

IMACS Integrated Access System Server Cards Reference Guide

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Z H O N E TM

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Product Description

The Server Cards provide voice compression that accept inputs directly from Voice Cards in the same system unit, or voice traffic from WAN links through the system.

Server Cards

- **ADPCM** **ADPCM 64 (887160, 887170)**
- **FRS** **ACS-FRS (881160)**
- **MCC** **ACS-MCC (881360)**
- *ATM* *ACS-ATM (882060)*
- *ISDN-PRI* *ISDN-PRI (884060)*
- *PRI-BRI* *ACS-PRI (881162)*
- *IMUX* *IMUX (8880)*
- **IPR** **IPR 10B2 (883060), IPR 10BT (883160), IPR (881161)**
- **IPR*4** **IPR*4 (883270)**
- **Bridge** **Analog Bridge (885070)**



Note: Cards listed in italics have been Manufacturing Discontinued (MD), but are supported under this product host code for backward compatibility.

Using this Server Card Reference Guide

This Server Card Reference Guide provides technicians with installation, switch settings, connector pinouts, configuration, and troubleshooting information for the Server Cards.

Chapter 1, *ADPCM Card*

Chapter 2, *FRS Card*

Chapter 3, *MCC Card*

Chapter 4, *ATM Card*

Chapter 5, *ISDN-PRI Card*

Chapter 6, *PRI-BRI Card*

Chapter 7, *IMUX Card*

Chapter 8, *IPR Card*

Chapter 9, *IPR*4 Card*

Chapter 10, *Analog Bridge Card*

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Chapter 1

ADPCM Card

1.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the Adaptive Differential Pulse-Code Modulation (ADPCM) Card. This card is labeled as the ADPCM 64 card on its faceplate ejector.

1.2 ADPCM Card Descriptions

1.2.1 ADPCM 64 Card Description (887160, 887170)

The ADPCM 64 Card has 32 pairs of voice compression engines that accept inputs directly from voice, SRU, and/or BRI data cards in the same system unit, or voice traffic from WAN links through the system. This card requires a matching card at the other end to decompress the voice channels to normal 64 kbps operation.

With previous versions of the IMACS, signaling conversion was only supported for voice ports when routed over the WAN and not when routed through an ADPCM card. With version 5.3.1 and higher of the IMACS host CPU firmware, signaling conversion is also supported for voice channels routed through the ADPCM. The conversion table is the same as for passing the channel through a WAN, and available from the interface card's main screen by selecting "taBs". Signaling conversion is enabled / disabled using the same SIG CONV parameter as used for conversion over a WAN. This field is found on Figure 1-1, the E & M Voice Card's main screen.

Each pair of compression engines uses one 64 kbps DS0 time slot for two compressed voice channels. Each engine can compress 64 kbps voice traffic into 24 kbps, 32 kbps, or 40 kbps, depending on the voice signal quality required.

The rate of a DS0 time slot is 64 kbps, so the sum of the compression rates for engines 1 and 2 must equal 64 kbps. For example, if you assign a 32 kbps circuit to engine 1, engine 2 can only accept another 32 kbps circuit. Also, a 40 kbps circuit can only be paired with a 24 kbps circuit, and vice versa.

The ADPCM compression engines always work in pairs. Engines 1 and 2, 3 and 4, 5 and 6, and 7 and 8 are paired. Each member of the pair must have the same ADPCM WAN port and ADPCM time slot. **Also, both members of the compression engine pair must be active before either port will operate.**

The ADPCM 64 Card can compress transport low-speed asynchronous data transmission (19.2 kbps or less) from an SRU user card port that will occupy a 24 kbps engine. Each data circuit must be paired with a 40 kbps voice channel. The card can also compress B-channel voice traffic from a BRI card without restricting compression rates.

The Integrated Access System can have up to three ADPCM 64 Cards (two normal cards and an identical redundant card).

The ADPCM 64 Card supports Transition Signaling as defined in ANSI T1.302-1989, with the exception of the Alarm bits. ANSI T1.302 specifies signaling at the 32 bps compression rate. The card uses this scheme for 24 bps and 40 bps, even though those rates are not included in the standard. Table 1-1 summarizes the signals supported by each transcoder data rate. Your DS0 time slot configuration must adhere to these specifications.

Table 1-1. ADPCM Compression Rates

Transcoder Rate	Voice Quality (MOS)*	Modem Data	DTMF	FAX
24 kbps	3.6-3.8 Range	no	nounder study	no
32 kbps	4.0-4.3 Range	up to 4.8 kbps V.32 9.6 kbps	OK	Group II
40 kbps	4.0-4.3 Range	up to 12 kbps V.32 14.4 (no/yes/tbd)	OK	Group III

* MOS = Mean Opinion Score based on subjective evaluation

1.2.1.1 Card Jumper/Switch Settings

The ADPCM 64 Card does not have any jumpers or switches on its motherboard.

1.2.1.2 Installing the ADPCM Card

Insert the ADPCM card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

1.3 ADPCM Card User Screens and Settings

1.3.1 ADPCM Card Main Screen

You must configure the ADPCM card ports for operation. This is done from the ADPCM Card Main Screen, which is shown in Figure 1-1. To go to this screen, highlight the ADPCM card in the System Main Screen and press <Enter>.

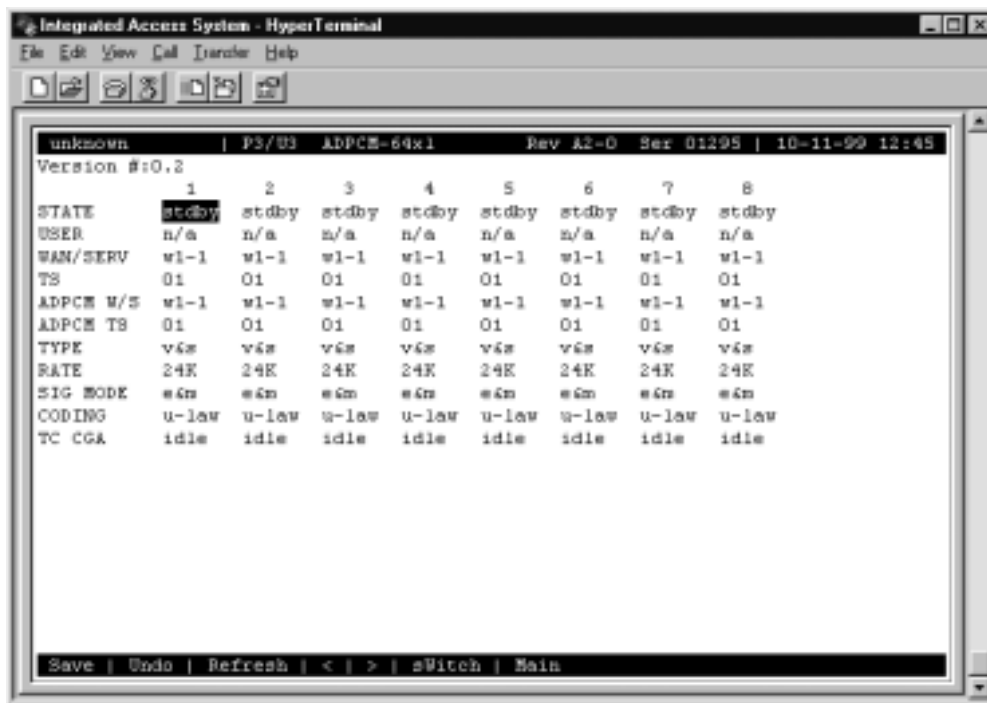


Figure 1-1. Typical ADPCM Card Main Screen

The bottom highlighted line of this screen shows several actions you can perform from the screen. To perform an action, simply press the key indicated by the uppercase letter of the desired action. For example, to save your configuration settings, press “s” to invoke the **Save** command. Table 1-2 lists these actions.

Table 1-2. ADPCM Card Main Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the current screen with the latest information.
pg_Left	Pages through the 64 engines (highest to lowest), 8 at a time.
pg_righT	Pages through the 64 engines (lowest to highest), 8 at a time.
SWitch	Switches an active ADPCM card to its redundant mate.
Main	Returns to the ADPCM Card Main Screen. If changes are made to settings and not saved, users will be prompted to save or lose changes.

Table 1-3 summarizes the ADPCM card configuration parameters and available settings. These are also described in the following paragraphs.

Table 1-3. ADPCM Card Setting Options and Defaults

Parameter	User Options	Default
STATE	stdby actv rdnt	stdby
USER	n/a uX-1 through uX-8	n/a
WAN/SERV	n/a w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	none
TS	n/a 01-24 01-31	01
ADPCM W/S	w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	none
ADPCM TS	01-24 01-31	01
TYPE	n/a v&s v trnsp	v&s
RATE	n/a 24K 32K 40K	24K
SIG MODE	n/a e&m fxs plar fxo user	e&m
CODING	n/a u-law a-inv	u-law
TC CGA	n/a idle busy	idle

STATE

The State setting determines whether the port is active or inactive. When assigning ADPCM engine pairs for WAN traffic, set the State setting to **stdby** (standby) for ports that are not yet used or not yet configured. Set it to **actv** (active) for ports that are ready for use.

Setting the State to **rdnt** (redundant) for any port on an unused card will cause that card to act as the redundant back-up for all of the other ADPCM cards in that unit. Once a card is designated as a redundant ADPCM card the only way it can be used for regular ADPCM traffic is to change the state of the selected port back to either **actv** or **stdby**.

When assigning ADPCM engine pairs from user cards, changing the port from **stdby** to **actv** and saving the selection information on the user card screen will cause the system to automatically assign an ADPCM engine.

When the engine is assigned from a user card, no changes can be made from the ADPCM card screen to any of the fields.

USER

The User setting identifies the user card and port connected to this engine. This is the place where the ADPCM card will expect incoming (non-compressed) voice, subrate data, and B-channel traffic. If assigned from a voice, SRU, or BRI card port, this selection will show the user card slot and port number (e.g., **u5-2** for the card in slot U5, port 2). If you are assigning a WAN time slot, this setting will show **n/a**.

