport layer. This data is used by the SCE platform to validate the correctness of the packet upon retrieval.

The health check is performed under the following conditions:

- VAS mode is enabled
- VAS server is enabled
- Health Check for the VAS server is enabled
- Server has VLAN tag
- Pseudo IPs are configured for the GBE interfaces

If the check is enabled, but any one of the conditions is not met, the server state will be Down (the same as if the server did not pass the health check).

In order to check the connectivity with the VAS server before enabling it to handle traffic, the server should not be assigned to any group.

The health check procedure does not require a special interface with the VAS server, the health check traffic goes through the same network channels as any other VAS traffic. However, there are two assumptions the VAS servers should fulfill:

- The VAS server does not drop traffic unless it is specifically configured to do so. Therefore, if the VAS server-SCE platform connectivity is operative, the health check packets should reach the SCE platform safely.
- Alternatively, it should be able to configure the VAS server to pass traffic on specific ports (the health check ports).
- In case of a failure, the VAS server should drop, not bypass, the traffic (cut the link), so that the SCE platform will be able to identify the failure.

## VAS Server States

When determining whether a VAS server is active, the system considers the following two parameters:

- Admin mode as configured by the user — Enabled or disabled
- VAS server state as reported by the health check

A VAS server may be in either of the following states:

- **UP** — The server is UP if:
  - Health check disabled — if the server is enabled, has a VLAN tag, and belongs to a group.
  - Health check enabled - if the server passes the health check

- **DOWN** — The server is **Down** if the above conditions are not met.

A server is considered to be **Active** when its admin mode is **Enable** and its state is **Up**.

## VAS Traffic Forwarding Topologies

The following sections describe the following VAS traffic forwarding topologies:

- Single SCE platform, many VAS servers
- Many SCE platforms, many VAS servers



---

**Note**

A topology in which a VAS server is directly connected to the SCE platform is not supported. If a topology of a single SCE platform connected to a single VAS server is desired, a switch should still be used between the SCE platform and the VAS server.

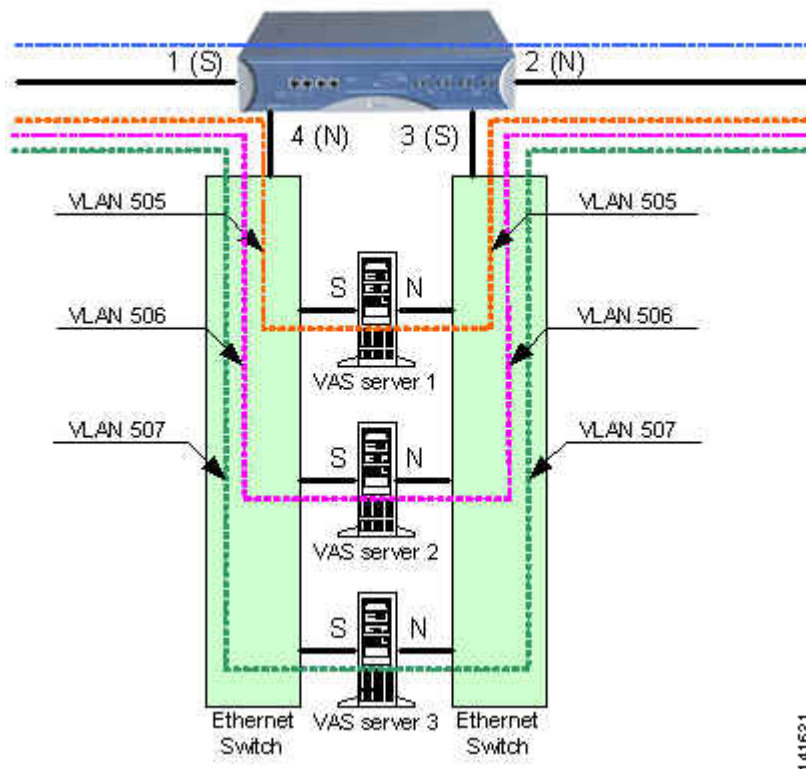
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## Single SCE Platform, Multiple VAS Servers

In this topology, a single SCE platform is forwarding VAS traffic to one or more VAS servers through two Ethernet switches.

The two Ethernet switches are necessary in order to avoid a situation in which a single MAC address has two ports or a single VLAN tag has two destinations. Each Ethernet switch should be configured to trunk mode with MAC learning disabled.

Figure 12-3: VAS Topology: Single SCE Platform, Multiple VAS Servers



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### Data Flow

The data flow is:

- A subscriber packet is received at port #1 (Subscriber).
- The SCE platform opens a flow and classifies the flow as either a non-VAS (blue) flow or as a VAS flow (red).
- If the flow is non-VAS (blue), the SCE platform passes the packet to the network. The VAS server is not involved in this case.
- If the flow is a VAS flow (red), the SCE platform selects the VAS server to which the packet should be sent, adds the server VLAN tag to the packet and transmits the packet on port #4 (Network).
- The packet is routed by the Ethernet switch to the VAS server according to its VLAN tag (the port towards the VAS server should be the only port with this VLAN tag allowed).



- The VAS server processes the packet and either drops or forwards it without changing the VLAN tag.
- The packet is forwarded by the Ethernet switch to the SCE platform according to its VLAN tag (the port towards the SCE platform should be the only port with this VLAN tag allowed).
- The SCE platform receives the packet on port #3 (Subscriber), strips the VLAN tag and forwards the packet to the network via port #2 (Network).

## Multiple SCE Platforms, Multiple VAS Servers

In this topology, multiple SCE platforms are connected to multiple VAS servers. Note that at least one VAS server receives traffic from more than one SCE platform; if the VAS servers are each in an exclusive relationship to a particular SCE platform, it would simply be several single SCE platform/multiple VAS server topologies grouped together.

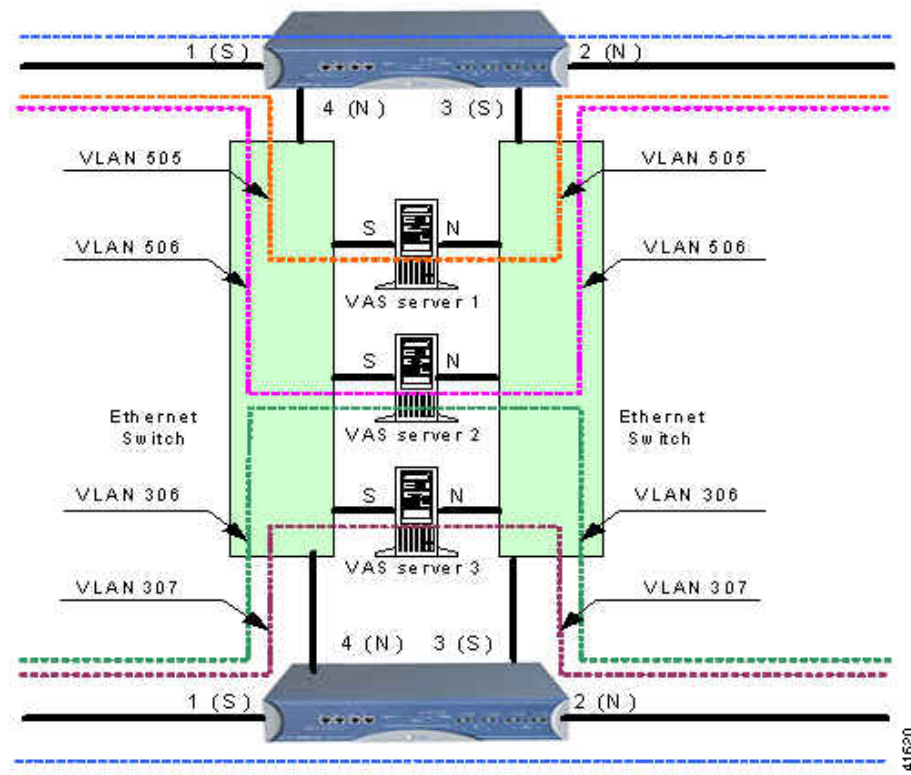
In the following figure, the top SCE platform forwards traffic to VAS servers 1 and 2, while the bottom SCE platform forwards to VAS servers 2 and 3. A unique VLAN tag must designate each SCE-platform-to-VAS-server path. This topology is illustrated with two SCE platforms, but a maximum of 512 SCE platforms is supported (limited by the VLAN tag size).

The two Ethernet switches route the traffic to the VAS servers. The routing is VLAN based. The Ethernet switch should be configured to trunk mode with learning disabled.

The data flow is the same as that for the previous topology.

Note that SCE platform redundancy on the cascade ports is not supported in this topology.

Figure 12-4: VAS Topology: Multiple SCE Platforms, Multiple VAS Servers



## Ethernet Switch Failure

The Ethernet switches are a single point of failure in the VAS topology. A complete failure of an Ethernet switch causes all the VAS services to be declared as failed and the configured action (on-failure) will be taken for all new VAS flows.

## SNMP Support for VAS

SCOS 3.0 adds the following items to the “PCUBE-SE-MIB” proprietary MIB:

- SCE-MIB object: `vasTrafficForwardingGrp`
- SCE-MIB Object type: `vasServersTable` - provides information on each VAS server operational status.
- SNMP Trap: `vasServerOperationalStatusChangeTrap` - signifies that the agent entity has detected a change in the operational status of a VAS server.

## VAS Traffic Forwarding Configuration

There are three broad aspects to VAS traffic forwarding configuration in the SCE platform:

- Configuring global VAS traffic forwarding options, such as enabling or disabling VAS traffic forwarding, or specifying the VAS traffic link.
- Configuring a VAS server, such as enabling or disabling a specific VAS server, or enabling or disabling the VAS health check for a specified VAS server.
- Configuring a VAS server group, such as adding or removing a specific VAS server, configuring the minimum number of active servers per group, or configuring VAS server group failure behavior.

- 
- Step 1** Configure the SCE platform — define the servers and the server groups, configure Pseudo IP for the GBE interfaces, and enable VAS mode.
  - Step 2** Verify the state of the individual VAS servers as well as that of the VAS Server Groups to make sure all are Up (see [Monitoring VAS Traffic Forwarding](#) (on page 12-24)).
  - Step 3** Configure which traffic goes to which Server Group through the SCA BB console (see [Configuring VAS Traffic Forwarding from the SCA BB Console](#) (on page 12-14)).
- 

## Configuring VAS Traffic Forwarding from the SCA BB Console

Configuration of the VAS Traffic Forwarding solution is distributed between the SCA BB console and the SCE platform CLI:

- SCE platform CLI configuration:

- Physical VAS server parameters — VLAN tag, Admin status and health check parameters
- VAS server groups parameters — the VAS servers that belong to the group and the action to take if the group enters a failure state
- SCA BB console configuration — the traffic forwarding rules, meaning which portion of the subscriber traffic should be forwarded to the VAS servers.

This configuration is defined per package so different subscribers can receive different VAS service, based on the package they bought.

## Configuring VAS Traffic Forwarding

There are two global VAS traffic forwarding options:

- Enable or disable VAS traffic forwarding
- Configure the link number on which to transmit VAS traffic (necessary only if the VAS servers are connected on link 0, rather than link 1, which is the default VAS traffic link))

### Enabling VAS Traffic Forwarding

By default, VAS traffic forwarding is disabled. If VAS traffic forwarding is required, the user must enable it.

For instructions on how to disable VAS traffic forwarding, see [Disabling VAS Traffic Forwarding](#) (on page 12-16).

There are certain other SCE platform features that are incompatible with VAS traffic forwarding. Before enabling VAS traffic forwarding, it is the responsibility of the user to make sure that no incompatible features or modes are configured.

The features and modes listed below cannot coexist with VAS mode:

- Line-card connection modes — receive-only, receive-only-cascade, inline-cascade
- Link mode other than forwarding
- All link encapsulation protocols, including VLAN, MPLS, L2TP
- Enhanced open flow mode

The following options are available:

- **Enable/disable** — Enable or disable VAS traffic forwarding
  - Default — Disable

To enable VAS traffic forwarding, use the following command:

---

From the `SCE(config-if)#` prompt, type **vas-traffic-forwarding** and press **Enter**.

---

## Disabling VAS Traffic Forwarding

Disabling the VAS Traffic Forwarding feature in runtime must be done with special care. There are two points to consider:

- You cannot disable VAS mode in the SCE platform while the applied SCA BB policy instructs the SCE platform to forward traffic to the VAS servers.

Therefore, you must dismiss all VAS Traffic forwarding rules in the applied SCA BB policy before disabling the VAS traffic forwarding in the SCE platform.

- After the SCA BB has been reconfigured, there may still be some open flows that have already been forwarded to the VAS servers. If the VAS feature is stopped while there are still such flows open, their packets coming back from the VAS servers may be routed to their original destination with the VLAN tag of the VAS server on it.

Therefore, it is also highly recommended to shutdown the line card before you disable the VAS traffic forwarding in the SCE platform to avoid inconsistency with flows that were already forwarded to the VAS servers.

To disable VAS traffic forwarding, complete the following steps

---

**Step 1** From the SCAS BB console, remove all the VAS table associations to packages and apply the changed policy.

**Step 2** Shutdown the line card:

Execute the CLI command **shutdown** from the LineCard Interface Configuration mode.

**Step 3** Disable VAS traffic forwarding:

Execute the CLI command **no VAS-traffic-forwarding** from the LineCard Interface Configuration mode.

**Step 4** Re-enable the line card:

Execute the CLI command 'no shutdown' from the LineCard Interface Configuration mode.

---

## Configuring the VAS Traffic Link

By default, the VAS traffic is transmitted on Link 1. If the VAS servers are connected on Link 0, you must configure the VAS traffic link to Link 0.




---

**Note** The VAS traffic link should be in Forwarding mode.

---

The following option is available:

- **VAS traffic-link {link-0|link-1}** — The link number on which to transmit VAS traffic
  - Default — Link 1

To select the link for VAS traffic, use the following command:

---

```
From the SCE(config if)# prompt, type VAS-traffic-forwarding traffic-link {link-0/link-1} and press Enter.
```

---

To revert to the default VAS traffic link, use the following command:

---

```
From the SCE(config if)# prompt, type no VAS-traffic-forwarding traffic-link and press Enter.
```

---

## Configuring a VAS Server

The user must define the VAS servers. Each VAS server has the following parameters:

- Admin-mode — Enabled or disabled.
- Health Check mode — Enabled or Disabled
- Health Check ports
- VLAN tag

Use the following commands to perform these operations for individual VAS servers:

- Enable a specified VAS server
- Disable a specified VAS server
- Define the VLAN tag for a specified VAS server
- Enable or disable the Health Check for a VAS server
- Define the source and destination ports to use for the Health Check.
- Delete all properties for a specified VAS server. The server returns to the default state, which is enabled. However, it is not operational since it does not have VLAN.

Note that a VAS server is not operational until the VLAN tag is defined, even if the server itself is enabled.

## Enabling a VAS Server

Use this command to enable a VAS server.

To enable a VAS server, use the following command (note that the server is not operational until a VLAN tag has also been defined):

---

```
From the SCE(config if)# prompt, type VAS-traffic-forwarding VAS server-id <number> enable and press Enter.
```

---

To disable a specified VAS server, use the following command:

---

```
From the SCE(config if)# prompt, type VAS-traffic-forwarding VAS server-id <number> disable and press Enter.
```

---

To restore all VAS server properties to default, use the following command:

---

```
From the SCE(config if)# prompt, type no VAS-traffic-forwarding VAS server-id <number> and press Enter.
```

---

## Assigning a VLAN ID to a VAS Server

Use this command to assign the VLAN ID to a specified VAS server.

The following options are available:

- **<VLAN-id>** – The VLAN tag to use for the specified VAS server

The VLAN tag can be redefined as necessary.

- **Default** — No VLAN.

Note the following important points:

- The VAS server is not operational until the VLAN tag is defined.
- Disabling the server does not remove the VLAN tag number configured to the server.
- The **no** form of the command (same as the **default** form of the command), removes the previously configured VLAN tag (no VLAN is the default configuration).

To configure the VLAN tag number for a specified VAS server, use the following command:

---

```
From the SCE (config if)# prompt, type VAS-traffic-forwarding VAS server-id <number> VLAN <VLAN-id> and press Enter.
```

---

To remove the VLAN tag number for a specified VAS server, use either of the following commands:

---

```
From the SCE (config if)# prompt, type either of the following commands and press Enter:  
no VAS-traffic-forwarding VAS server-id <number> VLAN  
default VAS-traffic-forwarding VAS server-id <number> VLAN
```

---

## Configuring the Health Check

Use these commands to enable and disable the Health Check, and to define the ports it should use. By default, the VAS server health check is enabled, however the user may disable it.

Note that the health check will be activated only if all the following conditions are true. If the health check is enabled, the server state will be **Down** if one or more conditions are not met:

- VAS Traffic Forwarding mode is enabled
- Pseudo IPs are configured for the SCE platform GBE ports on the VAS traffic link
- VAS server is enabled
- Server has a VLAN tag
- Health check for the server is enabled

If the health check of the server is disabled, its operational status depends on the following (requirements for **Up** state are in parentheses):

- admin status (enable)
- VLAN tag configuration (VLAN tag defined)
- group mapping (assigned to group)

The following options are available:

- **VAS server-id <number>** — The ID number of the VAS server for which to enable or disable the health check
- **Enable/disable** — Enable or disable VAS server health check
  - Default — Enable
- **UPD ports** — Specify the UDP ports to be used for the health check:
  - **source <port number>** — health check source port number

- **destination <port number>** — health check destination port number
- Default — <63140,63141> used for server #0 through <63154,63155> used for server #7.

To disable VAS server health check, use the following command:

---

```
From the SCE(config if)# prompt, type no VAS-traffic-forwarding VAS
server-id <number> health-check and press Enter.
```

---

To define the UDP ports to be used for the health check, use the following command

---

```
From the SCE(config if)# prompt, type VAS-traffic-forwarding VAS server-
id <number> health-check UDP ports source <port number>
destination <port number> and press Enter.
```

---

To remove the UDP port configuration, use the following commands

---

```
From the SCE(config if)# prompt, type either of the following commands and press Enter:
no VAS-traffic-forwarding VAS server-id <number> health-check UDP
ports
default VAS-traffic-forwarding VAS server-id <number> health-
check UDP ports
```

---

## Configuring Pseudo IP Addresses for the Health Check Packets

Use this command to configure source and destination pseudo IP address for the health check packets. This command allows you to specify a unique IP address to be used by the health check packets.

This is a ROOT level command and is available under the GBE configuration interface mode. The interfaces that should be configured are those interfaces which connect the SCE platform with the VAS servers (by default interfaces GBE 0/3 and GBE 0/4).

The SCE platform uses the pseudo IP as follows:

- Pseudo IP configured for the subscriber side interface:
  - source IP address for health check packets going in the Upstream direction
  - destination IP address for health check packets going in the Downstream direction
- Pseudo IP configured for the network side interface:



- source IP address for health check packets going in the Downstream direction
- destination IP address for health check packets going in the Upstream direction

**Note**

This command is a ROOT level command in the Gigabit Interface Configuration mode.

The following options are available:

- **ip address** — IP address to be used (any IP address as long as it is not possible to be found in the network traffic, such as a private IP)
  - Default — no IP address
- **subnet mask** — Defines the range of IP addresses that can be used by the SCE platform. Note that the SCE platform is not required to reside in this subnet.
  - Default — 255.255.255.255 (The subnet mask can be set to 255.255.255.255, as the health check mechanism requires only one IP address per interface.)

To define the pseudo IP address to be used for the health check, use the following command:

---

From the *SCE*(`config if`)# prompt, type **pseudo-ip** *ip-address* [*subnet mask*] and press **Enter**.

---

To delete the pseudo IP address, use the following command:

---

From the *SCE*(`config if`)# prompt, type **no pseudo-ip** *ip-address* [*subnet mask*] and press **Enter**.

---

## Configuring a VAS Server Group

The user may define up to eight VAS server groups. Each VAS server group has the following parameters:

- Server Group ID
- A list of VAS servers attached to this group.
- Failure detection — minimum number of active servers required for this group so it will be considered to be Active. If the number of active servers goes below this minimum, the group will be in Failure state.
- Failure action — action performed on all new data flows that should be mapped to this Server Group while it is in Failure state.

Options:

- **block**
- **pass**

Use the following commands to perform these operations for a VAS server group:

- Add or remove a VAS server to or from a specified group.
- Configure the minimum number of active servers for a specified group.
- Configure failure behavior for a specified group.

## Adding and Removing Servers

Use these commands to add and remove servers to or from a specified VAS server group.

The following options are available:

- **group-number**:The ID number of the VAS server group
- **id-number**:The ID number of the VAS server

To add a VAS server to a specified VAS server group, use the following command:

---

```
From the SCE(config if)# prompt, type VAS-traffic-forwarding VAS server-group group-number server-id id-number and press Enter.
```

---

To remove a VAS server from a specified VAS server group, use the following command:

---

```
From the SCE(config if)# prompt, type no VAS-traffic-forwarding VAS server-group group-number server-id id-number and press Enter.
```

---

To remove all VAS servers from a specified VAS server group and set all group parameters to their default value, use the following command:

---

```
From the SCE(config if)# prompt, type no VAS server-group group-number and press Enter.
```

---

## Configuring VAS Server Group Failure Parameters

Use the following commands to configure these failure parameters for the specified VAS server group:

- **Minimum number of active servers** — If the number of active servers in the server group goes below this number, the group will be in Failure state
- **Failure action** — The action to be applied to all new flows mapped to this server group while it is Failure state:
  - **Block** — all new flows assigned to the failed VAS server group will be blocked by the SCE platform.
  - **Pass** — all new flows assigned to the failed VAS server group will be considered as regular non-VAS flows, and will be processed without VAS service.

The following options are available:

- **VAS server-group <number>** — The ID number of the VAS server group
- **minimum-active-servers <number>** — The minimum number of active servers required for the specified server group
  - Default — 1
- **failure action** — Which of the following actions will be applied to all new flows for the specified server group:
  - **block**
  - **pass (default)**

To configure the minimum number of active servers for a specified VAS server group, complete the following steps:

---

From the *SCE* (`config if`)# prompt, type **VAS-traffic-forwarding VAS server-group <number> failure minimum-active-servers <number>** and press **Enter**.

---

To reset the minimum number of active servers for a specified VAS server group to the default value, complete the following steps:

---

From the *SCE* (`config if`)# prompt, type **default VAS-traffic-forwarding VAS server-group <number> failure minimum-active-servers <number>** and press **Enter**.

---

To configure the failure action (either block or pass) for a specified VAS server group, complete the following steps:

---

From the *SCE(config if)#* prompt, type **VAS-traffic-forwarding VAS server-group <number> failure action {block | pass}** and press **Enter**.

---

To configure the failure action to the default value (pass) for a specified VAS server group, complete the following steps:

---

From the *SCE(config if)#* prompt, type **default VAS-traffic-forwarding VAS server-group <number> failure action** and press **Enter**.

---

## Monitoring VAS Traffic Forwarding

Use these commands to display the following information for VAS configuration and operational status summary.

- Global VAS status summary — VAS mode, the traffic link used
- VAS Server Groups information summary — operational status, number of configured servers, number of current active servers.

This information may be displayed for a specific server group or all server groups

- VAS servers information summary — operational status, Health Check operational status, number of subscribers attached to this server.

This information may be displayed for a specific server or all servers

- Bandwidth per VAS server and VAS direction (to VAS / from VAS)
- VAS health check counters

Sample outputs are included.



### Note

All the following CLI commands are viewer commands. If in line interface configuration mode, you must exit to the privileged exec mode and see the *SCE#* prompt displayed

---

To display global VAS status and configuration, use the following command:

---

From the *SCE#* prompt, type **show interface linecard 0 VAS-traffic-forwarding** and press **Enter**.

Sample output:

```
VAS traffic forwarding is enabled
VAS traffic link configured: Link-1    actual: Link-1
```

---

To display operational and configuration information for a specific VAS Server Group, use the following command:

---

From the *SCE*# prompt, type **show interface linecard 0 VAS-traffic-forwarding VAS server-group <number>** and press **Enter**.

Sample output:

```
VAS server group 0:
State: Failure  configured servers: 0    active servers: 0
minimum active servers required for Active state: 1    failure action: Pass
```

---

To display operational and configuration information for all VAS Server Groups, use the following command:

---

From the *SCE*# prompt, type **show interface linecard 0 VAS-traffic-forwarding VAS server-group all** and press **Enter**.

---

To display operational and configuration information for a specific VAS server, use the following command:

---

From the *SCE*# prompt, type **show interface linecard 0 VAS-traffic-forwarding VAS server-id <number>** and press **Enter**.

Sample output:

```
VAS server 0:
Configured mode: enable    actual mode: enable    VLAN: 520    server group:
3
State: UP
Health Check configured mode: enable    status: running
Health Check source port: 63140    destination port: 63141
Number of subscribers:      0
```

---

To display operational and configuration information for all VAS servers, use the following command:

---

From the *SCE#* prompt, type **show interface linecard 0 VAS-traffic-forwarding VAS server-id all** and press **Enter**.

---

To display the VAS servers used by a specified subscriber per VAS Server Group, use the following command:

---

From the *SCE#* prompt, type **show interface linecard 0 subscriber name <subscriber-name> VAS-servers** and press **Enter**.

---

To display health check counters for a specific server, use the following command:

---

From the *SCE#* prompt, type **show interface linecard 0 VAS-traffic-forwarding VAS server-id <number> counters health-check** and press **Enter**.

#### Sample output

```
Health Checks statistics for VAS server '0'      Upstream      Downstream
-----
Flow Index '0'
-----
Total packets sent                :      31028   :      31027   :
Total packets received            :      31028   :      31027   :
Good packets received             :      31028   :      31027   :
Error packets received            :           0   :           0   :
Not handled packets               :           0   :           0   :
Average roundtrip (in millisecond) :           0   :           0   :
Error packets details             :             :             :
-----
Reordered packets                 :           0   :           0   :
Bad Length packets                :           0   :           0   :
IP Checksum error packets         :           0   :           0   :
L4 Checksum error packets         :           0   :           0   :
L7 Checksum error packets         :           0   :           0   :
Bad VLAN tag packets              :           0   :           0   :
Bad Device ID packets             :           0   :           0   :
Bad Server ID packets             :           0   :           0   :
```

---

To display health check counters for all servers, use the following command:

---

```
From the SCE# prompt, type show interface linecard 0 VAS-traffic-forwarding VAS server-id all counters health-check and press Enter.
```

---

To clear health check counters for a specific server, use the following command:

---

```
From the SCE# prompt, type clear interface linecard 0 VAS-traffic-forwarding VAS server-id <number> counters health-check and press Enter.
```

---

To clear health check counters for all servers, use the following command:

---

```
From the SCE# prompt, type clear interface linecard 0 VAS-traffic-forwarding VAS server-id all counters health-check and press Enter.
```

---

To display bandwidth per VAS server and VAS direction, use the following command:

---

```
From the SCE# prompt, type show interface linecard 0 counters VAS-traffic-bandwidth and press Enter.
```

---

Note that the bandwidth presented in this command is measured at the Transmit queues, therefore the first table in the following output sample presents the bandwidth of traffic transmitted towards the VAS servers and the second table presents the bandwidth of traffic transmitted out of the SCE platform after being handled by the VAS servers. Note that the counting is based on L2 bytes.

#### Sample output

Traffic sent to VAS processing TxBW [Kbps] (bytes are counted from Layer 2):

	Port 1	Port 2	Port 3	Port 4
	-----	-----	-----	-----
VAS server id 0:	0	0	0	0
VAS server id 1:	0	0	0	0
VAS server id 2:	0	0	0	0
VAS server id 3:	0	0	0	0
VAS server id 4:	0	0	0	0
VAS server id 5:	0	0	0	0
VAS server id 6:	0	0	0	0
VAS server id 7:	0	0	0	0

Traffic after VAS processing TxBW [Kbps] (bytes are counted from Layer 2):

	Port 1	Port 2	Port 3	Port 4
VAS server id 0:	0	0	0	0
VAS server id 1:	0	0	0	0
VAS server id 2:	0	0	0	0
VAS server id 3:	0	0	0	0
VAS server id 4:	0	0	0	0
VAS server id 5:	0	0	0	0
VAS server id 6:	0	0	0	0
VAS server id 7:	0	0	0	0

## Interactions Between VAS Traffic Forwarding and Other SCE Platform Features

### Incompatible SCE Platform Features

There are certain SCE platform features that are incompatible with VAS traffic forwarding. Before enabling VAS traffic forwarding, it is the responsibility of the user to make sure that no incompatible features or modes are configured.

The features and modes listed below cannot coexist with VAS mode are:

- Line-card connection modes — receive-only, receive-only-cascade, inline-cascade
- Link mode other than forwarding
- All link encapsulation protocols, including VLAN, MPLS, L2TP

### VAS Traffic Forwarding and DDoS Processing

VAS traffic forwarding has the following minor effects on the DDoS mechanisms.

#### Specific IP DDoS Attack Detection

The specific IP DDoS mechanism uses software counters. The second pass VAS packets do not reach the software, so they are not counted twice.

Network side packets are handled by the attack-detector in the first pass, when they open a flow, so they also are not counted twice.

#### Specific IP Attack filter

The behavior depends on the action configured.

- **ReportOnly** - VAS is not affected.
- **Block** - flow is blocked, no VAS service to give.
- **Bypass** – Traffic will be bypassed and NO SCA BB or VAS services are given.



## VAS Traffic Forwarding and Bandwidth management

The purpose of this section is to describe the functional specification of the changes in the bandwidth management subsystem in the VAS support. Due to the complexity of the VAS feature, some SCE platform bandwidth management capabilities are omitted:

- VAS flows are not subject to global bandwidth control.
- The number of global controllers available to regular flows has been decreased from 64 to 48.

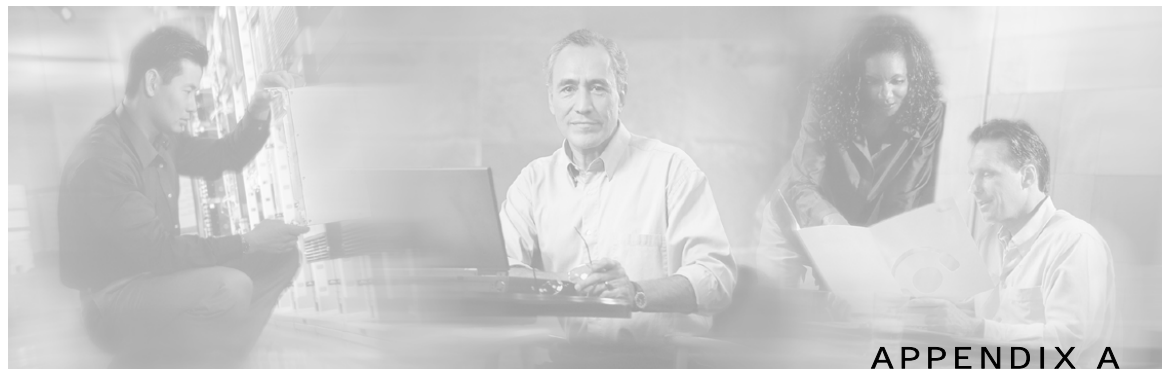
This section outlines the derived implications and changes required to support these two restrictions.