WAN/SERV

The WAN/SERV setting identifies the incoming WAN link connected to this engine. This is the place where the ADPCM card will expect incoming (non-compressed) voice. If you are assigning voice traffic to a WAN time slot, this setting will show **w1-1** to **w4-2**. If you are assigning to a voice card or SRU card port, this setting will show **n/a**.

TS

The Time slot parameter selects the specific time slot of the above WAN link on which the ADPCM card can expect incoming voice traffic. If WAN 1-1 is equipped with a T1 CSU module or a DSX/CEPT module configured for T1 DSX interface, the options are **1** to **24**. If a DSX/CEPT module is installed on that WAN port and that module is configured for CEPT E1 interface, the options are **1** to **15** and **17** to **31**. If you are assigning time slots to voice or SRU card ports, this setting will be **n/a**.

ADPCM W/S

The ADPCM W/S setting identifies the outgoing WAN link to which the engine is connected. If you are assigning to a voice, SRU, or BRI card port, or to voice traffic from a WAN time slot, this setting will show **w1-1** through **w4-2**. This is the WAN link to which the ADPCM card will send its outgoing (compressed) traffic.

ADPCM TS

The ADPCM Time slot parameter selects the specific time slot on the WAN link chosen in the previous setting that the ADPCM card will send outgoing compressed traffic. The options are determined by the equipment on the WAN link selected in the previous setting. If WAN 1-1 is equipped with an 812 CSU or 811 DSX/CEPT Module configured for DSX, the options are **1** to **24**. If a DSX/CEPT module is installed and configured for CEPT E1, the options are **1** to **15** and **17** to **31**.

TYPE

The Type parameter identifies the voice and signaling requirements for the incoming circuit. The options are **v** (voice), voice and **v&s** (signaling) and **trnsp** (transparent). Use **v** when the input to the ADPCM channel is a 64 kbps channel and inband signaling is not required. Use **v&s** when the input to the ADPCM channel is a 64 kbps voice channel and the ADPCM card must also provide inband signaling.

The **trnsp** setting allows you to map the outputs of SRU ports to the ADPCM channel. The subrate data will be clocked into the ADPCM channel at an input rate of 24 kbps, then passed transparently (non-compressed) through the ADPCM card to the appropriate WAN time slot. This could be useful if you have an odd number of voice channels and want to utilize the empty engine pair of the last ADPCM channel.

The B-channel traffic from the BRI card also uses the **trnsp** setting, but it does not place any restrictions on the compression rates.

If the engine is assigned to a voice card, this selection will show **v&s**. If assigned to an SRU card, it will show **trnsp**. You cannot change it from this screen.

RATE

The Rate parameter identifies the compression requirements for the incoming circuit. The options are **24K**, **32K**, and **40K**. The sum of the pair of engines must always equal 64 kbps.

If this engine is assigned to a user card port, the selection will show the value that was chosen on that port. It cannot be changed from this screen.

SIG MODE

The Signaling Mode parameter identifies the type of signaling required for the incoming circuit from the network. If **v&s** was chosen in the Type setting, the options are **e&m**, **fxs**, **plar**, and **fxo**. If **v** or **trnsp** was chosen in the Type setting, the only option is **n/a**.

If this engine is assigned to a user card, this selection will show **user**. It cannot be changed from this screen.

CODING

The Coding parameter identifies the PCM companding format required for the incoming circuit from the network. The choices are **u-law** or **a-inv**.

If this engine is assigned to a voice or BRI card, this selection will show the value you selected for that port. If this engine is assigned to an SRU card, this selection will show **u-law**. It cannot be changed from this screen.

TC CGA

The Trunk Conditioning CGA setting identifies the type of trunk conditioning required for the incoming circuit. If **v&s** is chosen in the Type setting, the options are **idle** or **busy**. If **trnsp** or **v** is chosen as the Type, the only option is **n/a**.

If this engine is assigned to a voice card, this selection will show the value you selected on the voice card port. If assigned to an SRU or BRI card port, the field will show **n/a**. It cannot be changed from this screen.

1.4 ADPCM Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

1.5 ADPCM Card Troubleshooting

The following are instructions on how to troubleshoot the ADPCM card. This is in case the card fails for any reason:

1. Green LED on faceplate.
2. Verify that the card is in the right slot, P1 through P3.
3. Reseat the card if necessary. This can be done with the power on.
4. View the card status on the main screen.
5. Check the cards configuration options. Select the card from the main screen to do this.
6. Now try to log into the ADPCM main screen. If this still didn't work the card may be bad. Try swapping it with a new card.
7. If the ADPCM card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

1.6 ADPCM Server Card Specifications

ADPCM Card (887160, 887170)

Input Voice Channels	Can originate from any 2-wire or 4-wire voice card or from a DSO on a WAN (E1/T1 or HDSL) interface. μ -law & A-law 64Kbps PCM compatible on a per channel basis.
Input Sub-rate Data	SRU data traffic at 19.2Kbps or less can be carried on a 24Kbps sub-channel.
Input BRI traffic	B channel voice traffic can be compressed at any of the configurable rates.
Modem Data Support	Transcoder rate: 24, 32 or 40 Kbps; Modem Data: none, up to 4.8Kbps, V.32 to 9.6Kbps, up to 12Kbps and V.32 bis to 14.4Kbps
Fax Support	Transcoder rate for fax: 24, 32 or 40 Kbps; none, Group II and Group III fax.
Voice Quality	As measured by Mean Opinion Score (MOS) analysis, a subjective evaluation with a range of 0 (poor quality) to 5 (good quality). Toll quality voice is accorded a MOS of 4.0 24Kbps transcoder rate MOS is 3.6-3.8; 32Kbps transcoder rate MOS is 4.0-4.3 and 40Kbps transcoder rate MOS is 4.0-4.3
Echo Cancellation	Non provided—typically not required
Signaling	Transmitted in-band utilizing CAS transitional signaling, as per ANSI T1.302—1986 for 32Kbps and modified for use with 24Kbps and 40Kbps. Note Robbed Bit Signaling Alarm Transmission, as specified in ANSI T1.302a-1989 is not supported.
Maximum Card Count	3 (2 active, 1 redundant)
Transcoder Operation	Compliant to G.761 Alarm Indication and Fault Handling.

Standards Compatibility

ANSI	T1.302 1989
	T1.302a 1992
	T1.303 1989
CEN	EN 500 081-1
	EN 500-092-1
	EN 60950/A2
ITU-T	G.721
	G.723
	G.726 12/90

Chapter 2

FRS Card

2.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the Frame Relay Server (FRS) (881160) card with the 622xx Firmware.

Note that this card is labeled as an ACS card on its faceplate ejector. It is identified as an FRS card only in the user interface screens shown in this chapter. Throughout the remainder of this chapter, it will be referred to as the ACS-FRS card.

2.2 ACS-FRS Card Descriptions

2.2.1 ACS-FRS Card Description (881160)

The ACS-FRS card concentrates multiple N x 56K or N x 64K frame relay data streams onto one or more Nx56/64K links of the Integrated Access System. In addition to frame relay concentration, the card encapsulates data for Nx56/64K HDLC or SDLC data streams. The frame relay server software runs on the card, which provides up to 68 logical ports. Up to 128 permanent virtual circuits (PVCs) can be configured on a single card. The aggregate speeds of all ports associated with each FRS cannot exceed 8 Mbps.

The maximum frame size supported by the ACS-FRS card is 4,096 bytes per frame. Each card can switch 4,000 frames per second, assuming a frame size of 64 bytes per frame. Up to three ACS-FRS cards can be used in a system.

2.2.1.1 Card Jumpers/Switch Settings

The ACS-FRS card does not have any jumpers or switches on its motherboard.

2.2.1.2 Installing the Card

Insert the ACS-FRS card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

2.2.2 ACS-FRS Firmware Features (62220)

The ACS-FRS firmware release 62220 has the same functionality as the firmware release 62218 except for the addition of circuit priorities. The addition of these priorities will assure that traffic on higher priority circuits will be unaffected by traffic from lower priority circuits. Four queues will be implemented so no traffic of lower priority will be allowed to pass when there is traffic pending in a higher priority queue.

The overall objective is to pass lower priority IP information along with voice traffic without affecting voice quality. The ACS-FRS card will upon congestion favor the higher priority queues. Lower priority queues will be buffered and transmitted if bandwidth becomes available before transmit buffers overflow.

The ACS-FRS card will direct frames according to their DLCI (Data Link Connection Identifier). IP Datagrams can be terminated on a LAN via the IPR (IP Router) card.

2.3 ACS-FRS Card User Screens and Settings

2.3.1 ACS-FRS Card Main Screen

You must configure the ACS-FRS card for operation after installing it. This is done in the ACS-FRS Card Main Screen (Figure 2-1). To go to that screen, highlight the desired ACS-FRS card in the System Main Screen and press <Enter>.



Figure 2-1. Typical ACS-FRS Card Main Screen (ports C1 to C4)

The 68 logical ports of the card are labeled C1 to C4 and 1 to 64. However, numbered ports 1 to 64 do not appear in the above display. To see those ports, press the "<" and ">" keys to scroll through them, eight at a time. Figure 2-2 shows an ACS-FRS card Main Screen display for the first eight numbered ports.

The ports C1 to C4 cannot be used for Nx56k, only port 1 to 64 can.

Both the IPR (883060/883160) and the PM-IOR (828060) cards be used with the ACS-FRS card. The PM-IOR card however, is limited to only 14 PVCs per card, whereas the maximum number of PVCs available on the IPR card is 128.

When connecting the ACS-FRS card to the IPR or the PM-IOR, one of the 64 ports available will be used for the communication between the two.

The maximum bandwidth possible between the IPR and ACS-FRS cards is 62 time slots provided on the internal buses “A” and “B.”