### Global Controllers and VAS flows

When VAS traffic forwarding is enabled, the global controllers function slightly differently.

- Only 48 global controllers are available to the user.
- Global controllers 49-63 are used to count VAS traffic.
- The reserved global controllers cannot be configured.
- On VAS flows, the flow does not get its global controller from the traffic controller to which it belongs. Rather, its global controller is set according to VAS rules.





## Monitoring SCE Platform Utilization

---

This section explains how to monitor SCE platforms that are installed in real traffic.

As with any network device, the SCE platform has its performance and capacity envelopes. As the network evolves, the utilization of the SCE platform can increase and these envelopes might be reached. It is, therefore, advisable to monitor SCE platform to be sure that utilization remains at a level that supports reliable and consistent service.

Monitoring the SCE platform can be divided into two main areas:

- Monitoring SCE platform utilization
- Monitoring service loss

### SCE Platform Utilization Indicators

The SCE platform exposes several indicators in order to allow the network operators to easily monitor whether it is working within its performance and capacity specifications:

- CPU Utilization
- Flows capacity
- Subscribers capacity

#### CPU Utilization

- **SNMP**  
`tpCpuUtilization`, available for each Traffic Processor (`TpInfoEntry`) in the `PCubeSeMib.mib`.
- **CLI command**  
`show snmp MIB pcube-SE-MIB traffic-processor | include tpCpuUtilization`

It is advisable to consider sizing of the solution when the CPU utilization exceeds 70% regularly at peak hours.

#### Flows Capacity

- **SNMP**  
`tpFlowsCapacityUtilization`, available for each Traffic Processor (`TpInfoEntry`) in the `PCubeSeMib.mib`

- **CLI command**

```
show snmp MIB pcube-SE-MIB traffic-processor | include tpFlowsCapacityUtilization
```

It is advisable to consider sizing of the solution when the flows capacity utilization exceeds 90% regularly at peak hours.

## Subscribers Capacity

- **SNMP**

*subscribersInfoEntry*, available in the PCubeSeMib.mib

- **CLI command**

```
show snmp MIB pcube-SE-MIB subscriber
```

The SCE 2000 platform supports up to 80K subscribers, while the SCE 1000 supports up to 40K subscribers. You should make sure that the number of Introduced Subscribers plus the number of Anonymous Subscribers stays below this figure.

It is advisable that when subscribers utilization exceeds 90%, special attention should be given and sizing should be reconsidered.

## Service Loss

Service Loss is an event which occurs when the SCE platform does not provide the processing it was expected to perform for any transaction in the network. This can occur due to either CPU or Flows shortage.

There are two different situations which can result with service loss in the SCE platform:

- **Temporary** – This might occur when some network pattern which is short in its nature occurred and caused the SCE platform to exhaust some of its resources temporarily.

An example could be a DDoS attack that the SCE platform could not detect and filter.

This is usually measured in seconds.

- **Permanent** – In cases where the SCE platform is installed in locations where the network traffic does not match its capacity and performance envelopes, permanent service loss can occur.

This is measured in hours.

Service loss is defined as the ratio of the number of packets that did not receive service as expected to the total number of packets that were processed by the SCE platform.

## Monitoring Service Loss

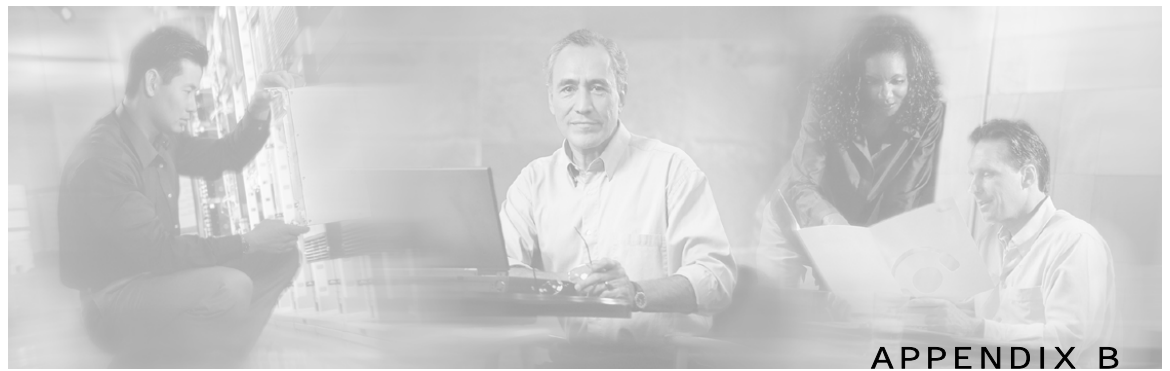
- **SNMP**

tpServiceLoss MIB available for each traffic processor (TpInfoEntry)

It is expected that the SCE platform user will define timeslots in which this variable is monitored (reset it between timeslots).

Note that the units for this variable are 0.001% and the information is rounded down.





## Proprietary MIB Reference

---

This appendix describes the SCE proprietary MIB supported by the *SCE* platform. A MIB (Management Information Base) is a database of objects that can be monitored by a network management system (NMS). The Service Control Platform supports both the standard MIB-II and a proprietary Service Control Enterprise MIB. This proprietary **pcube** MIB enables the external management system to perform configuration, performance, troubleshooting and alerting operations specific to the SCE Platform, and therefore not provided by the standard MIB.

### Service Control Enterprise MIB

The Service Control Enterprise MIB splits into four main groups: Products, Modules, Management, and Workgroup. The Service Control enterprise tree structure is defined in a MIB file named *Pcube.mib*.

- The *pcubeProducts* sub-tree contains the sysObjectIDs of the Service Control products. Service Control product sysObjectIDs are defined in a MIB file named *Pcube-Products-MIB*
- The *pcubeModules* sub-tree provides a root object identifier from which MIB modules can be defined.
- The *pcubeMgmt* sub-tree contains the configuration copy MIB. (See [pcubeMgmt: pcubeConfigCopyMIB](#) (on page B-2).)
- The *pcubeWorkgroup* sub-tree contains the SCE MIB, which is the main MIB for the Service Control OS products. (See [pcubeWorkgroup](#) ("pcubeWorkgroup: pcubeSeMIB" on page B-4).)

The SCE MIB is divided into two main groups:

- **pcubeSeEvents**
- **pcubeSEObjs**



---

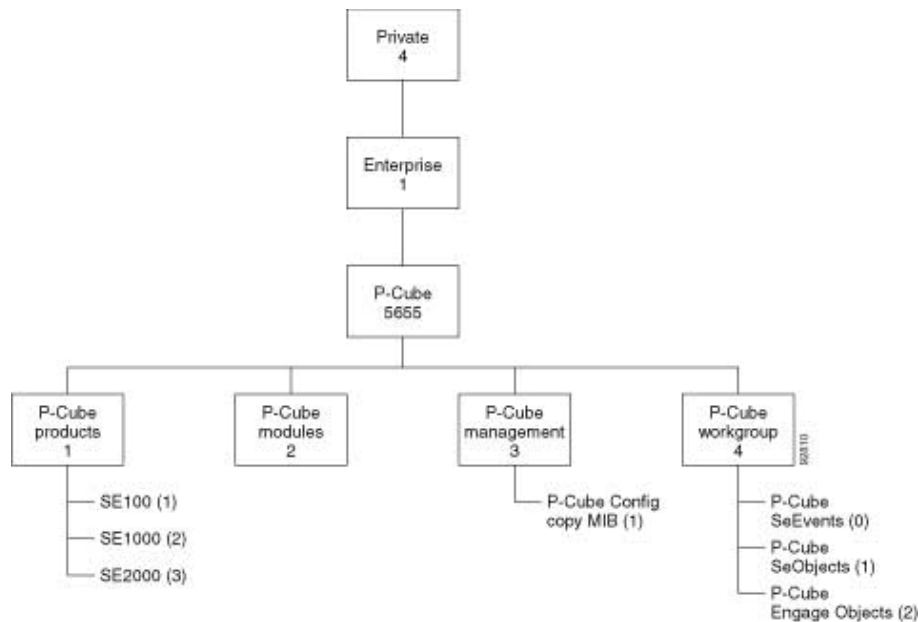
#### Note

The following object identifier represents the Service Control Enterprise MIB:  
*1.3.6.1.4.1.5655*, or *iso.org.dod.internet.private.enterprise.pcube*.

---

The figure below, illustrates the Service Control Enterprise MIB structure.

Figure B-1: Service Control MIB Structure



Currently, the proprietary **pcube** MIB consists of two main sub-trees:

- The *pcubeMgmt* sub-tree — the *pcubeConfigCopyMib* enables saving the running configuration of Cisco products.
- The *pcubeWorkgroup* sub-tree — the *pcubeSeMib* provides a wide variety of configuration and runtime statistics.

## Using this Reference

This reference is divided into sections according to the MIB object groups. For each object, the following information is presented:

**DESCRIPTION** Description of the object, including format and legal values, if applicable.

**ACCESS** Access control associated with the object:

- Read only (**RO**)
- Read/Write (**RW**)

**SYNTAX** The general format of the object.

## pcubeMgmt: pcubeConfigCopyMIB

The configuration copy MIB supports only local copying of the running configuration to the startup configuration in order to save the current running configuration.

Cisco configuration copy is defined in a file called *Pcube-Config-Copy-mib.mib*.



## Config-Copy MIB Objects

Following is a list of the Config-Copy MIB objects.

```
PcubeCopyIndex                {pcubeCopyEntry 1}  
PcubeCopyEntryRowStatus      {pcubeCopyEntry 2}  
pcubeCopySourceFileType      {pcubeCopyEntry 3}  
pcubeCopyDestFileType        {pcubeCopyEntry 4}
```

### pcubeCopyIndex (pcubeCopyEntry 1)

Table index for multi asynchronous copy commands.

As the MIB does not support multiple commands in this release, the value of this index must be "1".

Access RW

#### SYNTAX

**INTEGER:** ( 1 )

### pcubeCopyEntryRowStatus (pcubeCopyEntry 2)

Triggers the actual copy operation.

The value must be "*createAndGo*".

Access RW

#### SYNTAX

**DisplayString:** (*createAndGo*)

### pcubeCopySourceFileType (pcubeCopyEntry 3)

The source file type.

The value must be "*runningConfig*".

Access RW

#### SYNTAX

**ConfigFileType:** (*runningConfig(2)*)

### pcubeCopyDestFileType (pcubeCopyEntry 4)

The destination file type.

The value must be "*startupConfig*".

Access RW

#### SYNTAX

**ConfigFileType:** (*startupConfig(1)*)

## pcubeWorkgroup: pcubeSeMIB

The pcubeSeMIB is the main MIB for the Cisco Service Control products such as the SCE 2000 and the SCE 1000. This MIB provides configuration and runtime status for chassis, control modules, and line modules on the Cisco Service Control systems.

**pcubeSeMIB** is defined in a file called *Pcube-Se-mib.mib*.

The **pcubeSeMIB** is divided into two main objects:

- **pcubeSeEvents (pcubeWorkgroup 0)**
- **pcubeSEObjs (pcubeWorkgroup 1)**

## pcubeSeEvents (pcubeWorkgroup 0)

The SCE events are traps for critical asynchronous events.

### SCE Events

Following is a list of the SCE events:

<i>operationalStatusOperationalTrap</i>	{ <i>pcubeSeEvents</i> 1}
<i>operationalStatusWarningTrap</i>	{ <i>pcubeSeEvents</i> 2}
<i>operationalStatusFailureTrap</i>	{ <i>pcubeSeEvents</i> 3}
<i>systemResetTrap</i>	{ <i>pcubeSeEvents</i> 4}
<i>chassisTempAlarmOnTrap</i>	{ <i>pcubeSeEvents</i> 5}
<i>chassisTempAlarmOffTrap</i>	{ <i>pcubeSeEvents</i> 6}
<i>chassisVoltageAlarmOnTrap</i>	{ <i>pcubeSeEvents</i> 7}
<i>chassisFansAlarmOnTrap</i>	{ <i>pcubeSeEvents</i> 8}
<i>chassisPowerSupplyAlarmOnTrap</i>	{ <i>pcubeSeEvents</i> 9}
<i>rdrActiveConnectionTrap</i>	{ <i>pcubeSeEvents</i> 10}
<i>rdrNoActiveConnectionTrap</i>	{ <i>pcubeSeEvents</i> 11}
<i>rdrConnectionUpTrap</i>	{ <i>pcubeSeEvents</i> 12}
<i>rdrConnectionDownTrap</i>	{ <i>pcubeSeEvents</i> 13}
<i>loggerUserLogIsFullTrap</i>	{ <i>pcubeSeEvents</i> 18}
<i>sntpClockDriftWarnTrap</i>	{ <i>pcubeSeEvents</i> 19}
<i>linkModeBypassTrap</i>	{ <i>pcubeSeEvents</i> 20}
<i>linkModeForwardingTrap</i>	{ <i>pcubeSeEvents</i> 21}
<i>linkModeCutoffTrap</i>	{ <i>pcubeSeEvents</i> 22}
<i>pcubeSeEventGenericString1</i>	{ <i>cubeSeEvents</i> 23}
<i>pcubeSeEventGenericString2</i>	{ <i>pcubeSeEvents</i> 24}
<i>moduleAttackFilterActivatedTrap</i>	{ <i>pcubeSeEvents</i> 25}
<i>moduleAttackFilterDeactivatedTrap</i>	{ <i>pcubeSeEvents</i> 26}

<i>moduleEmAgentGenericTrap</i>	{pcubeSeEvents 27}
<i>linkModeSniffingTrap</i>	{pcubeSeEvents 28}
<i>moduleRedundancyReadyTrap</i>	{pcubeSeEvents 29}
<i>moduleRedundantConfigurationMismatchTrap</i>	{pcubeSeEvents 30}
<i>moduleLostRedundancyTrap</i>	{pcubeSeEvents 31}
<i>moduleSmConnectionDownTrap</i>	{pcubeSeEvents 32}
<i>moduleSmConnectionUpTrap</i>	{pcubeSeEvents 33}
<i>moduleOperStatusChangeTrap</i>	{pcubeSeEvents 34}
<i>portOperStatusChangeTrap</i>	{pcubeSeEvents 35}
<i>chassisLineFeedAlarmOnTrap</i>	{pcubeSeEvents 36}
<i>rdrFormatterCategoryDiscardingReportsTrap</i>	{pcubeSeEvents 37}
<i>rdrFormatterCategoryStoppedDiscardingReports Trap</i>	{pcubeSeEvents 38}
<i>sessionStartedTrap</i>	{pcubeSeEvents 39}
<i>sessionEndedTrap</i>	{pcubeSeEvents 40}
<i>sessionDeniedAccessTrap</i>	{pcubeSeEvents 41}
<i>sessionBadLoginTrap</i>	{pcubeSeEvents 42}
<i>illegalSubscriberMappingTrap</i>	{pcubeSeEvents 43}
<i>loggerLineAttackLogFullTrap</i>	{pcubeSeEvents 44}
<i>vasServerOperationStatusChangeTrap</i>	{pcubeSeEvents 45}
<i>pullRequestNumber</i>	{pcubeSeEvents 46}
<i>pullRequestRetryFailedTrap</i>	{pcubeSeEvents 47}

## pcubeSEObjs (pcubeWorkgroup 1)

The SCE objects provide configuration and runtime status for the SCE Platform.

### SCE-MIB Objects

Following is a list of the SCE-MIB objects. Each object consists of a number of subordinate, object types, as summarized in the next section.