The “C1” and “C2” ports of the FRS card cannot together be assigned more than 32 time slots due to hardware limitations. The same is true for the FRS ports “C3” and “C4”. A total of 64 time slots can be assigned all the “C” ports. A similar limitation exists for the ports 1-64 terminating the voice circuits. Each group of 32 ports, 1-32, and 32-64 share a common internal pipe limited to 32 time slots each. The maximum number of time slots allows per port is one when all ports per group is active. If half the number of ports of a group is active, twice the number of time slots can be assigned per port.

The maximum internal bandwidth between FRS cards and HSU cards of an Integrated Access System is limited by the pools size of 126, but also limited by usage from this pool by the IPR/FRS connections and possible voice card usage.

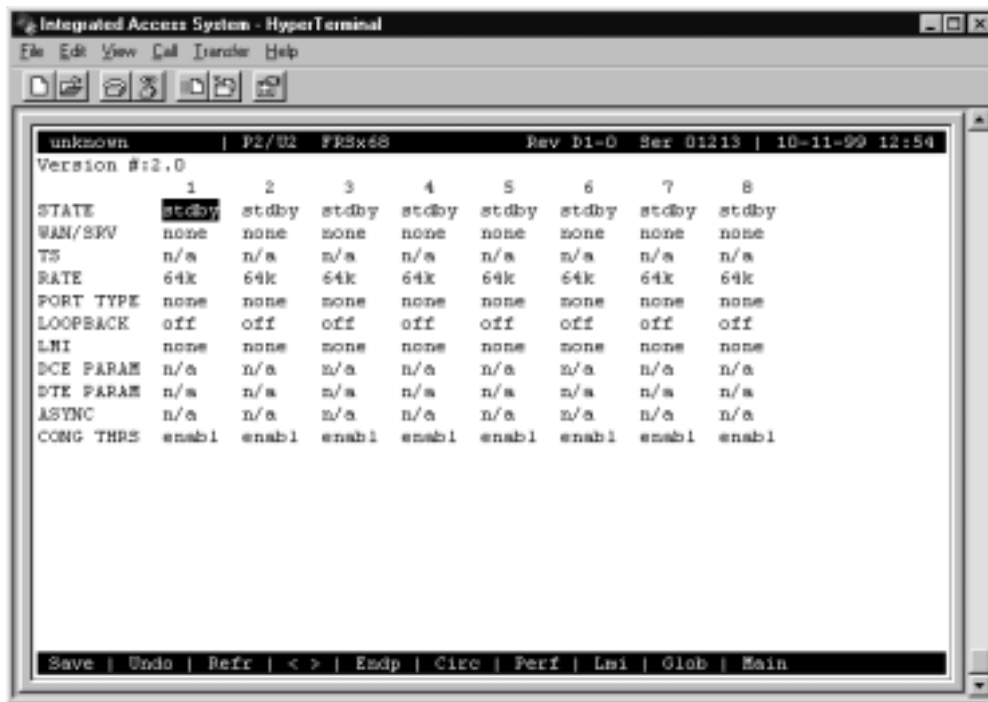


Figure 2-2. Typical ACS-FRS Card Main Screen (numbered ports)

Table 2-1 lists the actions you can perform from the ACS-FRS Card Main Screen. These actions are listed at the bottom line of the screen; they are performed by pressing the uppercase letter key. For example, to save your option settings, press “s” to invoke the **S**ave command. Table 2-2 summarizes the parameters and their option settings and defaults.

Table 2-1. ACS-FRS Card Main Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
< and >	Lets you scroll through the 68 logical ports assignable on each ACS-FRS card.
Endp	Brings up the PVC Endpoints Screen where endpoints for each PVC are assigned. See the PVC Endpoints Screen section of this chapter.
Circ	Brings up the Circuits Screen where alternate endpoints and endpoint switching are assigned. See the Circuits section of this chapter.
Perf	Initiates Port Performance Monitoring of the selected ACS-FRS card port. Refer to Port Performance Data section of this chapter.
Lmi	Brings up the LMI Screen where additional performance statistics are stored. See the LMI section of this chapter.
Glob	Brings up the Global Screen that identifies the ACS-FRS card by IP number and netmask. See the Global Setup section of this chapter.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 2-2. ACS-FRS Card Main Screen Option Settings and Defaults

Parameter	User Options	Notes	Default
STATE	stdby actv		stdby
WAN/SRV	none w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2		none
TS	n/a table		n/a
RATE	64k		64
PORT TYPE	none u-dce nni u-dte frad		none
LOOPBACK	off line local		off
LMI	none ansi ccitt lmi	1	none
DCE PARAM	n/a enabl	2	n/a
DTE PARAM	n/a enabl	3	n/a
ASYNCR	no yes		no
CONG THRS	enabl 1%-100%	4	enabl (95%)

Notes:

1. **ansi**, **ccitt**, and **lmi** can only be selected when Port Type is changed to any selection other than **none**.
2. When Port Type is **u-dce** or **nni**, this parameter will let you change the Error Threshold, Poll Verify Timer, and Events Counter settings.
3. When Port Type is **u-dte** or **nni**, this parameter will let you change the Error Threshold, Poll Interval Timer, Events Counter, and Full Status Frequency.
4. Press <Enter> to select the desired Congestion Threshold percentages.
5. If connected to a user port, this displays user slot number and port (e.g. U1-2).

STATE

The State setting determines whether the port is active or inactive. Set the State field to **stdby** (standby) for ports you are not using or have not yet configured. Or, set it to **actv** (active) for ports that are ready for use.

WAN/SRV

The WAN setting identifies the WAN link assigned to this port. You do not have to assign all ports on the same card to the same WAN link. You also don't have to assign card ports to contiguous time slots of a WAN link. The default value is **none**.

TS

The Time Slot setting identifies the time slots on the WAN link when **wan** is selected in the previous setting. The ACS-FRS card can use many (up to 24 T1 or 31 E1) time slots on a single WAN port, in order to create a super-rate circuit for an individual FRS port. One or all time slots of a T1 or E1 link can be assembled for use by the FRS port, according to the speed requirements of the DTE.

You can assign time slots by pressing <Enter> and using the space bar to select and deselect the required number of time slots. These assignments do not have to be contiguous.

RATE

The Rate setting allows you to adjust the speed of the circuit according to the application requirements. The only speed available for ports C1 to C4 is **64k** (64 kbps). However, ports 1 to 64 can be set to either **56k** or **64k**.

PORT TYPE

The Port Type identifies the type of interface expected for this port. The selections are **none**, **u-dce** (User-to Network Interface), **nnt** (Network to Network Interface), **u-dte** (User-to Terminal Equipment), and **frad** (Frame Relay Assembler/Disassembler).

LMI

The Local Management Interface setting allows you to select the protocol to be used by this port. The options are **none**, **ansi** (ANSI T1.617 Annex D), **ccitt** (ITU Q.933 Annex A), and **lmi** (Group of Four specification).

DCE PARAM

The DCE Parameters setting will show **n/a** unless a Port Type of **u-dce** or **nni** is selected. Once set to enable, the user may choose from the following options:

- Error Threshold (N392)
- Poll Verify Timer (T391)
- Events Counter (N393)

The Error Threshold (N392) counts the errors that will be tolerated during the cast number of events as set by the Events Counter before declaring the LMI link down. The number of errors options are **1** to **10**. The value is input using the keyboard of the control terminal. The default is **3**.

The Poll Verify Timer (T391) allows you to select the time interval (in seconds) that should elapse between “keep alive” messages sent from the corresponding DTE. The number of seconds options are **5** to **30**. The default is **15** seconds.

The Events Counter (N393) allows you to select the window size for the number of events (frames) in which errors will be counted. If error threshold (N392) is exceeded within cast N393 frames, the link is declared down. The number of events counted are **1** to **10**. The default is **4**.

DTE PARAM

The DTE Parameters setting will show **n/a** unless a Port Type of **u-dte** or **nni** is selected. Once set to enable, the user may choose from the following options:

- Error Threshold (N392)
- Poll Interval Timer (T391)
- Events Counter (N393)
- Full Status Frequency (N391)

The Error Threshold (N392) counts the errors that will be tolerated during the cast number of events as set by the Events Counter before declaring the LMI link down. The number of errors options are **1** to **10**. The value is input using the keyboard of the control terminal. The default is **3**.

The Poll Verify Timer (T391) allows you to select the time interval (in seconds) that should elapse between “keep alive” messages sent from the corresponding DCE. The number of seconds options are **5** to **30**. The default is **15** seconds.

The Events Counter (N393) allows you to select the window size for the number of events (frames) in which errors will be counted. If error threshold (N392) is exceeded within cast N393 frames, the link is declared down. The number of events counted are **1 to 10**. The default is **4**.

The Full Status Frequency (N391) allows you to select the number of “keep alive” messages (see T391 above) that should elapse before the full status inquiry message is sent. The number of messages are **1 to 255**. The default is **6**.

ASync

This setting specifies whether a synchronous state's update messages are to be sent when changes on the link occur. If set to no, link updates are sent at regular intervals, in response to Full Status Requests.

CONG THRS

The Congestion Threshold allows you to select the amount (in percentage) that the internal Tx queues on the port must be filled before declaring this port is congested (this information is communicated by FECN and BECN flags). The options are **1 to 100**. The default is **95**.

Since DE (Discard-Eligibility) frames are not queued to the same extent as non-DE frames, DE-frames may be dropped when mixed with non-DE frames on the same port before congestion control is initiated.

To assure congestion control is initiated even for DE-frames under the conditions mentioned above, the TX threshold value must be reduced sufficiently to match the percentage DE-frames being buffered.

2.3.2 Frame Relay Endpoints Screen

You can have up to four frame relay endpoints (two for the actual endpoints of the PVC and two that can act as backup should the primary link fail). All frame relay endpoints are inventoried on the Frame Relay Endpoints Screen, and all endpoints must be defined from this screen before the user can provision the circuit.

Figure 2-3 shows a typical Frame Relay Endpoints Screen, which can be viewed by pressing “e” (Endp) in the ACS-FRS Card Main Screen. Table 2-3 lists the actions you can perform from the bottom line of this screen.