<i>systemGrp</i>	{pcubeSEObjs 1}
<i>chassisGrp</i>	{pcubeSEObjs 2}
<i>moduleGrp</i>	{pcubeSEObjs 3}
<i>linkGrp</i>	{pcubeSEObjs 4}
<i>diskGrp</i>	{pcubeSEObjs 5}
<i>rdrFormatterGrp</i>	{pcubeSEObjs 6}
<i>loggerGrp</i>	{pcubeSEObjs 7}

## pcubeSEObjs (pcubeWorkgroup 1)

<i>subscribersGrp</i>	{ <i>pcubeSEObjs 8</i> }
<i>trafficProcessorGrp</i>	{ <i>pcubeSEObjs 9</i> }
<i>portGrp</i>	{ <i>pcubeSEObjs 10</i> }
<i>txQueuesGrp</i>	{ <i>pcubeSEObjs 11</i> }
<i>globalControllersGrp</i>	{ <i>pcubeSEObjs 12</i> }
<i>applicationGrp</i>	{ <i>pcubeSEObjs 13</i> }
<i>trafficCountersGrp</i>	{ <i>pcubeSEObjs 14</i> }
<i>attackGrp</i>	{ <i>pcubeSEObjs 15</i> }
<i>vasTrafficForwardingGrp</i>	{ <i>pcubeSEObjs 16</i> }

## SCE-MIB Structure

Following is a summary of the structure of the SCE-MIB. Note the table structure for objects that may have multiple entries, such as the RDR destination, or traffic processors.

```
systemGrp
sysOperationalStatus
sysFailureRecovery
sysVersion
chassisGrp
chassisSysType
chassisPowerSupplyAlarm
chassisFansAlarm
chassisTempAlarm
chassisVoltageAlarm
chassisNumSlots
chassisSlotConfig
chassisPsuType
chassisLineFeedAlarm
moduleGrp
    moduleTable
        moduleEntry
            moduleIndex
moduleType
moduleNumTrafficProcessors
moduleSlotNum
moduleHwVersion
moduleNumPorts
moduleNumLinks
moduleConnectionMode
moduleSerialNumber
moduleUpStreamAttackFilteringTime
moduleUpStreamLastAttackFilteringTime
moduleDownStreamAttackFilteringTime
moduleDownStreamLastAttackFilteringTime
moduleAttackObjectsClearTime
```

## pcubeSEObjs (pcubeWorkgroup 1)

moduleAdminStatus  
moduleOperStatus  
linkGrp  
*linkTable*  
    *linkEntry*  
linkModuleIndex  
linkIndex  
linkAdminModeOnActive  
linkAdminModeOnFailure  
linkOperMode  
linkStatusReflectionEnable  
linkSubscriberSidePortIndex  
linkNetworkSidePortIndex  
diskGrp  
diskNumUsedBytes  
diskNumFreeBytes  
rdrFormatterGrp  
rdrFormatterEnable  
*rdrFormatterDestTable*  
    *rdrFormatterDestEntry*  
rdrFormatterDestIPAddr  
rdrFormatterDestPort  
rdrFormatterDestPriority  
rdrFormatterDestStatus  
rdrFormatterDestConnectionStatus  
rdrFormatterDestNumReportsSent  
rdrFormatterDestNumReportsDiscarded  
rdrFormatterDestReportRate  
rdrFormatterDestReportRatePeak  
rdrFormatterDestReportRatePeakTime  
rdrFormatterNumReportsSent  
rdrFormatterNumReportsDiscarded  
rdrFormatterClearCountersTime  
rdrFormatterReportRate

rdrFormatterReportRatePeak  
rdrFormatterReportRatePeakTime  
rdrFormatterProtocol  
rdrFormatterForwardingMode  
rdrFormatterCategoryTable  
    rdrFormatterCategoryEntry  
rdrFormatterCategoryIndex  
rdrFormatterCategoryName  
rdrFormatterCategoryNumReportsSent  
rdrFormatterCategoryNumReportsDiscarded  
rdrFormatterCategoryReportRate  
rdrFormatterCategoryReportRatePeak  
rdrFormatterCategoryReportRatePeakTime  
rdrFormatterCategoryNumReportsQueued  
rdrFormatterCategoryDestTable  
    rdrFormatterCategoryDestEntry  
rdrFormatterCategoryDestPriority  
rdrFormatterCategoryDestStatus  
loggerGrp  
loggerUserLogEnable  
loggerUserLogNumInfo  
loggerUserLogNumWarning  
loggerUserLogNumError  
loggerUserLogNumFatal  
loggerUserLogClearCountersTime  
subscribersGrp  
*subscribersInfoTable*  
    *subscribersInfoEntry*  
subscribersNumIntroduced  
subscribersNumFree  
subscribersNumIpAddrMappings  
subscribersNumIpAddrMappingsFree  
subscribersNumIpRangeMappings  
subscribersNumIpRangeMappingsFree

## pcubeSEObjs (pcubeWorkgroup 1)

subscribersNumVlanMappings  
subscribersNumVlanMappingsFree  
subscribersNumActive  
subscribersNumActivePeak  
subscribersNumActivePeakTime  
subscribersNumUpdates  
subscribersCountersClearTime  
subscribersNumTpIpRanges  
subscribersNumTpIpRangesFree  
subscribersNumAnonymous  
subscribersNumWithSessions  
*subscribersPropertiesTable*  
    *subscribersPropertiesEntry*  
spIndex  
spName  
spType  
*subscribersPropertiesValueTable*  
    *subscribersPropertiesValueEntry*  
spvIndex  
spvSubName  
spvPropertyName  
spvRowStatus  
spvPropertyStringValue  
spvPropertyUintValue  
spvPropertyCounter  
trafficProcessorGrp  
*tpInfoTable*  
    *tpInfoEntry*  
tpModuleIndex  
tpIndex  
tpTotalNumHandledPackets  
tpTotalNumHandledFlows  
tpNumActiveFlows  
tpNumActiveFlowsPeak



tpNumActiveFlowsPeakTime  
tpNumTcpActiveFlows  
tpNumTcpActiveFlowsPeak  
tpNumTcpActiveFlowsPeakTime  
tpNumUdpActiveFlows  
tpNumUdpActiveFlowsPeak  
tpNumUdpActiveFlowsPeakTime  
tpNumNonTcpUdpActiveFlows  
tpNumNonTcpUdpActiveFlowsPeak  
tpNumNonTcpUdpActiveFlowsPeakTime  
tpTotalNumBlockedPackets  
tpTotalNumBlockedFlows  
tpTotalNumDiscardedPacketsDueToBwLimit  
tpTotalNumWredDiscardedPackets  
tpTotalNumFragments  
tpTotalNumNonIpPackets  
tpTotalNumIpCrcErrPackets  
tpTotalNumIpLengthErrPackets  
tpTotalNumIpBroadcastPackets  
tpTotalNumTtlErrPackets  
tpTotalNumTcpUdpCrcErrPackets  
tpClearCountersTime  
tpHandledPacketsRate  
tpHandledPacketsRatePeak  
tpHandledPacketsRatePeakTime  
tpHandledFlowsRate  
tpHandledFlowsRatePeak  
tpHandledFlowsRatePeakTime  
tpCpuUtilization  
tpCpuUtilizationPeak  
tpCpuUtilizationPeakTime  
tpFlowsCapacityUtilization  
tpFlowsCapacityUtilizationPeak  
tpFlowsCapacityUtilizationPeakTime

## pcubeSEObjs (pcubeWorkgroup 1)

tpServiceLoss  
portGrp  
*portTable*  
    *portEntry*  
portModuleIndex  
portIndex  
portType  
portNumTxQueues  
portIfIndex  
portAdminSpeed  
portAdminDuplex  
portOperDuplex  
portLinkIndex  
portOperStatus  
txQueuesGrp  
*txQueuesTable*  
    *txQueuesEntry*  
txQueuesModuleIndex  
txQueuesPortIndex  
txQueuesQueueIndex  
txQueuesDescription  
txQueuesBandwidth  
txQueuesUtilization  
txQueuesUtilizationPeak  
txQueuesUtilizationPeakTime  
txQueuesClearCountersTime  
txQueuesDroppedBytes  
globalControllersGrp  
*globalControllersTable*  
    *globalControllersEntry*  
globalControllersModuleIndex  
globalControllersPortIndex  
globalControllersIndex  
globalControllersDescription

globalControllersBandwidth  
globalControllersUtilization  
globalControllersUtilizationPeak  
globalControllersUtilizationPeakTime  
globalControllersClearCountersTime  
globalControllersDroppedBytes  
applicationGrp  
*appInfoTable*  
    *appInfoEntry*  
appName  
appDescription  
appVersion  
*appPropertiesTable*  
    *appPropertiesEntry*  
apIndex  
apName  
apType  
*appPropertiesValueTable*  
    *appPropertiesValueEntry*  
apvIndex  
apvPropertyName  
apvRowStatus  
apvPropertyStringValue  
apvPropertyUintValue  
apvPropertyCounter  
trafficCountersGrp  
*trafficCountersTable*  
    *trafficCountersEntry*  
trafficCounterIndex  
trafficCounterValue  
trafficCounterName  
trafficCounterType  
attackGrp  
*attackTypeTable*

*attackTypeEntry*

attackTypeIndex  
 attackTypeName  
 attackTypeCurrentNumAttacks  
 attackTypeTotalNumAttacks  
 attackTypeTotalNumFlows  
 attackTypeTotalNumSeconds  
 attackTypeTableClearTime  
 vasTrafficForwardingGrp  
*vasServerTable*  
     *vasServerEntry*  
 vasServerIndex  
 vasServerId  
 vasServerAdminStatus  
 vasServerOperStatus

## SCE Events: pcubeSeEvents

### operationalStatusOperationalTrap (pcubeSeEvents 1)

The system operational state of the SCE Platform has changed to *Operational* (3).

### operationalStatusWarningTrap (pcubeSeEvents 2)

The system operational state of the SCE Platform has changed to *Warning* (4).

### operationalStatusFailureTrap (pcubeSeEvents 3)

The system operational state of the SCE Platform has changed to *Failure* (5)."

### systemResetTrap (pcubeSeEvents 4)

The agent entity is about to reset itself either per user request or due to a fatal event.

### chassisTempAlarmOnTrap (pcubeSeEvents 5)

The **chassisTempAlarm** object in this MIB has transitioned to the *On* (3) state, indicating that the temperature is too high.

### chassisTempAlarmOffTrap (pcubeSeEvents 6)

The **chassisTempAlarm** object in this MIB has transitioned to the *Off* (2) state, indicating that the temperature level is back to normal.

### chassisVoltageAlarmOnTrap (pcubeSeEvents 7)

The **chassisVoltageAlarm** object in this MIB has transitioned to the *On* (3) state, indicating that the voltage level is out of safe bounds.

### chassisFansAlarmOnTrap (pcubeSeEvents 8)

The **chassisFansAlarm** object in this MIB has transitioned to the *On* (3) state, indicating fan malfunction.

### chassisPowerSupplyAlarmOnTrap (pcubeSeEvents 9)

The *chassisPowerSupplyAlarm* object in this MIB has transitioned to the *On* (3) state, indicating power supply malfunction.

### rdrActiveConnectionTrap (pcubeSeEvents 10)

One of the RDR-formatter connections has become the active connection.

### rdrNoActiveConnectionTrap (pcubeSeEvents 11)

There is no active connection between the RDR-formatter and any Collection Manager.

### rdrConnectionUpTrap (pcubeSeEvents 12)

The **rdrFormatterDestConnectionStatus** object in this MIB has transitioned to *Up* (2), indicating that one of the RDR-formatter connections was established.

### rdrConnectionDownTrap (pcubeSeEvents 13)

The **rdrFormatterDestConnectionStatus** object in this MIB has transitioned to *Down* (3), indicating that one of the RDR-formatter connections was disconnected.

### loggerUserLogIsFullTrap (pcubeSeEvents 18)

The User log file is full. The agent entity then rolls to the next file.

### sntpClockDriftWarnTrap (pcubeSeEvents 19)

The SNTP agent has not received an SNTP time update for a long period, which may result in a time drift of the agent entity's clock.

### linkModeBypassTrap (pcubeSeEvents 20)

The link mode has changed to bypass.

## linkModeForwardingTrap (pcubeSeEvents 21)

The link mode has changed to forwarding.

## linkModeCutoffTrap (pcubeSeEvents 22)

The link mode has changed to cutoff.

## pcubeSeEventGenericString1 (pcubeSeEvents 23)

Temporary string used for traps.

## pcubeSeEventGenericString2 (pcubeSeEvents 24)

Temporary string used for traps.

## moduleAttackFilterActivatedTrap (pcubeSeEvents 25)

The attack filter module has detected an attack and activated a filter. The type of attack-filter that was activated is returned in pcubeSeEventGenericString1.

Following are several examples of pcubeSeEventGenericString1 for various scenarios:

- **Attack detected automatically** (the number of open flows or ddos-suspected flows has exceeded the maximum configured for the attack detector):
  - **Source of the attack is detected** (at the subscriber side, IP address = 10.1.4.134, attacking the network side using UDP, number of open flows = 10000, configured action is 'report'):
 

```
Attack detected: Attack from IP address 10.1.4.134, from
subscriber side, protocol UDP. 10000 concurrent open flows
detected, 57 concurrent Ddos-suspected flows detected.
Action is: Report.
```
  - **Target of the attack is detected** (at the network side, IP address = 10.1.4.135, being attacked from the subscriber side using ICMP, number of ddos-suspected flows = 500, configured action is 'block'):
 

```
Attack detected: Attack on IP address 10.1.4.135, from
subscriber side, protocol ICMP. 745 concurrent open flows
detected, 500 concurrent Ddos-suspected flows detected.
Action is: Block.
```
- **Forced filtering** using the 'force-filter' command:
  - Action is 'block', attack-direction is attack-source, side is subscriber, IP address = 10.1.1.1, and protocol is TCP:
 

```
Attack filter: Forced block of flows from IP address
10.1.1.1, from subscriber side, protocol TCP. Attack forced
using a force-filter command.
```
  - When the action is 'report', attack-direction is attack-destination, side is subscriber, IP address = 10.1.1.1, and protocol is Other:

Attack filter: Forced report to IP address 10.1.1.1, from network side, protocol Other. Attack forced using a force-filter command.

## moduleAttackFilterDeactivatedTrap (pcubeSeEvents 26)

The attack filter module has removed a filter that was previously activated.

- Attack filter type — in pcubeSeEventGenericString1 (refer to corresponding moduleAttackFilterActivatedTrap)
- Reason for deactivating the filter — in pcubeSeEventGenericString2

Following are several examples of pcubeSeEventGenericString1 for various scenarios:

- **Attack end detected automatically** (the number of open flows or ddos-suspected flows drops below the minimum value configured for the attack detector):

End-of-attack detected — Attack on IP address 10.1.4.135, from subscriber side, protocol UDP. Action is: Report. Duration 20 seconds, attack comprised of 11736 flows.

End-of-attack detected — Attack from IP address 10.1.4.134, from subscriber side, protocol ICMP. Action is: Block. Duration 10 seconds, attack comprised of 2093 flows.

- **Attack end forced** by a 'dont-filter', or a previous 'force-filter' command is removed:

Attack filter — Forced to end block of flows from IP address 10.1.1.1, from subscriber side, protocol TCP. Attack end forced using a 'no force-filter' or a 'dont-filter' command. Duration 6 seconds, 1 flows blocked.

Attack filter — Forced to end report to IP address 10.1.1.1, from network side, protocol Other. Attack end forced using a 'no force-filter' or a 'dont-filter' command. Duration 13 seconds, attack comprised of 1 flows.