Figure 2-3. Typical Frame Relay Endpoints Screen

In Figure 2-3 above illustrates the frame relay endpoint screen for two voice circuits terminated on port 01, and 02 transported over port “C1” via the HSU to the remote device. Figure 2-3 also shows the three IP endpoints defined on C1 towards the remote device, and on C2 towards the IPR.

Table 2-3. Frame Relay Endpoints Screen Actions

Action	Function
Refresh	Redraws the screen.
New	Adds new circuit endpoints for each of the Frame Relay ports
dElete	Deletes the highlighted endpoints. The system requires confirmation with a yes/no question before deleting the circuit.
pgUp	Pages through the pages of Frame Relay endpoints from newest to oldest.
pgDn	Pages through the pages of Frame Relay endpoints from oldest to newest.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

NAME

The Name setting allows you to identify each of the endpoints with a discrete name. This setting is case-sensitive, so a endpoint called “P101” is not the same as one called “p101.” Circuits are built using these names.

PORT

The Port number identifies the Frame Relay port used for this circuit. This information is input by the user from the keyboard. Valid entries are **C1** to **C4** and **1** to **64**.

DLCI

The Data Link Connection Identifier is a unique number assigned by the carrier to this endpoint. The number must be between **1** and **996** (ansi or ccitt), or **1** and **1007** (lmi). The other numbers within the 1023 range are reserved.

BC(Kb)

The Bits Committed setting defines the threshold for the transmit rate (outgoing frames) where the card will make every effort to deliver the traffic to the subscriber. The time used to average rate is determined by the card by dividing the Committed Information Rate (CIR) by Bc. The number input must be between **0** and **2048**.

BE(Kb)

The Bits Excessive setting defines the threshold for the transmit rate (outgoing frames) where the carrier will admit the frames into the network (in effect, this is the maximum transmission rate). Frames sent below this threshold but above the BC (KB) threshold are admitted into the carrier network with the DE (discard eligibility) bit set. If congestion occurs in the network, these frames are the first to be discarded. The options are **0** to **2048**.

CIR (Kbps)

The Committed Information Rate (in kbps) is the actual information rate contracted with the carrier. The options are **0** to **2048**. CIR/Bc is used to calculate average data rate.

When CIR is set to **0**, all frames forwarded will have the DE-bit set.

ALLOW RED

When Allow Red is set to **yes** transmit rate exceeding BC+Be will be forwarded if there is capacity available. When set to **no** forwarding will not be attempted.

PRI

The Priority field allows selection of priority **1-4**. This field is only available for the ACS-FRS (881163) card. Default setting is priority “**4**”. When the user has installed ACS-FRS (8811) card the priority field will not be able to be edited and will show **n/a**.

2.3.3 FRS Circuits Screen

The FRS Circuits Screen allows you to identify PVC endpoints and alternate PVCs to serve as backups to the original endpoints if the main link fails. **Endpoints must be inventoried on the PVC Endpoints Screen before they can be used to set up backup circuits.** Figure 2-4 shows a typical Circuits Screen, and Figure 2-5 is an endpoint circuit example. Table 2-4 lists the actions you can perform from the bottom of this screen.



Figure 2-4. Typical Circuits Screen

Currently the FRS is limited to 128 circuits connecting 256 endpoints. The Integrated Access System is required to serve a maximum of 8 EBTS units, each having a total of 16 channels. Each EBTS can be address by three different IP addresses. Each IP address represents a specific type of service. Each of the services: signaling, messaging, and NMS will be addressed EBTS by a different IP address. The IP router card will encapsulate IP Datagrams for each service with a unique DLCI value. The IP frames are self-contained in that channel information is embedded in the data of the datagram.

The total of 152 circuits will be required for both voice and IP circuits. Even though the maximum number of circuits for a single FRS card could be expanded to accommodate the needed number. When using two FRS cards, 64 circuits per card can be used as IP circuits after 64 circuits have been used as voice circuits.

Table 2-4. FRS Circuits Screen Actions

Action	Function
Refresh	Redraws the screen.
New	Creates new circuit.
dEl	Deletes the highlighted circuit. You will be prompted with a yes/no question prior to actual deletion of the circuits.
pgUp	Pages up through the circuits.
pgDn	Pages down through the circuits.
Perf	Brings up circuit performance data for the highlighted circuit. See the Circuit Performance Data section of this chapter.
Status	Shows circuit status, as described above.
swA	Used for manually switching from primary endpoint A to alternate endpoint A, and back.
swB	Used for manually switching from primary endpoint B to alternate endpoint B, and back.
Main	Returns to the FRS Card Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

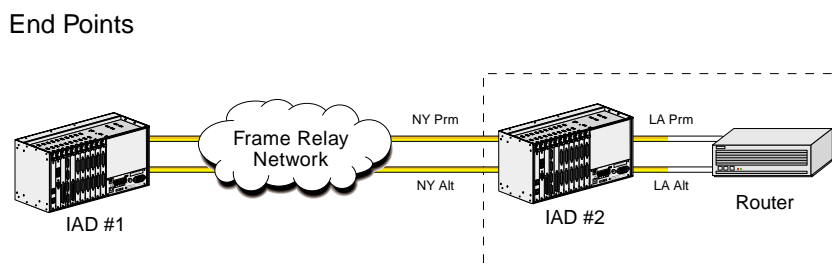


Figure 2-5. Typical FRS Endpoint Circuit

STATE

The State setting shows the status of the circuit. The options are **stdby** and **actv**. This setting shows the administrative state of the circuit. The operational state of each of the endpoints of the circuit is shown in the STATUS column.

ENDP A

Endpoint A is the FRS port used to provide service to the primary end of the PVC. All of the endpoint names assigned on the PVC Endpoints Screen (discussed earlier) are eligible options.

ENDP B

Endpoint B is the FRS port used to provide service to the secondary end of the PVC. All of the endpoint names assigned on the PVC Endpoints Screen (discussed earlier) are eligible options.

ALT A

Alternate Endpoint A is the FRS port used to provide backup service to the primary end of the PVC. All of the endpoint names assigned on the PVC Endpoints Screen (discussed earlier) are eligible options.

ALT B

Alternate Endpoint B is the FRS port used to provide backup service to the secondary end of the PVC. All of the endpoint names assigned on the Endpoint screen (discussed earlier) are eligible options.

SWCH A

The Switch A setting identifies the method used to switch from the primary Endpoint A to the Alternate Endpoint A. The options are **manual** and **w/to** (with time-out). If **w/to** is chosen, a second setting appears for the user to select the time-out period (in minutes) from **1** to **60**.

In the event of a failure of the primary endpoint, a setting of **manual** allows the user to manually switch from primary to the alternate endpoint. When the primary endpoint is restored, the user must manually switch it back again.

In the event of a failure of the primary endpoint, a setting of **w/to** will automatically switch the PVC from primary to alternate. When the primary endpoint is restored, the system will automatically switch it back again after the predetermined time set by the user.

SWCH B

The Switch B setting identifies the method used to switch from the primary Endpoint B to the Alternate Endpoint B. The options are **manual** (pressing “**b**” from the bottom line of the screen), and **w/to** (with time-out). If **w/to** is chosen, a second setting appears for the user to select the time-out period (in minutes) from **1** to **60**.

In the event of a failure of the primary endpoint, a setting of **manual** allows the user to manually switch from primary to the alternate endpoint if he chooses. When the primary endpoint is restored, the user must manually switch it back again.

In the event of a failure of the primary endpoint, a setting of **w/to** will automatically switch the PVC from primary to alternate. When the primary endpoint is restored, the system will automatically switch it back again after the predetermined time set by the user.

STATUS

The Status column shows the status of the Primary and Alternate endpoints and the connection of the PVC. You cannot edit this field. The values are “**A**” (Primary A is active), “**B**” (Primary B is active), “**U**” (the connection is up), “**a**” (Alternate A is active), “**b**” (Alternate B is active) and “**D**” (connection is down). Only displays status when “**S**” (**Status**) is selected from the bottom of the screen.

2.3.4 FRS Circuit Performance Data Screen

The ACS-FRS card accumulates statistics that show performance characteristics of each circuit. To access the FRS Circuit Performance Data Screen, highlight one of the circuits on the FRS Circuits Screen and press “**p**” (**Perf**). Figure 2-6 shows a typical FRS Circuit Performance Data Screen, and Table 2-5 lists the actions you can perform from its bottom line.

The circuit performance data is kept in 15-minute (900 seconds) time increments for a total of 96 periods (24 hours). Each screen shows the current 15 minute segment and the past 12 periods with totals at the bottom of the column. Press “**d**” to page backward through the previous 96 periods, or “**u**” to page forward through these periods. After each period, the oldest 15-minute segment (from exactly 24 hours ago) is discarded. Since information is not updated on screen in real time, you must press “**r**” (**Refresh**) periodically to obtain up-to-date statistics for the current period.

```

unknown | P1 FRSx60 Rev D1-0 Ser 01213 | 02-02-96 06:52
Circuit NY-LA PERFORMANCE Sec. 240 of 900
  AB FRAMES  BA FRAMES  AB BYTES  BA BYTES  AB DRP  BA DRP  STATUS
CUR         0           0           0           0           0           0       . . .
01          0           0           0           0           0           0       . . .
02          0           0           0           0           0           0       . . .
03          0           0           0           0           0           0       . . .
04          0           0           0           0           0           0       . . .
05          0           0           0           0           0           0       . . .
06          0           0           0           0           0           0       . . .
07          0           0           0           0           0           0       . . .
08          0           0           0           0           0           0       . . .
09          0           0           0           0           0           0       . . .
10          0           0           0           0           0           0       . . .
11          0           0           0           0           0           0       . . .
12          0           0           0           0           0           0       . . .
TOTAL      0           0           0           0           0           0       . . .

S STATUS: A (a) = A SWITCHED to PRIM (alt)  B (b) = B SWITCHED to PRIM
(alt)
D = CONNECTION DOWN; S = STDBY

Refresh | Clear | pgUp | pgDn | conG | Main

```

Figure 2-6. Typical Circuit Performance Data Screen

Table 2-5. Circuit Performance Data Screen Actions

Action	Function
Refresh	Since performance statistics are not updated on screen in “real” time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance statistics for the highlighted port.
PgUp	Pages up through the 96 time segments.
PgDn	Pages down through the 96 time segments.
ConG	Brings up the Circuit Congestion Data Screen. See the Circuit Congestion Data section of this chapter.
Main	Returns to the Circuits Screen.