## moduleEmAgentGenericTrap (pcubeSeEvents 27)

A generic trap used by the Cisco EM agent.

- Trap name — in pcubeSeEventGenericString1 (refer to corresponding moduleAttackFilterActivatedTrap)
- Relevant parameter — in pcubeSeEventGenericString2

## linkModeSniffingTrap (pcubeSeEvents 28)

The agent entity has detected that the **linkOperMode** object in this MIB has changed to sniffing(5).

## moduleRedundancyReadyTrap (pcubeSeEvents 29)

The module was able to connect and synch with a redundant entity, and is now ready to handle fail-over if needed.

### moduleRedundantConfigurationMismatchTrap (pcubeSeEvents 30)

The module was not able to synch with a redundant entity, due to an incompatibility in essential configuration parameters between the module and the redundant entity.

### moduleLostRedundancyTrap (pcubeSeEvents 31)

The module has lost the ability to perform the fail-over procedure.

### moduleSmConnectionDownTrap (pcubeSeEvents 32)

The virtual connection to the SM (smartSub Manager) is broken.

### moduleSmConnectionUpTrap (pcubeSeEvents 33)

The virtual connection to the SM is up and working.

### moduleOperStatusChangeTrap (pcubeSeEvents 34)

The value of **moduleOperStatus** has changed.

### portOperStatusChangeTrap (pcubeSeEvents 35)

The value of the **portOperStatus** object of the **portIndex** has changed, indicating that the link was either forced down or the force down was released.

### chassisLineFeedAlarmOnTrap (pcubeSeEvents 36)

The agent entity has detected that the **chassisLineFeed** object in this MIB has changed to the on(3) state.

### rdrFormatterCategoryDiscardingReportsTrap (pcubeSeEvents 37)

The agent entity has detected that reports sent to this category are being discarded.

The **rdrFormatterCategoryNumReportsDiscarded** object in this MIB counts the number of discarded reports.

### rdrFormatterCategoryStoppedDiscardingReportsTrap (pcubeSeEvents 38)

The agent entity has detected that reports sent to this category are no longer being discarded.

The **rdrFormatterCategoryNumReportsDiscarded** object in this MIB counts the number of discarded reports.

### sessionStartedTrap (pcubeSeEvents 39)

The agent entity has accepted a new session. The **pcubeSeEventGenericString1** contains the session type (telnet/SSH) and client IP address.



### sessionEndedTrap (pcubeSeEvents 40)

The agent entity has detected the end of a session. The `pcubeSeEventGenericString1` contains the session type (telnet/SSH) and client IP address.

### sessionDeniedAccessTrap (pcubeSeEvents 41)

The agent entity has refused a session from unauthorized source. The `pcubeSeEventGenericString1` contains the session type (telnet/SSH) and client IP address.

### sessionBadLoginTrap (pcubeSeEvents 42)

The agent entity has detected attempt to login with a wrong password. The `pcubeSeEventGenericString1` contains the session type (telnet/SSH) and client IP address.

### illegalSubscriberMappingTrap (pcubeSeEvents 43)

The agent entity has detected that an external entity has attempted to create an illegal or inconsistent subscriber mapping.

*pcubeSeEventGenericString1* contains a message describing the problem.

### loggerLineAttackLogFullTrap (pcubeSeEvents 44)

The agent entity has detected that the attack log is full and a new log file is opened.

### vasServerOperationalStatusChangeTrap (pcubeSeEvents 45)

The agent entity has detected a change in the operational status of a VAS server.

### pullRequestNumber (pcubeSeEvents 46)

Contains the number of pull requests issued.

If a `pullRequestRetryFailedTrap` is issued, indicating that a subscriber cannot be identified after a certain number of pull requests, this trap will return a value of '0'.

### pullRequestRetryFailedTrap (pcubeSeEvents 47)

An unknown subscriber could not be identified after a certain number of pull requests, and is suspected to be an intruder.

*pcubeSeEventGenericString1* contains subscriber IDS.

## System Group: systemGrp (pcubeSEObjs 1)

The System group provides data on the system-wide functionality of the SCE Platform.

## sysOperationalStatus (systemGrp 1)

Indicates the operational status of the system.

Access RO

### SYNTAX

```

INTEGER {
  1 (other) – none of the following
  2 (boot) – the system is in boot process
  3 (operational) – the system is operational
  4 (warning) – the system is in Warning status
  5 (failure) – the system is in Failure status
}

```

## sysFailureRecovery (systemGrp 2)

Indicates the behavior of the system after abnormal boot.

Access RO

### SYNTAX

```

INTEGER {
  1 (other) – none of the following
  2 (operational) – the system should enter Operational mode after abnormal boot
  3 (non-operational) – the system should enter Failure mode after abnormal boot
}

```

## sysVersion (systemGrp 3)

The system version.

Access RO

### SYNTAX

**DisplayString**

## Chassis Group: chassisGrp (pcubeSEObjs 2)

The Chassis group defines and identifies the chassis, as well as environmental alarms related to the chassis.

## ChassisSysType (chassisGrp 1)

The chassis system type.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*SE1000*) – SE1000 platform
  - 3 (*SE100*) – SE100 platform
  - 4 (*SE2000*) – SE2000 platform
- }

## chassisPowerSupplyAlarm (chassisGrp 2)

Indicates whether the power supply to the chassis is normal. If the alarm is 'on', it means that one or more of the power supplies is not functional

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*off*) – the power supply to the chassis is normal
  - 3 (*on*) – the power supply to the chassis is not normal, and probably one or more of the power supplies is not functional.
- }

## chassisFansAlarm (chassisGrp 3)

Indicates whether all the fans on the chassis are functional.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*off*) – all fans are functional
  - 3 (*on*) – one or more fans is not functional.
- }

## chassisTempAlarm (chassisGrp 4)

Indicates the chassis temperature alarm status.

Access RO

### SYNTAX

```
INTEGER {
  1 (other) – none of the following
  2 (off) – temperature is within acceptable range
  3 (on) – temperature is too high.
}
```

## chassisVoltageAlarm (chassisGrp 5)

Indicates the chassis internal voltage alarm status. If the alarm is 'on', it indicates that the voltage level of one or more unit in the chassis is not in the normal range.

Access RO

### SYNTAX

```
INTEGER {
  1 (other) – none of the following
  2 (off) – voltage level is within normal range
  3 (on) – voltage level is out of the acceptable bounds.
}
```

## chassisNumSlots (chassisGrp 6)

Indicates the number of slots in the chassis available for plug-in modules, including both currently occupied and empty slots.

Access RO

### SYNTAX

```
INTEGER (0..255)
```

## chassisSlotConfig (chassisGrp 7)

An indication of which slots in the chassis are occupied.

This is an integer value with bits set to indicate configured modules. It is expressed as the function:

Sum of  $f(x)$  as  $x$  goes from 1 to the number of slots, where:

- no module inserted —  $f(x) = 0$
- module inserted —  $f(x) = \exp(2, x-1)$

Access RO

**SYNTAX**

**INTEGER** ( 0..65535 )

### chassisPsuType (chassisGrp 8)

Indicates the type of the power supplies.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*AC*) – AC power supply
  - 3 (*DC*) – DC power supply
- }

### chassisLineFeedAlarm (chassisGrp 9)

Indicates whether the line feed to the chassis is connected and whether it is supplying power to the power supply unit.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*OFF*) – The line feed to the chassis is connected and has power
  - 3 (*ON*) – The line feed to the chassis is not normal. One or both of the line feeds may not be connected properly or have no power.
- }

## Module Group: moduleGrp (pcubeSEObjs 3)

The Module group identifies and defines the modules, or cards, in the SCE Platform.

### moduleTable (moduleGrp 1)

A list of module entries containing information defining the modules in the chassis.

The number of entries is the number of modules in the chassis.

Access not-accessible

**SYNTAX**

*Sequence of moduleEntry*

## moduleEntry (moduleTable 1)

Entry containing a number of parameters defining the physical characteristics of one module in the chassis.

Access not-accessible

### INDEX

{*moduleIndex*}

### SYNTAX

**SEQUENCE** {

*moduleIndex*

*moduleType*

*moduleNumTrafficProcessors*

*moduleSlotNum*

*moduleHwVersion*

*moduleNumPorts*

*moduleNumLinks*

*moduleConnectionMode*

*moduleSerialNumber*

*moduleUpStreamAttackFilteringTime*

*moduleUpStreamLastAttackFilteringTime*

*moduleDownStreamAttackFilteringTime*

*moduleDownStreamLastAttackFilteringTime*

*moduleAttackObjectsClearTime*

*moduleAdminStatus*

*moduleOperStatus*

}

## moduleIndex (moduleEntry 1)

An ID number identifying the module. A unique value for each module within the chassis.

Access RO

### SYNTAX

**INTEGER** ( 1 . . 255 )

## moduleType (moduleEntry 2)

The type of module.

Access RO

### SYNTAX

**INTEGER** {

1 (*other*) – none of the following

2 (*gbe2Module*) – 2 port Gigabit Ethernet line interface, 2 Fast Ethernet 10/100 management interfaces

3 (*fe2Module*) – 2 port Fast Ethernet line interface, 1 Fast Ethernet 10/100 management interface

4 (*gbe4Module*) – 4 port Gigabit Ethernet line interface, 2 Fast Ethernet 10/100 management interfaces

5 (*fe4Module*) – 4 port Fast Ethernet line interface, 2 Fast Ethernet 10/100 management interfaces

6 (*oc12-4Module*) – 4 port OC12 line interface, 2 Fast Ethernet 10/100 management interfaces

7 (*fe8Module*) – 8 port Fast Ethernet line interface, 2 Fast Ethernet 10/100 management interfaces

}

## moduleNumTrafficProcessors (moduleEntry 3)

The number of traffic processors supported by the module.

Access RO

### SYNTAX

**INTEGER** (0..255)

## moduleSlotNum (moduleEntry 4)

The number of the slot in the chassis in which the module is installed.

Valid entries are from 1 to the value of chassisNumSlots.

Access RO

### SYNTAX

**INTEGER** (1..255)

Module Group: moduleGrp (pcubeSEObjs 3)

### moduleHwVersion (moduleEntry 5)

The hardware version of the module.

Access RO

**SYNTAX**

**DisplayString**

### moduleNumPorts (moduleEntry 6)

The number of ports supported by the module.

Access RO

**SYNTAX**

**INTEGER** ( 0 .. 255 )

### moduleNumLinks (moduleEntry 7)

The number of links carrying inband traffic that are supported by the module. The link is uniquely defined by the two ports that are at its endpoints.

Access RO

**SYNTAX**

**INTEGER** ( 0 .. 255 )

### moduleConnectionMode (moduleEntry 8)

Indicates the connection mode of the module.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
- 2 (*inline*) – SCE is both receiving and transmitting traffic on the line ports.
- 3 (*receive-only*) – SCE can only receive packets from the line ports. This mode is suitable for external splitting topology.
- 4 (*inline-cascade*) – SCE is both receiving and transmitting traffic on the line ports and the cascade ports.
- 5 (*receive-only-cascade*) – SCE can only receive packets from the line and the cascade ports. This mode is suitable for external splitting topology



### moduleSerialNumber (moduleEntry 9)

The serial number of the module.

Access RO

**SYNTAX**

**DisplayString**

### moduleUpStreamAttackFilteringTime (moduleEntry 10)

The accumulated time (in hundredths of a second) during which attack up-stream traffic was filtered.

Access RO

**SYNTAX**

**TimeTicks**

### moduleUpStreamLastAttackFilteringTime (moduleEntry 11)

The time (in hundredths of a second) since the previous attack filtered in the up-stream traffic.

Access RO

**SYNTAX**

**TimeTicks**

### moduleDownStreamAttackFilteringTime (moduleEntry 12)

The accumulated time (in hundredths of a second) during which attack down-stream traffic was filtered.

Access RO

**SYNTAX**

**TimeTicks**

### moduleDownStreamLastAttackFilteringTime (moduleEntry 13)

The time (in hundredths of a second) since the previous attack filtered in the down-stream traffic.

Access RO

**SYNTAX**

**TimeTicks**

## moduleAttackObjectsClearTime (moduleEntry 14)

The time (in hundredths of a second) since the attack objects were cleared. Writing a 0 to this object causes the counters to be cleared.

Access RO

### SYNTAX

**TimeTicks**

## moduleAdminStatus (moduleEntry 15)

Indicates whether the module is configured to handle traffic on startup or reboot (active), to be the hot standby.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*primary*) – Handle traffic on startup.
  - 3 (*secondary*) – Fail-over module on startup.
- }

## moduleOperStatus (moduleEntry 16)

Indicates whether the module is currently handling (active), or is on standby.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*active*) – Currently is handling traffic.
  - 3 (*standby*) – Currently is the fail-over module.
- }

## Link Group: linkGrp (pcubeSEObjs 4)

The Link group defines and identifies the link. It provides information regarding the mode of operation of the link defined for each status of the platform.

## linkTable (linkGrp 1)

A list of link entries containing information regarding the configuration and status of the links that pass through the SCE and carry in-band traffic .

The number of entries is determined by the number of modules in the chassis and the number of links on each module .

Access not-accessible

### SYNTAX

*Sequence of linkEntry*

## linkEntry (linkTable 1)

Entry containing information about the Link .

Access not-accessible

### INDEX

*{linkModuleIndex, linkIndex}*

### SYNTAX

**SEQUENCE** {

*linkModuleIndex*

*linkIndex*

*linkAdminModeOnActive*

*linkAdminModeOnFailure*

*linkOperMode*

*linkStatusReflectionEnable*

*linkSubscriberSidePortIndex*

*linkNetworkSidePortIndex*

}

## linkModuleIndex (linkEntry 1)

An index value (**moduleIndex**) that uniquely identifies the module where this link is located.

Access RO

### SYNTAX

**INTEGER** ( 1 .. 255 )

Link Group: linkGrp (pcubeSEObjs 4)

## linkIndex (linkEntry 2)

An index value that uniquely identifies the link within the specified module.

Valid entries are 1 to the value of **moduleNumLinks** for this module.

Access RO

### SYNTAX

**INTEGER** ( 1 . . 255 )

## linkAdminModeOnActive (linkEntry 3)

The desired mode of the link when the operating status of the module is active and it is not in boot or failure.

Possible values (*LinkModeType*):

- *Bypass* — the traffic is forwarded from one port to the other using an internal splitter.
- *Forwarding* — the traffic is forwarded by the internal hardware and software modules of the *SCE* platform.

Access RO

### SYNTAX

*LinkModeType*

## linkAdminModeOnFailure (linkEntry 4)

The desired mode of the link when the system status is failure.

Possible values (*LinkModeType*):

- *Bypass* — the traffic is forwarded from one port to the other using an internal splitter.
- *Cutoff* — all traffic is dropped by the SCE.

Access RO

### SYNTAX

*LinkModeType*

## linkOperMode (linkEntry 5)

The current operational mode of the link.

Possible values (*LinkModeType*):

- *Bypass* — the traffic is forwarded from one port to the other using an internal splitter with no processing taking place.
- *Forwarding* — the traffic is forwarded by the internal hardware and software modules of the SCE.

- *Sniffing* — the traffic is forwarded in the same manner as in Bypass mode, however it passes through and is analysed by the internal software and hardware modules of the SCE Platform.

Access RO

**SYNTAX**

*LinkModeType*

## linkStatusReflectionEnable (linkEntry 6)

Indicates whether failure of the physical link on one interface should trigger the failure of the link on the other interface on the module.

Access RO

**SYNTAX**

**INTEGER** {

1 (*enabled*)

2 (*disabled*)

}

## linkSubscriberSidePortIndex (linkEntry 7)

An index value that uniquely identifies this link with the related port that is connected to the subscriber side.