AB FRAMES

The AB FRAMES counter shows the total number of frames sent from endpoint A to endpoint B.

BA FRAMES

The BA FRAMES counter shows the total number of frames sent from endpoint B to endpoint A during the time period.

AB BYTES

The AB BYTES counter shows the total number of bytes sent from endpoint A to endpoint B during the time period.

BA BYTES

The BA BYTES counter shows the total number of bytes sent from endpoint B to endpoint A during the time period.

AB DRP

The AB DRP counter shows the total number of frames dropped that were sent from endpoint A to endpoint B during the time period.

BA DRP

The BA DRP counter shows the total number of frames dropped that were sent from endpoint B to endpoint A during the time period.

STATUS

The Status column shows the status of the selected circuit during the 15-minute intervals. The Status values are **A** or **a** (capital **A** means endpoint A was switched from alternate to primary and lower-case **a** means the endpoint A was switched from primary to alternate); **B** or **b** (capital **B** means endpoint B was switched from alternate to primary, lower-case **b** means endpoint B was switched from primary to alternate); **D** (connection was down during that period); and **S** (circuit was placed in standby state during that period).

2.3.5 Circuit Congestion Data Screen

The ACS-FRS card also accumulates statistics that show you the congestion characteristics of each of the circuits. To access the Circuit Congestion Data Screen, press “g” (**conG**) in the FRS Circuit Performance Data Screen. Figure 2-7 shows a typical Circuit Congestion Data Screen, and Table 2-6 lists the actions you can perform from its bottom line.

The data on this screen is kept in 15-minute (900 seconds) time increments for a total of 96 periods (24 hours). Each screen shows the current 15 minute segment and the twelve past periods with totals at the bottom of the column. Press “d” (**pgDn**) to scroll backward through the previous 96 periods, or “u” (**pgUp**) to scroll forward through these periods. After each period, the oldest 15-minute segment (from exactly 24 hours ago) is discarded. Since information is not updated on screen in real time, you must press “r” (**Refresh**) periodically to obtain up-to-date statistics for the current period.

unknown P1 FRSx60 Rev D1-0 Ser 01213 02-02-96 07:50								
NY - LA CIRCUIT CONGESTION INFO Sec. 240 of 900								
	GREEN FR	DROP	YEL FR	DROP	RED FR	DROP	FECH	BECN
CUR	0	0	0	0	0	0	0	0
01	0	0	0	0	0	0	0	0
02	0	0	0	0	0	0	0	0
03	0	0	0	0	0	0	0	0
04	0	0	0	0	0	0	0	0
05	0	0	0	0	0	0	0	0
06	0	0	0	0	0	0	0	0
07	0	0	0	0	0	0	0	0
08	0	0	0	0	0	0	0	0
09	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0
TOTAL	0	0	0	0	0	0	0	0

Refresh | pgUp | pgDn | A->B | B->A | Main

Connected 1:02:19 VT100 9600@N-1 SCROLL CAPS NUM Capture Print echo

Figure 2-7. Typical Circuit Congestion Data Screen

Table 2-6. Circuit Congestion Data Screen Actions

Action	Function
Refresh	Since performance statistics are not updated on screen, you must press "r" to obtain updated performance figures.
pgUp	Pages up through the 96 time segments.
pgDn	Pages down through the 96 time segments.
A->b	Selects the direction of the congestion data.
B->a	Selects the direction of the congestion data.
Main	Returns to the Circuit Performance Data Screen.

GREEN FR

The Green Frames counter shows the total number of frames sent on the circuit that fell within the Committed Information rate contracted with the carrier during the time period.

DROP

The first DROP shows the number of Green Frames that were dropped by the card during the time period.

YEL FR

This counter shows the total number of frames on the circuit that exceeded the Bc rate but were within the Be rate assigned to the endpoint during the time period.

DROP

The second DROP shows the number of Yellow Frames that were dropped by the card during the time period.

RED FR

This counter shows the total number of frames on the circuit that exceeded the Be rate assigned to the endpoint during the time period.

DROP

The third DROP shows the number of Red Frames that were dropped by the card during the time period.

FECN

The Forward Error Congestion Notification counter logs the number of frames with the FECN bit set by the system. This flag tells you that congestion avoidance procedures should be initiated.

BECN

The Backward Error Congestion Notification counter logs the number of frames with the BECN bit set by the system. This flag tells you that congestion avoidance procedures should be initiated.

2.3.6 Port Performance Data Screen

The ACS-FRS card also accumulates statistics that show you the performance characteristics of each active port. To address the Port Performance Data Screen, highlight one of the 68 ports on the ACS-FRS Card Main Screen and press “**p**” (**Perf**). This will access the Port Performance Data Screen associated with the selected port. Figure 2-8 shows a typical Port Performance Data Screen, and Table 2-7 lists the actions you can perform from its bottom line.

The data on this screen is kept by 15-minute (900 seconds) time increments for a total of 96 periods (24 hours). Each screen shows the current 15 minute segment and the past 12 periods with totals at the bottom of the column. Press “**d**” (**pgDn**) to page backward through the previous 96 periods, or “**u**” (**pgUp**) to page forward through these periods. After each period, the oldest 15-minute segment (from exactly 24 hours ago) is discarded. Since information is not updated on screen in real time, you must press “**r**” (**Refresh**) periodically to obtain up-to-date statistics for the current period.

```

unknown | P2/02 FRSx68 Rev D1-0 Ser 01213 | 10-11-99 13:08
Port 01 PERFORMANCE Sec. 076 of 900
  FRAME Rx  FRAME Tx  OCTETS Rx  OCTETS Tx  DRPRx  DRPTx  STATUS
CUR      0         0         0         0         0         0      TC.S
01      0         0         0         0         0         0      TC.S
02      -----
03      -----
04      -----
05      -----
06      -----
07      -----
08      -----
09      -----
10      -----
11      -----
12      -----
TOTAL    0         0         0         0         0         0      TC.S
STATUS: T=DTE DOWN C=DCE DOWN L=LOOPBACK S=STDBY
Refresh | Clear | pgUp | pgDn | Main

```

Figure 2-8. Typical Port Performance Data Screen

Table 2-7. Port Performance Data Screen Actions

Action	Function
Refresh	Since performance statistics are not updated on screen in “real” time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the highlighted port.
pgUp	Scrolls up through the 96 time segments.
pgDn	Scrolls down through the 96 time segments.
Main	Returns to the System Main Screen.

PORT

The Port setting shows the port number associated with the performance statistics on this screen. This was the port highlighted on the Main screen when the “P” key was pressed. The FRS card has a maximum of 68 ports.

FRAME Rx

The Frame Received column tabulates the total number of frames received during the 15 minute period.

FRAME Tx

The Frame Transmitted column tabulates the total number of frames transmitted during the 15 minute period.

OCTETS Rx

The Octets Received column tabulates the total number of bytes received during the 15 minute period.

OCTETS Tx

The Octets Transmitted column tabulates the total number of bytes transmitted during the 15 minute period.

DRPRx

The Dropped (frame) Received column tabulates the total number of frames dropped on port while being received.

DRPTx

The Dropped (frame) Transmitted column tabulates the total number of frames dropped before being transmitted during the 15 minute period.

STATUS

The Status column shows different status conditions of the port during each 15-minute period. The status codes are listed at the bottom of the screen. The status codes are **T** (DTE down), **C** (DCE down), **L** (loopback), and **S** (standby).

2.3.7 LMI Data Screen

Local Management Interface information is displayed on the LMI Data Screen. To access this screen, press “**L**” in the ACS-FRS Card Main Screen to invoke the **Lmi** command. Figure 2-9 shows a typical LMI Data Screen, and Table 2-8 lists the actions you can perform from the bottom line of this screen.

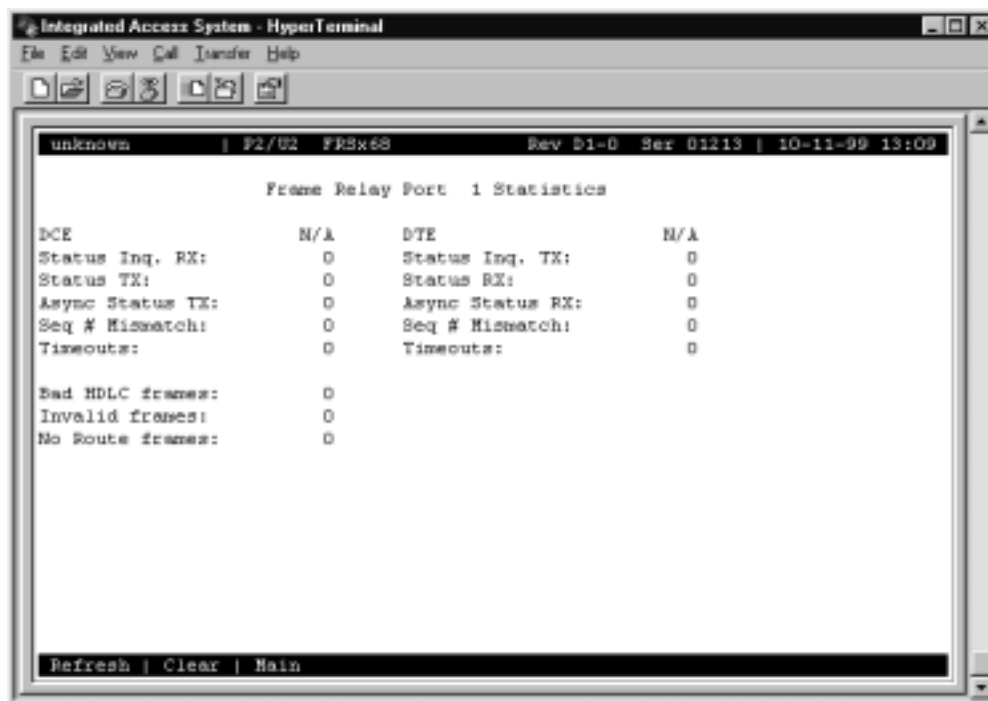


Figure 2-9. Typical LMI Data Screen

Table 2-8. LMI Data Screen Actions

Action	Function
Refresh	Saves changes to settings.
Clear	Returns all settings to the last saved state.
Main	Returns to the System Main Screen.

STATUS INQ. RX

The Status Inquiry Received figure shows the total number of status inquiry requests received by the DCE.

STATUS TX

The Status Transmitted figure shows the total number of “keep alive” and full status inquiries sent by the DCE.

ASYNC STATUS TX

If the ASYNC parameter in the ACS-FRS card Main Screen is set to **yes** for the port, asynchronous status packets transmitted by the DCE are tabulated in this figure.

SEQ # MISMATCH

The Sequence Number Mismatch figure shows the total number of sequence number errors have been received by the DCE.

TIMEOUTS

The Timeouts figure shows the total number of times that expected requests from the DTE are missed.

BAD HDLC FRAMES

The Bad HDLC Frames figure shows the total number of HDLC errors received on this port.

INVALID FRAMES

The Invalid Frames figure shows the total number of short frames or frames with invalid FR headers received on this port.

NO ROUTE FRAMES

The No Route Frames figure shows the total number of frames received that have incorrect or unknown DLCI for this port.

STATUS INQ. TX

The Status Inquiry Transmit figure shows the total number of status inquiry requests transmitted by the DTE.

STATUS RX

The Status Received figure shows the total number of “keep alive” and full status inquiries received by the DTE.

ASYNC STATUS RX

If the ASYNC parameter in the ACS-FRS card Main Screen is set to **yes** for the port, asynchronous status packets received by the DTE are tabulated in this figure.

SEQ # MISMATCH

The Sequence Number Mismatch figure shows the total number of sequence number errors have been received by the DTE.

TIMEOUTS

The Timeouts figure shows the total number of times that expected requests from the DTE are missed.

2.3.8 Global Setup Screen

The Global Data Screen allows you to identify the frame relay server by its IP address. To access this screen, press “g” in the ACS-FRS Card Main Screen to invoke the **Glob** command. Figure 2-10 shows the Global Data Screen, and Table 2-9 lists the available actions from the bottom line of this screen.

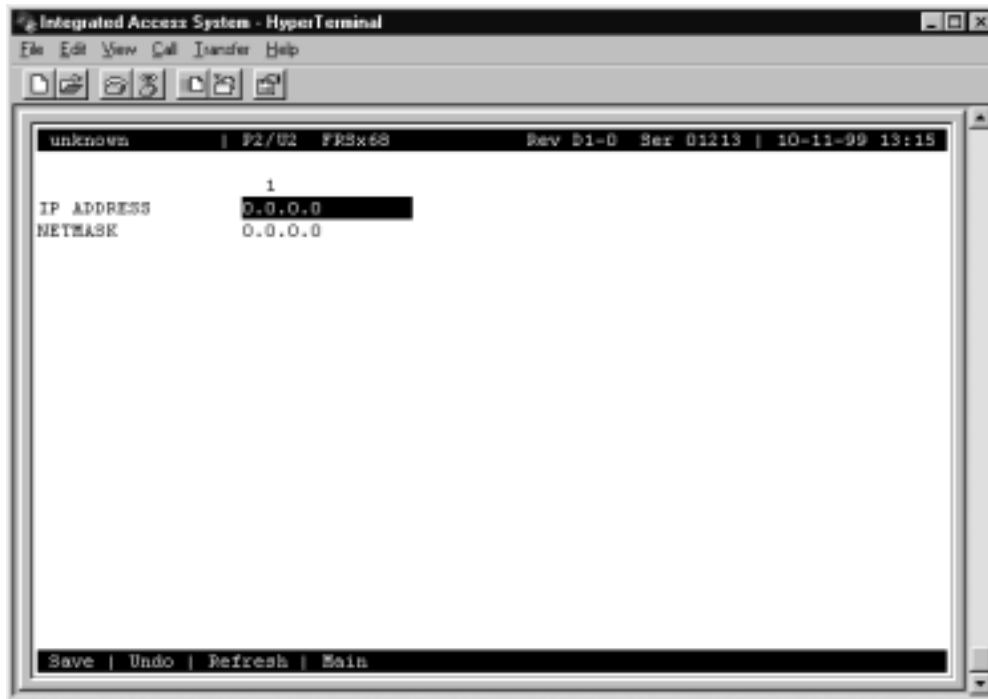


Figure 2-10. Global Data Screen

Table 2-9. Global Data Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

IP ADDRESS

Enter the IP address for the frame relay server in this field.

NETMASK

Enter the Netmask address in this field. This is the Netmask for the Integrated Access System. This address is also assigned on the Interface card's IP Screen.

2.4 ACS-FRS Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

2.5 ACS-FRS Card Troubleshooting

Problems with a FRS card could indicate a number of causes. Some possibilities are:

- T1 or E1 network failure
- Improper frame relay network configuration
- Improper FRS card configuration
- Improper user card configuration
- Faulty cabling between the DTE and user card
- Improper DTE configuration

Typically, a problem is indicated by the inability to send or receive frame relay traffic through the FRS card. There are numerous ways of isolating and clearing the problem. When troubleshooting frame relay communications problems through an FRS card, follow this general sequence:

1. If all Frame Relay traffic is affected, verify that the US/EUR jumper is correctly placed to match the US/EUR jumper on the chassis. The FRS card performs a self-test on power-up. A “healthy” card will have a green LED lit on the front panel. Do not proceed with further steps until a green LED is present.
2. Verify that the T1 or E1 network is working properly by checking for current CGA-Red and CGA-Yellow alarms (see Chapter 3-A for alarm viewing instructions). If no CGA alarms are present that would affect the frame relay traffic, continue with step 3.
3. Verify that the FRS port is connected to the proper WAN card and time slot or user card port and that the correct type of LMI is selected. If a user card port is used, verify the configuration settings on the user card port and the cable connection to the DTE. The LMI must be UP for data to flow on the circuit. Do not proceed with further steps until the LMI is up.
4. Go to the Port Performance Monitoring Screen by pressing **P** from the FRS Main Screen. Analyze the register and status information provided to help determine the cause of the problem.

5. Go to the Circuits Screen of the FRS card (which can be accessed by selecting **Circ** from the FRS Main Screen). Verify that the affected circuit **STATUS** is up (indicated by a “U”). If it is not up, this may indicate that an LMI is down in the far end of the circuit. Highlight the affected circuit and type **P** and the performance registers for the circuit will appear. Analyze the information provided to help determine the cause of the problem.
6. Loopbacks are available on the “C” ports only. If a “C” port with an LMI is looped back toward itself, the **PORT TYPE** must be **nni** for the loopback to function.
7. If the FRS card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

2.6 ACS-FRS Server Card Specifications

ACS-FRS Card (Model 881160)

Input/Output Ports	68 logical ports (maximum)
Input Traffic Ports	T1, E1, fT1, fE1, V.35, RS422, EIA530, OCU-DP, FRAD
Output Traffic ports	T1, E1, fT1, fE1, V.35, RS422, EIA530
Output Port types	UNI DCE, UNI DTE, NNI, Nx64K/56K FRAD
Max Frame Size	4K Bytes
Traffic Bandwidth	8 Mbps Full Duplex
Performance	4,000 Frames per second (maximum)
Number of PVCs	128
System Capacity	Maximum 3 per System
Management	RFC1315 DTE MIB, Frame Relay Service MIB, SNMP Alarm Traps per RFC 1215
Connectivity	SNMP or TELNET
LMI Options	Q.933 Annex A, ANSI T1.617 Annex D, LMI (Gang of 4), None
Information Rates	CIR = 0 to 2048 Kb/s, Bc = 0 to 2048 Kb, Be = 0 to 2048 Kb
Congestion Handling	FECN, BECN
Circuit priorities	4

Chapter 3

MCC Card

3.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the Management Channel Concentrator (MCC) card.

Note that this card is labeled as an ACS card on its faceplate ejector, and it is called an ACS-MCC card only in the user interface screens described in this chapter. Throughout this chapter, it is referred to as the ACS-MCC card.

3.2 ACS-MCC Card Descriptions

3.2.1 ACS-MCC Card Description (881360)

The ACS-MCC card uses 631xx MCC firmware and allows you to manage remote Integrated Access Systems by using TCP/IP or SNMP/UDP/IP communication protocols. The control link to each remote system can be the FDL (Facility Data Link) bits of an ESF-framed T1 line. Or, for an E1 line, this link can use the SA4 bits in the frame alignment words of the E1 signal. Full time slot B7R requires a DACSII 6.1 or equivalent. *MCC doesn't talk direct to FDL link, this requires a DACs to convert full timeslot B7R to B4R.*

The ACS-MCC card incorporates four Munich32 chips (two on the main board and two on a daughterboard), which allow up to 128 WAN interfaces. The ACS-MCC card also supports three configurable high-speed ports (C1, C2, and C3), plus an Ethernet 10Base-T port for LAN routing management.

The MCC can route IP datagrams between all of its interfaces, based on each datagram's IP destination address. Datagrams are directed (or routed) to the interface carrying the sub-net to which the datagram belongs or is being transported to, according to the content of the routing table. The routing table may be supplied with dynamic routes from the Routing Information Protocol (RIP) when enabled. If no match is found in the routing table, a default route can be designated to direct all unresolved datagrams to a specific interface.

Figure 3-1 shows the role of the ACS-MCC card in a Network Management System. Both SNMP alarm traps and TELNET configurations run over this path. They can use the FDL (T1 line), the SA4 bit of the frame alignment word (E1 line), or a full DS0 time slot of a T1 or E1 line.

The FDL is a 4 kbps channel that uses every other framing bit of the T1 extended superframes. When the FDL is used for remote system control via TCP/IP, T1 performance statistics are not gathered.