Access RO

**SYNTAX**

**INTEGER** (0..255)

## linkSubscriberSidePortIndex (linkEntry 8)

An index value that uniquely identifies this link with the related port that is connected to the network side.

Access RO

**SYNTAX**

**INTEGER** (0..255)

## Disk Group: diskGrp (pcubeSEObjs 5)

The Disk group provides data regarding the space utilization on the disk.

RDR Formatter Group: `rdRFormatterGrp` (`pcubeSEObjs 6`)

### `diskNumUsedBytes` (`diskGrp 1`)

The number of used bytes on the disk.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### `diskNumFreeBytes` (`diskGrp 2`)

The number of free bytes on the disk.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

## RDR Formatter Group: `rdRFormatterGrp` (`pcubeSEObjs 6`)

The RDR Formatter provides information regarding RDR Formatter destinations (Collection Managers), as well as RDR statistics.

### `rdRFormatterEnable` (`rdRFormatterGrp 1`)

Indicates whether the RDR-formatter is enabled or disabled.

When the RDR-formatter is enabled, it sends the reports it gets from the traffic processors to the Collection Manager as defined in the `rdRFormatterDestTable`.

Access RO

#### SYNTAX

```
INTEGER {
  1 (enabled)
  2 (disabled)
}
```

### `rdRFormatterDestTable` (`rdRFormatterGrp 2`)

This table lists the addresses of Collection Managers.

If the RDR-formatter is enabled, the destination with the highest priority to which a TCP connection can be established is designated as the active connection, and would receive the reports generated by the traffic processors.

The table may contain a maximum of three entries.

Access not-accessible

#### SYNTAX

*Sequence of `rdRFormatterDestEntry`*

## rdrFormatterDestEntry (rdrFormatterDestTable 1)

Entry defining one RDR destination .

Access not-accessible

### INDEX

```
{ rdrFormatterDestIPAddr, rdrFormatterDestPort }
```

### SYNTAX

#### SEQUENCE {

*rdrFormatterDestIPAddr*

*rdrFormatterDestPort*

*rdrFormatterDestPriority*

*rdrFormatterDestStatus*

*rdrFormatterDestConnectionStatus*

*rdrFormatterDestNumReportsSent*

*rdrFormatterDestNumReportsDiscarded*

*rdrFormatterDestReportRate*

*rdrFormatterDestReportRatePeak*

*rdrFormatterDestReportRatePeakTime*

}

## rdrFormatterDestIPAddr (rdrFormatterDestEntry 1)

The IP address of a Collection Manager.

Access RO

### SYNTAX

**IP Address**

## rdrFormatterDestPort (rdrFormatterDestEntry 2)

The TCP port on which the Collection Manager listens and the to which the RDR-Formatter should connect.

Access RO

### SYNTAX

**INTEGER (1...65535)**

### rdrFormatterDestPriority (rdrFormatterDestEntry 3)

The priority given to the Collection Manager. The active Collection Manager is the Collection Manager with the highest priority whose TCP connection is up.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . . 100 )

### rdrFormatterDestStatus (rdrFormatterDestEntry 4)

Indicates whether this destination is the active one.

In redundancy and simple-load-balancing modes there can be only one ‘active’ destination, which is the one to which the reports are sent. In multicast mode all destinations receive the active mode.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*active*) – this destination is where the reports are sent
  - 3 (*standby*) – this destination is a backup
- }

### rdrFormatterDestConnectionStatus (rdrFormatterDestEntry 5)

The status of TCP connection to this destination.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*up*) – the TCP connection to this destination is up
  - 3 (*down*) – the TCP connection to this destination is down
- }

### rdrFormatterDestNumReportsSent (rdrFormatterDestEntry 6)

The number of reports sent by the RDR-formatter to this destination.

Access RO

**SYNTAX**

**Unsigned32** ( 0 . . . 4294967295 )



### rdrFormatterDestNumReportsDiscarded (rdrFormatterDestEntry 7)

The number of reports dropped by the RDR-formatter at this destination.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### rdrFormatterDestReportRate (rdrFormatterDestEntry 8)

The current rate (in reports per second) of sending reports to this destination.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### rdrFormatterDestReportRatePeak (rdrFormatterDestEntry 9)

The maximum rate of sending reports to this destination.

**ACCESS RO**

**SYNTAX**

**Unsigned32** (0...4294967295)

### rdrFormatterDestReportRatePeakTime (rdrFormatterDestEntry 10)

The time (in hundredths of a second) since the **rdrFormatterDestReportRatePeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

### rdrFormatterNumReportsSent (rdrFormatterGrp 3)

The number of reports sent by the RDR-formatter.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### rdrFormatterNumReportsDiscarded (rdrFormatterGrp 4)

The number of reports dropped by the RDR-formatter.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

RDR Formatter Group: `rdrFormatterGrp` (pcubeSEObjs 6)**rdrFormatterClearCountersTime (rdrFormatterGrp 5)**

The time (in hundredths of a second) since the RDR-formatter counters were last cleared. Writing a 0 to this object causes the RDR-formatter counters to be cleared.

Access RW

**SYNTAX**

**TimeTicks**

**rdrFormatterReportRate (rdrFormatterGrp 6)**

The current rate (in reports per second) of sending reports to all destinations.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

**rdrFormatterReportRatePeak (rdrFormatterGrp 7)**

The maximum rate of sending reports to all destinations.

**ACCESS RO**

**SYNTAX**

**Unsigned32** (0...4294967295)

**rdrFormatterReportRatePeakTime (rdrFormatterGrp 8)**

The time (in hundredths of a second) since the **rdrFormatterReportRatePeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

**rdrFormatterProtocol (rdrFormatterGrp 9)**

The RDR protocol currently in use.

Access RO

**SYNTAX**

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*RDRv1*) – RDR protocol version 1
  - 3 (*RDRv2*) – RDR protocol version 2
- }

## rdrFormatterForwardingMode (rdrFormatterGrp 10)

The manner in which the RDR formatter sends the reports to the destinations.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*redundancy*) – all RDRs are sent to the primary (active) destination, and all other destinations are in standby
  - 3 (*simpleLoadBalancing*) – each successive RDR is sent to a different destination, one destination after the other, in a round robin manner
  - 4 (*multicast*) – all RDRs are sent to all destinations
- }

## rdrFormatterCategoryTable (rdrFormatterGrp 11)

This table describes the different categories of RDRs and supplies some statistical information about the RDRs sent to these categories

Access not-accessible

### SYNTAX

*Sequence of rdrFormatterCategoryEntry*

**rdrFormatterCategoryEntry (rdrFormatterCategoryTable 1)**

Entry containing information about the RDR formatter categories .

Access not-accessible

**INDEX**

{ *rdrFormatterCategoryIndex* }

**SYNTAX****SEQUENCE** {

*rdrFormatterCategoryIndex*

*rdrFormatterCategoryName*

*rdrFormatterCategoryNumReportsSent*

*rdrFormatterCategoryNumReportsDiscarded*

*rdrFormatterCategoryReportRate*

*rdrFormatterCategoryReportRatePeak*

*rdrFormatterCategoryReportRatePeakTime*

*rdrFormatterCategoryNumReportsQueued*

}

**rdrFormatterCategoryIndex (rdrFormatterCategoryEntry 1)**

The RDR formatter category number.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 4 )

**rdrFormatterCategoryName (rdrFormatterCategoryEntry 2)**

The name of the category.

Access RO

**SYNTAX**

**DisplayString**

**rdrFormatterCategoryNumReportsSent (rdrFormatterCategoryEntry 3)**

The number of reports sent by the RDR-formatter to this category.

Access RO

**SYNTAX**

**Unsigned32** ( 0 . . . 4294967295 )

**rdrFormatterCategoryNumReportsDiscarded (rdrFormatterCategoryEntry 4)**

The number of reports dropped by the RDR formatter for this category.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

**rdrFormatterCategoryReportRate (rdrFormatterCategoryEntry 5)**

The rate of the reports (in reports per second) currently sent to this category.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

**rdrFormatterCategoryReportRatePeak (rdrFormatterCategoryEntry 6)**

The maximum report rate sent to this category.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

**rdrFormatterCategoryReportRatePeakTime (rdrFormatterCategoryEntry 7)**

The time (in hundredths of a second) since the **rdrFormatterCategoryReportRatePeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

**rdrFormatterCategoryNumReportsQueued (rdrFormatterCategoryEntry 8)**

The number of pending reports in this category.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

## rdrFormatterCategoryDestTable (rdrFormatterGrp 12)

This table describes the partition of the RDR destinations between the different categories and the priority and status of each destination in each category

Access not-accessible

### SYNTAX

*Sequence of rdrFormatterCategoryDestEntry*

## rdrFormatterCategoryDestEntry (rdrFormatterCategoryDestTable 1)

A destination table entry.

Access not-accessible

### INDEX

*{rdrFormatterCategoryIndex, rdrFormatterDestIPAddr, rdrFormatterDestPort}*

### SYNTAX

**SEQUENCE** {  
*rdrFormatterCategoryDestPriority*  
*rdrFormatterCategoryDestStatus*  
 }

## rdrFormatterCategoryDestPriority (rdrFormatterCategoryDestEntry 1)

The priority assigned to the Collection Manager for this category.

The active Collection Manager is the Collection Manager with the highest priority and a TCP connection that is up.

Access RO

### SYNTAX

**INTEGER** (1...100)

## rdrFormatterCategoryDestStatus (rFormatterCategoryDestEntry 2)

Indicates whether the destination is currently active or standby.

In redundancy and in simple Load Balancing `rdrFormatterForwardingMode` there can be only one active destination, which is where the reports are currently being sent. In multicast mode, all destinations will be assigned the active(2) status

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*active*) – this is the destination to which reports are currently being sent
  - 3 (*standby*) – this destination is a backup
- }

## Logger Group: loggerGrp (pcubeSEObjs 7)

The Logger group is responsible for logging the system synchronous and asynchronous events.

### loggerUserLogEnable (loggerGrp 1)

Indicates whether the logging of user information is enabled or disabled.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*enabled*)
  - 2 (*disabled*)
- }

### loggerUserLogNumInfo (loggerGrp 2)

The number of Info messages logged into the user log file since last reboot or last time the counter was cleared

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

Subscribers Group: subscribersGrp (pcubeSEObjs 8)

### loggerUserLogNumWarning (loggerGrp 3)

The number of **Warning** messages logged into the user log file since last reboot or last time the counter was cleared.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### loggerUserLogNumError (loggerGrp 4)

The number of **Error** messages logged into the user log file since last reboot or last time the counter was cleared.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### loggerUserLogNumFatal (loggerGrp 5)

The number of **Fatal** messages logged into the user log file since last reboot or last time the counter was cleared.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### loggerUserLogClearCountersTime (loggerGrp 6)

The time (in hundredths of a second) since user log counters were last cleared.

Writing a 0 to this object causes the user log counters to be cleared.

Access RW

#### SYNTAX

**TimeTicks**

## Subscribers Group: subscribersGrp (pcubeSEObjs 8)

The Subscribers group provides statistics concerning the number of subscribers and subscriber mappings. It also provides data on the subscriber properties and the value of those properties for a specified subscriber.



## subscribersInfoTable (subscribersGrp 2)

Data regarding subscriber management operations performed.

Access not-accessible

### SYNTAX

*Sequence of subscribersInfoEntry*

## subscribersInfoEntry (subscribersInfoTable 1)

Entry describing the subscriber management operations performed on a certain module .

Access not-accessible

### INDEX

{moduleIndex}

### SYNTAX

**SEQUENCE** {

subscribersNumIntroduced

subscribersNumFree

subscribersNumIpAddrMappings

subscribersNumIpAddrMappingsFree

subscribersNumIpRangeMappings

subscribersNumIpRangeMappingsFree

subscribersNumVlanMappings

subscribersNumVlanMappingsFree

subscribersNumActive

subscribersNumActivePeak

subscribersNumActivePeakTime

subscribersNumUpdates

subscribersCountersClearTime

subscriberssubscribersNumTpIpRangeMappings

subscribersNumTpIpRangeMappingsFreeCountersClearTime

subscribersNumAnonymous

subscribersNumWithSessions

}

Subscribers Group: subscribersGrp (pcubeSEObjs 8)

### subscribersNumIntroduced (subscribersInfoEntry 1)

The current number of subscribers introduced to the SCE. These subscribers may or may not have IP address or VLAN mappings. Subscribers who do not have mappings of any kind cannot be associated with traffic, and will be served by the SCE according to the default settings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumFree (subscribersInfoEntry 2)

The number of subscribers that may be introduced in addition to the currently introduced subscribers.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumIpAddrMappings (subscribersInfoEntry 3)

The current number of IP address to subscriber mappings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumIpAddrMappingsFree (subscribersInfoEntry 4)

The number of free IP address to subscriber mappings that are available for defining new mappings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumIpRangeMappings (subscribersInfoEntry 5)

The current number of IP-range to subscriber mappings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumIpRangeMappingsFree (subscribersInfoEntry 6)

The number of free IP range to subscriber mappings that are available for defining new mappings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumVlanMappings (subscribersInfoEntry 7)

The current number of VLAN to subscriber mappings

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumVlanMappingsFree (subscribersInfoEntry 8)

The number of free VLAN to subscriber mappings that are available for defining new mappings.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumActive (subscribersInfoEntry 9)

The current number of active subscribers. These subscribers necessarily have IP address or VLAN mappings that define the traffic to be served according to the subscriber service agreement.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumActivePeak (subscribersInfoEntry 10)

The peak value of **subscribersNumActive** since the last time it was cleared or the system started.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### subscribersNumActivePeakTime (subscribersInfoEntry 11)

The time (in hundredths of a second) since the **subscribersNumActivePeak** value occurred.

Access RO

#### SYNTAX

**TimeTicks**

Subscribers Group: subscribersGrp (pcubeSEObjs 8)

## subscribersNumUpdates (subscribersInfoEntry 12)

The accumulated number of subscribers database updates received by the SCE.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

## subscribersCountersClearTime (subscribersInfoEntry 13)

The time (in hundredths of a second) since the subscribers counters were cleared.

Writing a 0 to this object causes the counters to be cleared.

Access RW

### SYNTAX

**TimeTicks**

## subscribersNumTplpRangeMappings (subscribersInfoEntry 14)

The current number of IP range to Traffic Processor mappings.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

## subscribersNumTplpRangeMappingsFree (subscribersInfoEntry 15)

The current number of IP range to Traffic Processor mappings that are available for defining new mappings.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

## subscribersNumAnonymous (subscribersInfoEntry 16)

The current number of anonymous subscribers.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

## subscribersNumWithSessions (subscribersInfoEntry 17)

The current number of subscribers with open sessions.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

## subscribersPropertiesTable (subscribersGrp 2)

List of all subscriber properties. This table is updated each time an application is loaded on the SCE Platform.

Access not-accessible

### SYNTAX

*Sequence of subscribersPropertiesEntry*

## subscribersPropertiesEntry (subscribersPropertiesTable 1)

Entry describing subscriber properties of the application relevant for a certain module .

Access not-accessible

### INDEX

*{moduleIndex, spIndex}*

### SYNTAX

**SEQUENCE** {

*spIndex*

*spName*

*spType*

}

## spIndex (subscribersPropertiesEntry 1)

An index value that uniquely identifies the subscriber property.

Access RO

### SYNTAX

**INTEGER** (1..255)

Subscribers Group: subscribersGrp (pcubeSEObjs 8)

## spName (subscribersPropertiesEntry 2)

Name of the subscriber property.