The SA₄ bit of the E1 frame alignment word is the first bit of time slot 0 of each frame. This bit is called the *national* bit; it also comprises a 4 kbps data channel.

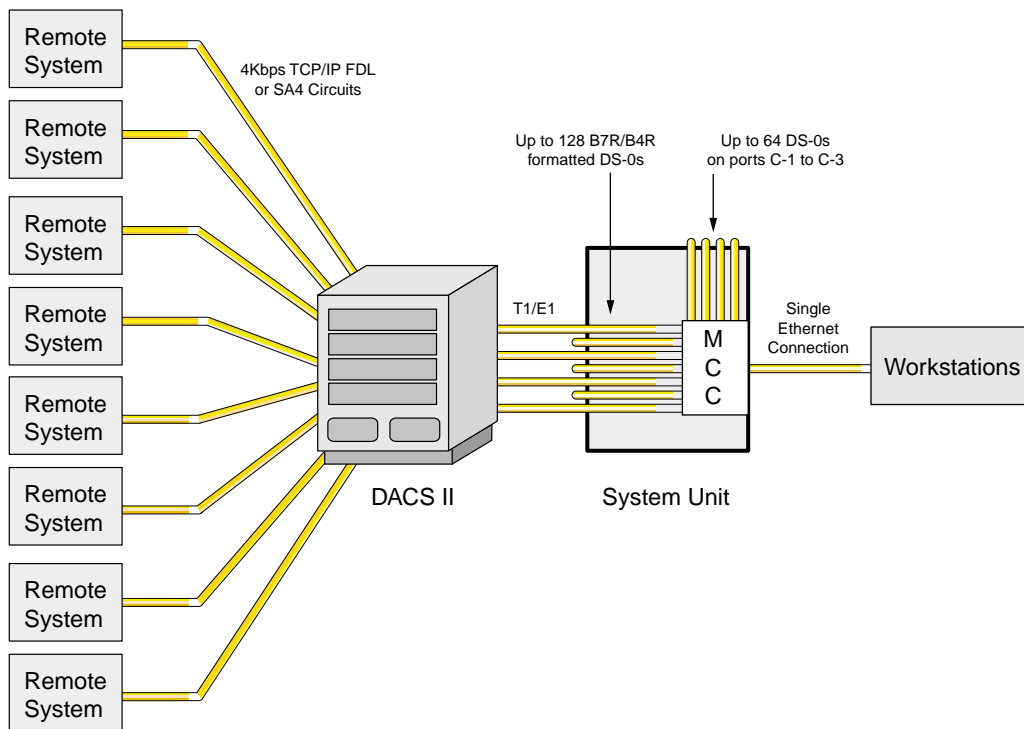


Figure 3-1. Typical MCC Application

If the FDL is used to transmit and receive information, a DACSII (6.1 or higher) must be used to convert the FDL/IP information into DS0. On point-to-point circuits, the DACSII is not needed. The MCC can also be used to create larger "trees" in which the high-speed ports (C1, C2, and C3) can interconnect the different ACS-MCC cards in the hierarchy.

3.2.1.1 Jumper/Switch Settings

The ACS-MCC card does not have any jumpers or switch settings.

3.2.1.2 Installing the Card

Insert the ACS-MCC card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

3.3 ACS-MCC Card User Screens and Settings

3.3.1 ACS-MCC Card Main Screen (Ethernet Port Configuration)

The ACS-MCC card routes datagrams onto Ethernet at the NMS site for communications with the NMS. Figure 3-2 shows the ACS-MCC Card Main Screen, in which you must set various parameters for the Ethernet interface. To go to this screen, highlight the desired card in the System Main Screen and press <Enter>.

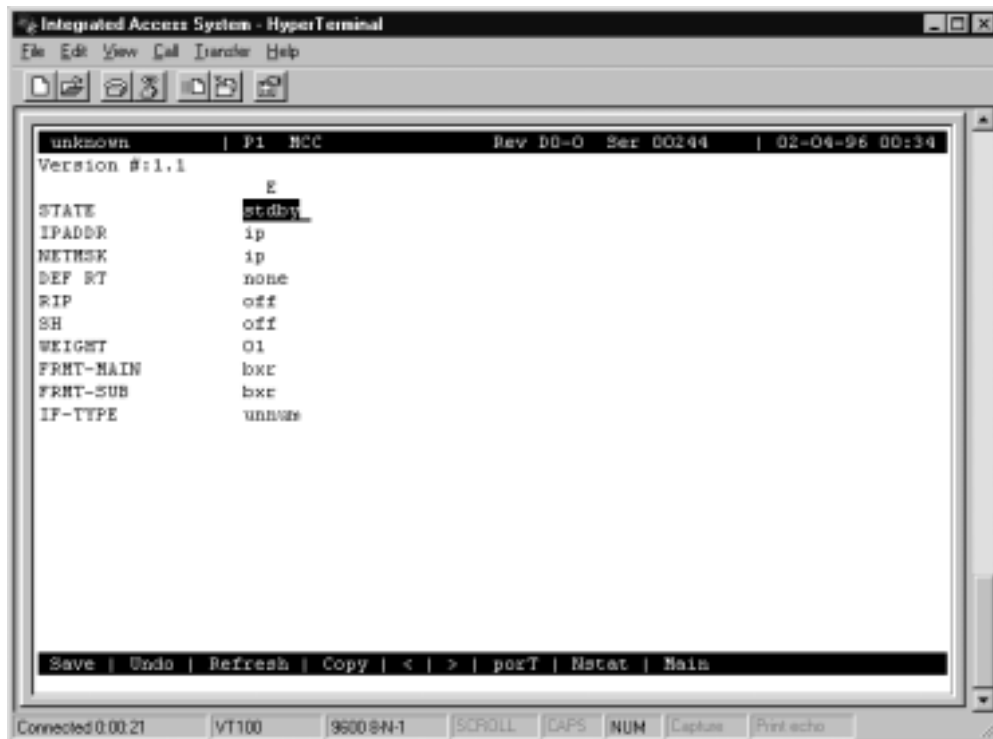


Figure 3-2. Typical ACS-MCC Card Main Screen

The bottom highlighted line of this screen shows numerous actions that you can perform from this screen. To perform the desired action, simply press the key shown by a uppercase letter. For example, to save your configuration settings, press “s” to invoke the **Save** command. Table 3-1 lists the available screen actions, and Table 3-2 summarizes the ACS-MCC card Main Screen parameters and available option settings. These parameters and settings are also described in the following paragraphs.

Table 3-1. Main Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Copy	Copies the contents of the current column to the next column. Useful if you change a lot of entries in one column and want to repeat those changes in subsequent columns.
<	The “less than” symbol scrolls backward through the 128 ports associated with this card.
>	The “greater than” symbol scrolls forward through the 128 ports associated with this card.
porT (C1-C3)	The port option allows you to “jump” to a specific port. Enter the number of the port you wish to see, press the <Enter> key, and the requested port will be displayed. To return to the Main Screen, press “e” and then press <Enter>.
Nstat	Displays the Network Data Screen.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 3-2. Main Screen Option Settings and Defaults

Parameter	User Options	Default
STATE	stdby actv	stdby
IPADDR	ip	0.0.0.0
NETMASK	ip	0.0.0.0
DEF RT	none stat dyn	none
RIP	off rx tx rx/tx	off
SH	off on	off
WEIGHT	01-15	01
FMT-MAIN	bxr hdlc	bxr
FMT-SUB	bxr hdlc	bxr
IF-TYPE	unnum num	unnum

STATE

The State setting determines whether the port is active or inactive. Set the State to **stdby** (standby) to disable the Ethernet port, or choose **actv** (active) to enable the port.

IPADDR

When configured for unnumbered interfaces, the IP Address setting identifies the global IP Address of the MCC. This address is thus valid regardless of the state of the Ethernet port. When configured for numbered interfaces, the IP address of the Ethernet port identifies the IP address of the Ethernet interface only.

NETMASK

The IPADDR together with the NETMASK identifies the IP network for the Ethernet interface. Any valid netmask address is acceptable.

DEF RT

The Default Route setting identifies the IP Address of the port used to forward IP datagrams with destination unknown to the MCC. When **stat** (static) is selected, the IP address must be entered by the user. When **dyn** (dynamic) is selected, the IP address is dynamically assigned by a router. RIP must be turned on if **dyn** is selected. The default is **none**.

RIP

When the Routing Information Protocol (RIP) setting is **off** (default), no RIP traffic is allowed into or out of the Ethernet interface. Setting this variable to **rx** allows incoming RIP traffic only, while setting it to **tx** allows only outgoing RIP traffic. Setting this variable to **rx/tx** allows both incoming and outgoing RIP traffic.



Note: Due to the high number of interfaces on the ACS-MCC card and the relatively low bandwidth of the Munich interfaces, you should be careful when implementing the RIP option.

SH

When the Split Horizon (SH) variable is set to **on**, the ACS-MCC card does not automatically send RIP information along routes it "learned" through the same interface. The default is **off**.

WEIGHT

The Weight parameter assigns a weighting variable to the specified interface. The number must be between **1** and **15**. The default is **1**.

FMT-MAIN

This parameter is used to indicate the format of the 64 ports on the main board. When **bxr** is selected, ports 1 through 64 are configured to B4R (E1) or B7R (T1). When **hdlc** is selected, ports 1 through 64 are configured to 64 kbps. (See note below for exception.)

FMT-SUB

This parameter is used to indicate the format of the 64 ports on the sub-board. When **bxr** is selected, ports 65 through 128 are configured to B4R (E1) or B7R (T1). When **hdlc** is selected, ports 65 through 128 are configured to 64 kbps. (See note below for exception.)