Access RO

### SYNTAX

**DisplayString**

## spType (subscribersPropertiesEntry 3)

Property type in respect to: variable type (integer, boolean, string etc), number of elements (scalar or array), and restrictions, if any.

Access RO

### SYNTAX

**DisplayString**

## subscriberPropertiesValuesTable (subscribersGrp 3)

The subscriber properties value table is used to provide values for the subscriber properties for a specific subscriber introduced into the SCE Platform.

An entry must be created by setting the entry spvRowStatus object with CreateAndGo (4) before setting the name of the subscriber and the property requested. The property requested must be one of the properties from the subscribersPropertiesTable. To remove an entry set the spvRowStatus object with Destroy (6).

To poll the subscriber property, either of these objects should be polled:

- spvPropertyStringValue
- spvPropertyUnitValue

The table is cleared when the application is unloaded.

Access not-accessible

### SYNTAX

*Sequence of subscribersPropertiesValueEntry*

## subscriberPropertiesValueEntry (subscriberPropertiesValueTable 1)

Entry providing information on the value of one of the specified subscriber properties .

Access not-accessible

### INDEX

*{moduleIndex, spvIndex}*

### SYNTAX

**SEQUENCE** {

*SpvIndex*

*spvSubName*

*spvPropertyName*

*spvRowStatus*

*spvPropertyStringValue*

*spvPropertyUintValue*

*spvPropertyCounter64Value*

}

## spvIndex (subscriberPropertiesValueEntry 1)

An index value that uniquely identifies the entry.

Access RO

### SYNTAX

**INTEGER** (1..1024)

## spvSubName (subscriberPropertiesValueEntry 2)

A name that uniquely identifies the subscriber.

Access RC

### SYNTAX

**DisplayString** (Size 1..40)

## spvPropertyName (subscriberPropertiesValueEntry 3)

A name that uniquely identifies the subscriber property.

Array-type properties may be accessed one element at a time in C-like format. (For example: x[1], or y[1][2])

Access RC

### SYNTAX

**DisplayString** (Size 1..128)

### spvRowStatus (subscriberPropertiesValueEntry 4)

Controls creation of a table entry. Only setting CreateAndGo (4) and Destroy (6) will change the status of the entry.

Access RC

**SYNTAX**

**RowStatus**

### spvPropertyStringValue (subscriberPropertiesValueEntry 5)

The value of the subscriber property in display string format.

Access RO

**SYNTAX**

**DisplayString** (*SIZE 0...128*)

### spvPropertyUintValue (subscriberPropertiesValueEntry 6)

The value of the subscriber property in Uint format.

If the property cannot be cast to Uint format, getting this object returns zero.

Access RO

**SYNTAX**

**Unsigned32** (*0...4294967295*)

### spvPropertyCounter64Value (subscriberPropertiesValueEntry 7)

The value of the subscriber property in Counter64 format.

If the property cannot be cast to Counter64 format, getting this object returns zero.

Access RO

**SYNTAX**

**Counter64**

## Traffic Processor Group: trafficProcessorGrp (pcubeSEObjs 9)

The Traffic Processor group provides statistics regarding the traffic flow handled by each traffic processor.



## tpInfoTable (trafficProcessorGrp 1)

The Traffic Processor Info table consists of data regarding traffic handled by the traffic processors, classified by packets and flows.

Access not-accessible

### **SYNTAX**

*Sequence of TpInfoEntry*

**tpInfoEntry (tpInfoTable)**

Entry containing information from the traffic processors.

Access not-accessible

**INDEX**

{ *tpModuleIndex*, *tpIndex* }

**SYNTAX****SEQUENCE** {

*tpModuleIndex*

*tpIndex*

*tpTotalNumHandledPackets*

*tpTotalNumHandledFlows*

*tpNumActiveFlows*

*tpNumActiveFlowsPeak*

*tpNumActiveFlowsPeakTime*

*tpNumTcpActiveFlows*

*tpNumTcpActiveFlowsPeak*

*tpNumTcpActiveFlowsPeakTime*

*tpNumUdpActiveFlows*

*tpNumUdpActiveFlowsPeak*

*tpNumUdpActiveFlowsPeakTime*

*tpNumNonTcpUdpActiveFlows*

*tpNumNonTcpUdpActiveFlowsPeak*

*tpNumNonTcpUdpActiveFlowsPeakTime*

*tpTotalNumBlockedPackets*

*tpTotalNumBlockedFlows*

*tpTotalNumDiscardedPacketsDueToBwLimit*

*tpTotalNumWredDiscardedPackets*

*tpTotalNumFragments*

*tpTotalNumNonIpPackets*

*tpTotalNumIpCrcErrPackets*

*tpTotalNumIpLengthErrPackets*

*tpTotalNumIpBroadcastPackets*

*tpTotalNumTtlErrPackets*

*tpTotalNumTcpUdpCrcErrPackets*

```

    tpClearCountersTime
    tpHandledPacketsRate
    tpHandledPacketsRatePeak
    tpHandledPacketsRatePeakTime
    tpHandledFlowsRate
    tpHandledFlowsRatePeak
    tpHandledFlowsRatePeakTime
    tpCpuUtilization
    tpCpuUtilizationPeak
    tpCpuUtilizationPeakTime
    tpFlowsCapacityUtilization
    tpFlowsCapacityUtilizationPeak
    tpFlowsCapacityUtilizationPeakTime
    tpServiceLoss
}

```

### tpModuleIndex (tpInfoEntry 1)

An index value (**moduleIndex**) that uniquely identifies the module in which this traffic processor is located.

Access RO

#### SYNTAX

**INTEGER** ( 1 . . . 255 )

### tpIndex (tpInfoEntry 2)

An index value that uniquely identifies the traffic processor within the specified module. The value is determined by the location of the traffic processor on the module.

Valid entries are 1 to the value of **moduleNumTrafficProcessors** for the specified module.

Access RO

#### SYNTAX

**INTEGER** ( 1 . . . 255 )

### tpTotalNumHandledPackets (tpInfoEntry 3)

The accumulated number of packets handled by this traffic processor since last reboot or last time this counter was cleared.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumHandledFlows (tpInfoEntry 4)

The accumulated number of flows handled by this traffic processor since last reboot or last time this counter was cleared.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpNumActiveFlows (tpInfoEntry 5)

The number of flows currently being handled by this traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpNumActiveFlowsPeak (tpInfoEntry 6)

The peak value of **tpNumActiveFlows** since the last time it was cleared or the system started.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpNumActiveFlowsPeakTime (tpInfoEntry 7)

The time (in hundredths of a second) since the **tpNumActiveFlowsPeak** value occurred.

Access RO

#### SYNTAX

**TimeTicks**

### tpNumTcpActiveFlows (tpInfoEntry 8)

The number of TCP flows currently being handled by this traffic processor

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### TpNumTcpActiveFlowsPeak (tpInfoEntry 9)

The peak value of **tpNumTcpActiveFlows** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpNumTcpActiveFlowsPeakTime (tpInfoEntry 10)

The time (in hundredths of a second) since the **tpNumTcpActiveFlowsPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

### tpNumUdpActiveFlows (tpInfoEntry 11)

The number of UDP flows currently being handled by the traffic processor.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpNumUdpActiveFlowsPeak (tpInfoEntry 12)

The peak value of **tpNumUdpActiveFlows** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpNumUdpActiveFlowsPeakTime (tpInfoEntry 13)

The time (in hundredths of a second) since the **tpNumUdpActiveFlowsPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

Traffic Processor Group: trafficProcessorGrp (pcubeSEObjs 9)

### tpNumNonTcpUdpActiveFlows (tpInfoEntry 14)

The number of non TCP/UDP flows currently being handled by the traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpNumNonTcpUdpActiveFlowsPeak (tpInfoEntry 15)

The peak value of **tpNumNonTcpUdpActiveFlows** since the last time it was cleared or the system started.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpNumNonTcpUdpActiveFlowsPeakTime (tpInfoEntry 16)

The time (in hundredths of a second) since the **tpNumNonTcpUdpActiveFlowsPeak** value occurred.

Access RO

#### SYNTAX

**TimeTicks**

### tpTotalNumBlockedPackets (tpInfoEntry 17)

The accumulated number of packets discarded by the traffic processor according to application blocking rules.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumBlockedFlows (tpInfoEntry 18)

The accumulated number of flows discarded by the traffic processor according to application blocking rules.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumDiscardedPacketsDueToBwLimit (tpInfoEntry 19)

The accumulated number of packets discarded by the traffic processor due to subscriber bandwidth limitations.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpTotalNumWredDiscardedPackets (tpInfoEntry 20)

The accumulated number of packets discarded by the traffic processor due to congestion in the queues.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpTotalNumFragments (tpInfoEntry 21)

The accumulated number of fragmented packets handled by the traffic processor.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpTotalNumNonIpPackets (tpInfoEntry 22)

The accumulated number of non IP packets handled by the traffic processor.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpTotalNumIpCrcErrPackets (tpInfoEntry 23)

The accumulated number of packets with IP CRC error handled by the traffic processor.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

Traffic Processor Group: trafficProcessorGrp (pcubeSEObjs 9)

### tpTotalNumIpLengthErrPackets (tpInfoEntry 24)

The accumulated number of packets with IP length error handled by the traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumIpBroadcastPackets (tpInfoEntry 25)

The accumulated number of IP broadcast packets handled by the traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumTtlErrPackets (tpInfoEntry 26)

The accumulated number of packets with TTL error handled by the traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpTotalNumTcpUdpCrcErrPackets (tpInfoEntry 27)

The accumulated number of TCP/UDP packets with CRC error handled by the traffic processor.

Access RO

#### SYNTAX

**Unsigned32** (0...4294967295)

### tpClearCountersTime (tpInfoEntry 28)

The time (in hundredths of a second) since the traffic processor statistics counters were last cleared. Writing a 0 to this object causes the RDR-formatter counters to be cleared.

Access RW

#### SYNTAX

**TimeTicks**

### tpHandledPacketsRate (tpInfoEntry 29)

The rate in packets per second of the packets handled by this traffic processor..

Access RO

#### SYNTAX

**Unsigned32** (0... 4294967295)



### tpHandledPacketsRatePeak (tpInfoEntry 30)

The peak value of **tpHandledPacketsRate** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpHandledPacketsRatePeakTime (tpInfoEntry 31)

the time (in hundredths of a second) since the **tpHandledPacketsRatePeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

### tpHandledFlowsRate (tpInfoEntry 32)

The rate in flows start per second of the flows handled by this traffic processor.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpHandledFlowsRatePeak (tpInfoEntry 33)

The peak value of **tpHandledFlowsRate** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### tpHandledFlowsRatePeakTime (tpInfoEntry 34)

the time (in hundredths of a second) since the **tpHandledFlowsRatePeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

### tpCpuUtilization (tpInfoEntry 35)

The current percentage of CPU utilization

Access RO

**SYNTAX**

**INTEGER** (1..100)

**tpCpuUtilizationPeak (tpInfoEntry 36)**

The peak value of **tpCpuUtilization** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 100 )

**tpCpuUtilizationPeakTime (tpInfoEntry 37)**

The time (in hundredths of a second) since the **pCpuUtilizationPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

**tpFlowsCapacityUtilization (tpInfoEntry 38)**

The percentage of flows capacity utilization.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 100 )

**tpFlowsCapacityUtilizationPeak (tpInfoEntry 39)**

The peak value of **tpFlowsCapacityUtilization** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 100 )

**tpFlowsCapacityUtilizationPeakTime (tpInfoEntry 40)**

The time (in hundredths of a second) since the **tpFlowsCapacityUtilizationPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

## tpServiceLoss (tpInfoEntry 41)

The relative amount of service loss in this traffic processor, in units of 0.001%, since last reboot or last time this counter was cleared.

Access RO

### SYNTAX

**INTEGER** ( 1 . . 100000 )

## Port Group: portGrp (pcubeSEObjs 10)

The Port group provides data regarding the port, such as its type and speed.

## portTable (portGrp 1)

A list of port entries.

The number of entries is determined by the number of modules in the chassis and the number of ports on each module.

Access not-accessible

### SYNTAX

*Sequence of portEntry*

## portEntry (portTable 1)

Entry containing information for a specified port on a module .

Access not-accessible

### INDEX

{*portModuleIndex*, *portIndex*}

### SYNTAX

**SEQUENCE** {

*portModuleIndex*

*portIndex*

*portType*

*ortNumTxQueues*

*portIfIndex*

*portAdminSpeed*

*portAdminDuplex*

*portOperDuplex*

*portLinkIndex*

*portOperStatus*

}

## portModuleIndex (portEntry 1)

An index value (**moduleIndex**) that uniquely identifies the module where the port is located.

Access RO

### SYNTAX

**INTEGER** ( 1 . . 255 )

## portIndex (portEntry 2)

An index value that uniquely identifies the port within the specified module. The value is determined by the location of the port on the module.

Valid entries are 1 to the value of **moduleNumPorts** for this module.

Access RO

### SYNTAX

**INTEGER** ( 1 . . 255 )

### portType (portEntry 3)

The type of physical layer medium dependent interface on the port.

Access RO

#### SYNTAX

**INTEGER** {

**1** (*other*) – none of the following

**11** (*e100BaseTX*) – UTP Fast Ethernet (Cat 5)

**28** (*e1000BaseSX*) – Short Wave fiber Giga Ethernet

}

### portNumTxQueues (portEntry 4)

The number of transmit queues supported by this port.

Access RO

#### SYNTAX

**INTEGER** (1..255)

### portIfIndex (portEntry 5)

The value of the instance of the ifIndex object, defined in MIB-II, for this port.

Access RO

#### SYNTAX

**INTEGER** (1..255)

### portAdminSpeed (portEntry 6)

The desired speed of the port. The current operational speed of the port can be determined from ifSpeed.

Access RO

#### SYNTAX

**INTEGER** {

**1** (*autoNegotiation*) –

**10000000** (*s10000000*) – 10 Mbps

**100000000** (*s100000000*) – 100 Mbps

**1000000000** (*s1000000000*) – 1 Gbps

}

Port Group: portGrp (pcubeSEObjs 10)

## portAdminDuplex (portEntry 7)

The desired duplex of the port.

Access RO

### SYNTAX

```
INTEGER {  
  1 (half)  
  2 (full)  
  4 (auto)  
}
```

## portOperDuplex (portEntry 8)

Indicates whether the port is operating in half-duplex or full-duplex.

Access RO

### SYNTAX

```
INTEGER {  
  1 (half)  
  2 (full)  
}
```

## portLinkIndex (portEntry 9)

The **linkIndex** of the link to which this port belongs.

Value of 0 indicates that this port is not associated with any link.

Value of -1 indicates that this port is associated with multiple links.

Access RO

### SYNTAX

```
INTEGER (-1..255)
```

## portOperStatus (portEntry 10)

The status of the port. If the port is down, the reason is indicated.

Access RO

### SYNTAX

**INTEGER** {

- 1 (*other*) – none of the following
  - 2 (*up*) – the port is up
  - 3 (*reflectionForcingDown*) – the port is currently forced down due to the link reflection mechanism
  - 4 (*redundancyForcingDown*) – the port is currently forced down due to redundancy reasons
  - 5 (*otherDown*) – the port is down due to other reasons
- }

## Transmit Queues Group: txQueuesGrp (pcubeSEObjs 11)

The Transmit Queues group provides data regarding the transmit queue counters.

### txQueuesTable (txQueuesGrp 1)

A list of information for each SCE transmit queue.

Access not-accessible

### SYNTAX

*Sequence of txQueuesEntry*

## txQueuesEntry (txQueuesTable 1)

Entry containing information for a specified SCE transmit queue.

Access not-accessible

### INDEX

*{txQueuesModuleIndex, txQueuesPortIndex, txQueuesQueueIndex}*

### SYNTAX

### SEQUENCE {

*txQueuesModuleIndex*

*txQueuesPortIndex*

*txQueuesQueueIndex*

*txQueuesDescription*

*txQueuesBandwidth*

*txQueuesUtilization*

*txQueuesUtilizationPeak*

*txQueuesUtilizationPeakTime*

*txQueuesClearCountersTime*

}

## txQueuesModuleIndex (txQueuesEntry 1)

An index value (**moduleIndex**) that uniquely identifies the module where the queue is located.

Access RO

### SYNTAX

**INTEGER** ( 1 .. 255 )

## txQueuesPortIndex (txQueuesEntry 2)

An index value that uniquely identifies the port on which the queue is located.

Access RO

### SYNTAX

**INTEGER** ( 1 .. 255 )



### txQueuesQueueIndex (txQueuesEntry 3)

An index value that uniquely identifies the queue within the specified port. The value is determined by the location of the queue on the port.

Valid entries are 1 to the value of **portNumTxQueues** for the specified port.

Access RO

#### SYNTAX

**INTEGER** ( 1 . . 255 )

### txQueuesDescription (txQueuesEntry 4)

Description of the transmit queue.

Access RO

#### SYNTAX

**DisplayString**

### txQueuesBandwidth (txQueuesEntry 5)

The bandwidth in kbps configured for this queue.

Access RO

#### SYNTAX

**INTEGER** ( 1 . . . 1000000 )

### txQueuesUtilization (txQueuesEntry 6)

The percentage of bandwidth utilization relative to the to the configured rate.

Access RO

#### SYNTAX

**INTEGER** ( 0 . . . 100 )

### txQueuesUtilizationPeak (txQueuesEntry 7)

The peak value of **txQueuesUtilization** since the last time it was cleared or the system started.

Access RO

#### SYNTAX

**INTEGER** ( 0 . . . 100 )

**txQueuesUtilizationPeakTime (txQueuesEntry 8)**

The time (in hundredths of a second) since the **txQueuesUtilizationPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

**txQueuesClearCountersTime (txQueuesEntry 9)**

The time (in hundredths of a second) since the transmit queues statistics counters were last cleared.

Writing a 0 to this object causes the transmit queues counters to be cleared.

Access RW

**SYNTAX**

**TimeTicks**

**txQueuesDroppedBytes (txQueuesEntry 10)**

Number of dropped bytes. Valid only if the system is configured to count dropped bytes per TX queue.

Access RO

**SYNTAX**

**Counter64**

**Global Controllers Group: globalControllersGrp (pcubeSEObjs 12)**

The Global Controllers group provides data regarding the Global Controllers configuration and counters.

**globalControllersTable (globalControllersGrp 1)**

A list of information for each global controller.

Access not-accessible

**SYNTAX**

*Sequence of globalControllersEntry*

## globalControllersEntry (globalControllersTable 1)

Entry containing information for a specified global controller .

Access not-accessible

### INDEX

*{globalControllersModuleIndex, globalControllersPortIndex, globalControllersIndex}*

### SYNTAX

#### SEQUENCE {

*globalControllersModuleIndex*

*globalControllersPortIndex*

*globalControllersIndex*

*globalControllersDescription*

*globalControllersBandwidth*

*globalControllersUtilization*

*globalControllersUtilizationPeak*

*globalControllersUtilizationPeakTime*

*globalControllersClearCountersTime*

*globalControllersDroppedBytes*

}

## globalControllersModuleIndex (globalControllersEntry 1)

An index value (**moduleIndex**) that uniquely identifies the module where the Global Controller is located.

Access RO

### SYNTAX

**INTEGER** ( 1..255 )

## globalControllersPortIndex (globalControllersEntry 2)

An index value that uniquely identifies the port on which the Global Controller is located.

Access RO

### SYNTAX

**INTEGER** ( 1..255 )

### globalControllersIndex (globalControllersEntry 3)

An index value that uniquely identifies this Global Controller within the specified port.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 255 )

### globalControllersDescription (globalControllersEntry 4)

Description of the Global Controller.

Access RO

**SYNTAX**

**DisplayString**

### globalControllersBandwidth (globalControllersEntry 5)

The bandwidth in kbps configured for this Global Controller.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . . 1000000 )

### globalControllersUtilization (globalControllersEntry 6)

The percentage of bandwidth utilization relative to the to the configured rate (**globalControllersBandwidth**).

Access RO

**SYNTAX**

**INTEGER** ( 0 . . . 100 )

### globalControllersUtilizationPeak (globalControllersEntry 7)

The peak value of **bwLimitersUtilization** since the last time it was cleared or the system started.

Access RO

**SYNTAX**

**INTEGER** ( 0 . . . 100 )

### globalControllersUtilizationPeakTime (globalControllersEntry 8)

The time (in hundredths of a second) since the **globalControllersUtilizationPeak** value occurred.

Access RO

**SYNTAX**

**TimeTicks**

### globalControllersClearCountersTime (globalControllersEntry 9)

The time (in hundredths of a second) since the Global Controller statistics counters were last cleared.

Writing a 0 to this object causes the Global Controller counters to be cleared.

Access RW

**SYNTAX**

**TimeTicks**

### globalControllersDroppedBytes (globalControllersEntry 10)

Number of dropped bytes. Valid only if the system is configured to count dropped bytes per global controller.

Access RO

**SYNTAX**

**Counter64**

## Application Group: applicationGrp (pcubeSEObjs 13)

The Application group indicates which application is installed in the SCE Platform, and what the properties of the application and values of those properties are.

### appInfoTable (applicationGrp 1)

Information identifying the application that is currently installed in the SCE Platform.

Access not-accessible

**SYNTAX**

*Sequence of appInfoEntry*

## applInfoEntry (applInfoTable 1)

Entry containing identifying information for the application that is currently installed in the SCE Platform.

Access not-accessible

### INDEX

*{moduleIndex}*

### SYNTAX

**SEQUENCE** {

*appName*

*appDescription*

*appVersion*

}

## appName (applInfoEntry 1)

Name of the application currently installed in the SCE Platform. This object returns an empty string if no application is currently installed.

Access RO

### SYNTAX

**DisplayString**

## appDescription (applInfoEntry 2)

Description of the application currently installed in the SCE Platform.

Access RO

### SYNTAX

**DisplayString**

## appVersion (applInfoEntry 3)

Version information for the application currently installed in the SCE Platform.

Access RO

### SYNTAX

**DisplayString**

## appPropertiesTable (applicationGrp 2)

List of all properties available for the application. The table is cleared when the application is unloaded.

Access not-accessible

### SYNTAX

*Sequence of appPropertiesEntry*

## appPropertiesEntry (appPropertiesTable 1)

Entry describing one of the properties available for the application .

Access not-accessible

### INDEX

*{moduleIndex, apIndex}*

### SYNTAX

**SEQUENCE** {

*apIndex*

*apName*

*apType*

}

## apIndex (appPropertiesEntry 1)

An index value that uniquely identifies the property.

Access RO

### SYNTAX

**INTEGER** ( 1 .. 255 )

## apName (appPropertiesEntry 2)

Name of the property.

Access RO

### SYNTAX

**DisplayString**

### apType (appPropertiesEntry 3)

Property type in respect to: variable type (integer, boolean, string etc), number of elements (scalar or array), and restrictions, if any.

Access RO

#### SYNTAX

**DisplayString**

### appPropertiesValuesTable (applicationGrp 3)

The applications properties value table is used to provide specific values for the applications properties.

An entry must be created by setting the entry apvRowStatus object with CreateAndGo (4) before setting the name of the property requested. The property requested must be one of the properties from the appPropertiesTable. To remove an entry set the apvRowStatus object with Destroy (6).

To poll the application property, any of these objects should be polled:

- apvPropertyValue
- apvPropertyUnitValue
- apvPropertyCounter64 object.

The table is cleared when the application is unloaded.

Access not-accessible

#### SYNTAX

*Sequence of appPropertiesValueEntry*

### appPropertiesValueEntry (appPropertiesValueTable 1)

Entry providing information on the value of one of the specified application properties .

Access not-accessible

#### INDEX

*{moduleIndex, apvIndex}*

#### SYNTAX

**SEQUENCE** {

*apvIndex*

*apvPropertyName*

*apvRowStatus*

*apvPropertyStringValue*

*apvPropertyUintValue*

*apvPropertyCounter64Value*

}



### apvIndex (appPropertiesValueEntry 1)

An index value that uniquely identifies the property.

Access RO

**SYNTAX**

**INTEGER** ( 1 . . 1024 )

### apvPropertyName (appPropertiesValueEntry 2)

A name that uniquely identifies the application property.

Array-type properties may be accessed one element at a time in C-like format. (For example: x[1], or y[1][2])

Access RC

**SYNTAX**

**DisplayString**

### apvRowStatus (appPropertiesValueEntry 3)

Controls creation of a table entry.

Access RC

**SYNTAX**

**RowStatus**

### apvPropertyStringValue (appPropertiesValueEntry 4)

The value of the application property in display string format.

Access RO

**SYNTAX**

**DisplayString** ( *SIZE* 0 . . . 128 )

### apvPropertyUintValue (appPropertiesValueEntry 5)

The value of the application property in Uint format.

If the property cannot be cast to Uint format, getting this object returns zero.

Access RO

**SYNTAX**

**Unsigned32** ( 0 . . . 4294967295 )

**apvPropertyCounter64Value (appPropertiesValueEntry 6)**

The value of the application property in Counter64 format.

If the property cannot be cast to Counter64 format, getting this object returns zero.

Access RO

**SYNTAX**

**Counter64**

**Traffic Counters Group: trafficCountersGrp (pcubeSEObjs 14)**

The Traffic Counters group provides information regarding the value of different the traffic counters.

**trafficCountersTable (trafficCountersGrp 1)**

A list of information for each traffic counter.

Access not-accessible

**SYNTAX**

*Sequence of trafficCountersEntry*

**trafficCountersEntry (trafficCountersTable 1)**

Entry containing information for a specified traffic counter .

Access not-accessible

**INDEX**

{trafficCounterIndex}

**SYNTAX**

**SEQUENCE** {

*trafficCounterIndex*

*trafficCounterValue*

*trafficCounterName*

*trafficCounterType*

}

**trafficCounterIndex (trafficCountersEntry 1)**

An index value that uniquely identifies the counter.

Access RO

**SYNTAX**

**INTEGER** (1..255)

### trafficCounterValue (trafficCountersEntry 2)

The 64 bit counter value.

Access RO

#### SYNTAX

Counter64

### trafficCounterName (trafficCountersEntry 3)

The name of the counter.

Access RO

#### SYNTAX

DisplayString

### trafficCounterType (trafficCountersEntry 4)

Defines whether the traffic counters counts by packets (3) or by bytes (2).

Access RO

#### SYNTAX

INTEGER {

1 (other) – none of the following

2 (bytes) – counts by bytes

3 (packets) – counts by packets

}

## Attack Group: attackGrp (pcubeSEObjs 15)

The Attack group provides information regarding detected attacks, aggregated by attack type.

### attackTypeTable (attackGrp 1)

A list of information for defined attack types.

Access not-accessible

#### SYNTAX

*Sequence of AttackTypeEntry*

Attack Group: attackGrp (pcubeSEObjs 15)

## attackTypeEntry (attackTypeTable 1)

Entry containing information for a specified attack type .

Access not-accessible

### INDEX

*{moduleIndex, attackTypeIndex}*

### SYNTAX

**SEQUENCE** {

*attackTypeIndex*

*attackTypeName*

*attackTypeCurrentNumAttacks*

*attackTypeTotalNumAttacks*

*attackTypeTotalNumFlows*

*attackTypeTotalNumSeconds*

}

## attackTypeIndex (attackTypeEntry 1)

An index value that uniquely identifies the attack type.

Access RO

### SYNTAX

**INTEGER** (1..255)

## attackTypeName (attackTypeEntry 2)

The name of the attack type.

Access RO

### SYNTAX

**DisplayString**

## attackTypeCurrentNumAttacks (attackTypeEntry 3)

The number of attacks currently detected of this type.

Access RO

### SYNTAX

**Unsigned32** (0...4294967295)

### attackTypeTotalNumAttacks (attackTypeEntry 4)

The total number of attacks of this type detected since last clear.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### attackTypeTotalNumFlows (attackTypeEntry 5)

The total number of flows in attacks of this type detected since last clear.

Access RO

**SYNTAX**

**Counter64**

The total duration (in seconds) of attacks of this type detected since last clear.

Access RO

**SYNTAX**

**Unsigned32** (0...4294967295)

### attackTypeTableClearTime (attackTypeTable 2)

The time (in hundredths of a second) since the attack type table was cleared.

Writing a 0 to this object causes the counters to be cleared.

Access RW

**SYNTAX**

**TimeTicks**

## VAS Group: vasTrafficForwardingGrp (pcubeSEObjs 16)

The VAS group provides information regarding the status of the VAS servers.

### vasServersTable (vasGrp 1)

A list of information for the VAS servers.

Access not-accessible

**SYNTAX**

*Sequence of VasServerEntry*

VAS Group: vasTrafficForwardingGrp (pcubeSEObjs 16)

## vasServerEntry (vasServerTable 1)

Entry containing information for a specified VAS server .

Access not-accessible

### INDEX

{*vasServerIndex*}

### SYNTAX

```
SEQUENCE {
  vasServerIndex
  vasServerId
  vasServerAdminStatus
  vasServerOperStatus
}
```

## vasServerIndex (vasServerEntry 1)

An index value that uniquely identifies the VAS server.

Access RO

### SYNTAX

Unsigned32 (0...4294967295)

## vasServerId (vasServerEntry 2)

The VAS server ID number in the system.

Access RO

### SYNTAX

Unsigned32 (0...4294967295)

## vasServerAdminStatus (vasServerEntry 3)

The administrative status of the VAS server.

Access RO

### SYNTAX

```
INTEGER {
  1 (other)
  2 (up)
  3.(down)
}
```

## vasServerOperStatus (vasServerEntry 4)

The operational status of the VAS server.

Access RO

### SYNTAX

```

INTEGER {
  1 (other)
  2 (up)
  3. (down)
}

```

## Supported Standards

SCE platform supports the SNMP related standards listed in the following table.

Table B-1 Supported SNMP Standards

Document Name	Description
RFC 1155: Structure and Identification of Management Information for TCP/IP-based Internets	K. McCloghrie and M. T. Rose, (May 1990). Contains MIB object definitions. (Obsoletes RFC 1065)
RFC 1157: A Simple Network Management Protocol	J. D. Case, M. Fedor, M. L. Schoffstall, and C. Davin, (May 1990). Defines SNMP. (Obsoletes RFC 1098)
RFC 1212: Concise MIB Definitions	K. McCloghrie (March 1991). Defines a format for producing MIB modules
RFC 1213: Management Information Base Network Management of TCP/IP based internets: MIB-II	K. McCloghrie and M. T. Rose, eds., (March 1991). Defines MIB-II. (Obsoletes RFC 1158)
RFC 1215: Convention for Defining Traps for Use with the SNMP	M. T. Rose, ed. (March 1991).
RFC 1901: Introduction to Community-based SNMPv2	SNMPv2 WG, J. Case, K. McCloghrie, M. T. Rose, S. Waldbusser, (January 1996).  Defines "Community-based SNMPv2." (Experimental. Obsoletes RFC 1441)
RFC 1905: Protocol Operations for Version 2 of the Simple Network Management Protocol (SNMPv2)	Obsoletes: 1448 (January 1996)
RFC 1906: Transport Mappings for Version 2 of the Simple Network Management Protocol (SNMPv2)	Obsoletes: 1449 (January 1996)







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