***Note:** The only invalid configuration for FMT-MAIN and FMT-SUB occurs when FMT-MAIN = **bxr** and FMT-SUB = **hdlc**. This configuration is not supported.*

IF-TYPE

The IF-TYPE parameter determines the IP addressing scheme to be used by all interfaces (except the Ethernet interface, which is always numbered). The default option is **unnum**, which causes the interfaces to be unnumbered. When configured in this manner, the MCC is addressed through the global IP address of the Ethernet interface, regardless of the originating interface, and the IP address of all interfaces (except the Ethernet interface) is determined by the interface on the remote end. Selecting **unnum** may help conserve IP address, but may not be compliant with the HP OpenView network management system.

The **num** option allows for numbered interfaces. When this option is selected, each interface is assigned a local IP address on the same network as (but different from) the remote device. Two broadcast IP addresses are also reserved for each interface, for a total of four IP addresses per port. Numbered interfaces are industry-standard, and are compliant with the HP OpenView network management system.

3.3.1.1 C-Port and Numbered Port Configuration (1.1 Version Only)

After establishing the card's Ethernet parameter settings, configure the card's ports. From the ACS-MCC Card Main Screen, press "t" (**porT** command) to go to its ports. The ACS-MCC card has three high-speed ports (C1, C2, and C3) and 128 other ports (1 to 128), in addition to the Ethernet port.

Table 3-3 shows a typical C-Port Screen. After pressing "t" above, choose the C-ports (C1, C2, and C3) and 128 other ports (1 to 128) to view this screen.

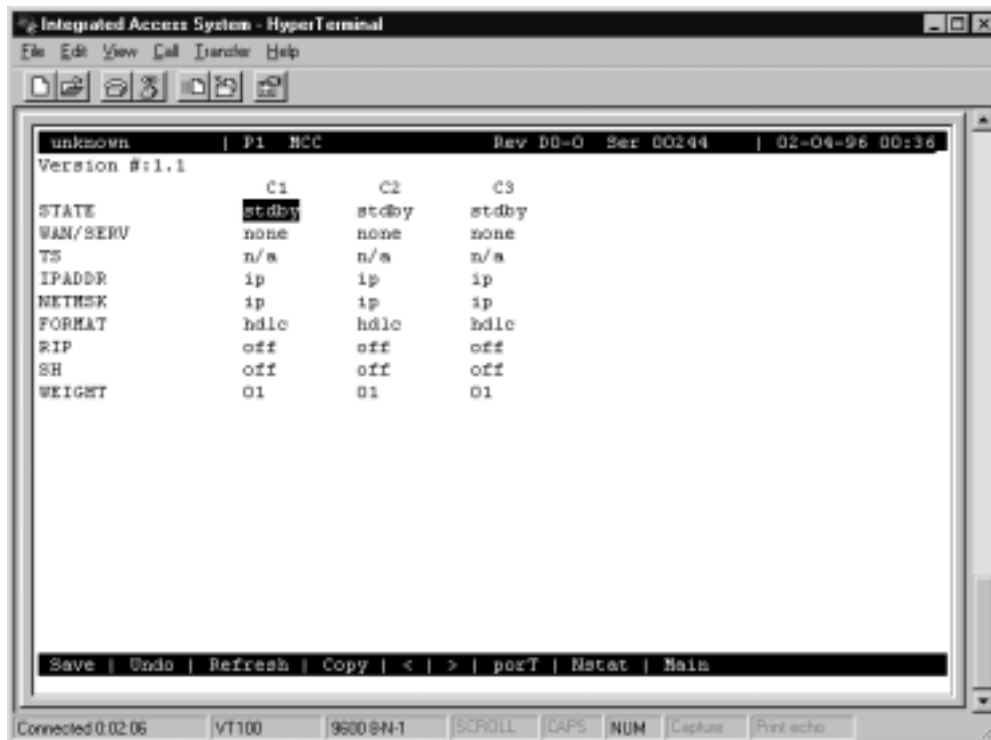


Figure 3-3. Typical C-Port Screen

The "less than" (<) and "greater than" (>) keys allow you to scroll through the other numbered ports associated with this card. Figure 3-4 shows a Typical Numbered Port Screen. Table 3-2 lists the options and defaults for the card ports.

Table 3-3 lists the actions you can perform from either screen. To perform an action, press the key indicated by the capital letter on the bottom highlighted line of the screen.

Table 3-4 lists the Port Assignment Screen parameters and available setting. These are also described in the following paragraphs.

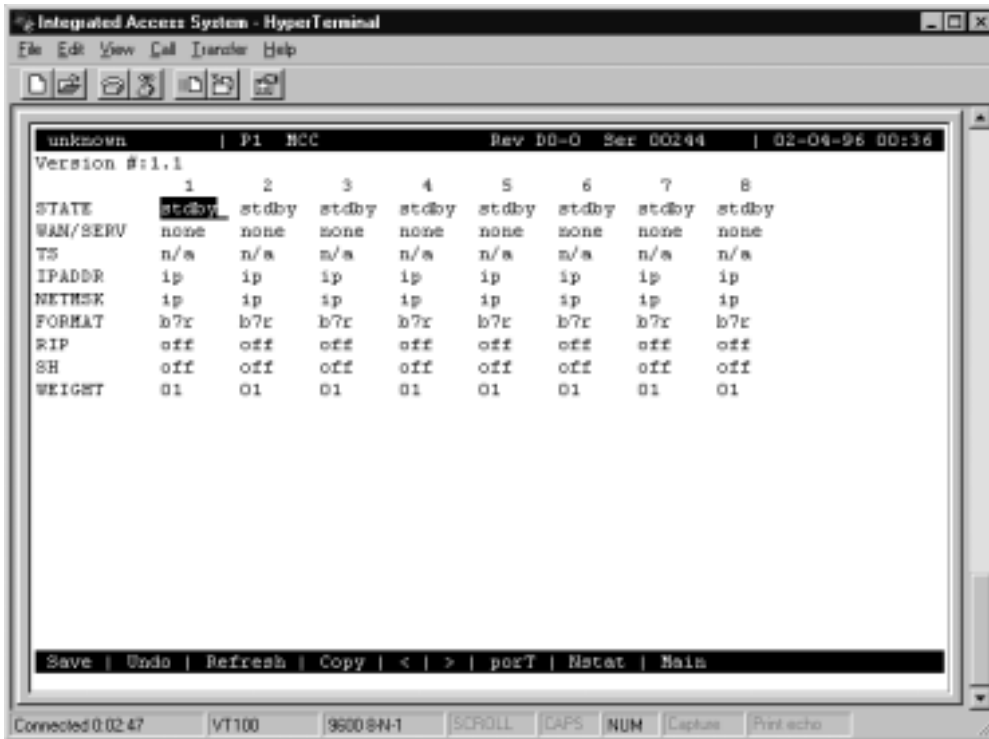


Figure 3-4. Typical Numbered Port Screen

Table 3-3. Port Assignment Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Copy	Copies the contents of the current column to the next column. Useful if you change a lot of entries in one column and want to repeat those changes in subsequent columns.
<	Scrolls backward through the 128 ports associated with this card.
>	Scrolls forward through the 128 ports associated with this card.
porT (C1-C3)	The port option allows you to “jump” to a specific port. Enter the number of the port you wish to see, press the <Enter> key, and the requested port will be displayed. To display the Ethernet port, press “e” and then press <Enter>.
Nstat	Displays the Network Data Screen for the current port.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 3-4. Port Screen Option Settings and Defaults

Parameter	User Options	Notes	Default
STATE	stdby actv		stdby
WAN	none w1-1 through w4-2		none
TS	n/a 1-24 1-31		n/a
IPADDR	ip		0.0.0.0
NETMASK	ip		0.0.0.0
FORMAT	b7r b4r hdlc fr	1	see note 1
RIP	off rx tx rx/tx		off
SH	off on		off
WEIGHT	1-15		1

Notes:

1. For ports C1, C2, and C3, the options are **hdlc** (default) and **fr**. For ports 1 to 128, the options are **b7r** (default) and **b4r**.

STATE

The State setting determines whether the port is active or inactive. Set the State setting to **stdby** (standby) for ports you are not using or have not yet configured. Set it to **actv** (active) for ports that are ready for use.

WAN

The WAN setting identifies the WAN link on which the system information is sent. This signal will come from either the distant system unit or the DACSII™. The options are **none** and **w1-1** to **w4-2**. Ports 65 to 128 are limited to WAN links **w2-1** through **w4-2**.

TS

The Time Slot setting identifies the specific time slot on the WAN link (from the previous paragraph) used for this particular port. The options are **n/a**, **1-24** (for T1 links) and **1-31** (for E1 links).

IP ADDR

The IP Address setting identifies the IP Address of the remote end. Any unique valid IP address is acceptable.

NETMASK

The NETMASK setting together with the IP ADDR identifies the network for this port.

FORMAT

The Format setting determines the format of the information received from the remote system unit. For the numbered ports (1-128), the options are **b7r** (for T1 links) and **b4r** (for E1 links). For ports C1-C3, the options are **hdlc** (high-level data link control) and **fr** (frame relay). If **fr** is selected, the user must select a DLCI (data link connection identifier), which corresponds to the virtual circuit number of the frame relay destination address. When more than one TS is selected, the MTU is 1,500. The internal MTU is expanded by four on the WAN segment to allow 1,500 byte frames to pass with the addition of the frame relay header without fragmentation. When **fr** is selected, more than one TS must be allocated.

RIP

When the Routing Information Protocol (RIP) setting is off (default), no RIP traffic is allowed into or out of the Ethernet interface. Setting this variable to rx allows incoming RIP traffic only, while setting it to tx allows only outgoing RIP traffic. Setting this variable to rx/tx allows both incoming and outgoing RIP traffic.



***Note:** Due to the high number of interfaces on the ACS-MCC card and the relatively low bandwidth of the Munich interfaces, the user should be cautious about implementing the RIP option, as there is a substantial risk of broadcast storms causing congestion in the network.*

SH

When the Split Horizon (SH) variable is set to **on**, the ACS-MCC card does not automatically send RIP information along routes it "learned" through the same interface. The default is **off**.

WEIGHT

The Weight parameter assigns a weighting variable to the specified interface. The number must be between **1** and **15**. The default is **1**.

NETWORK DATA

The Network Data Screens provide maintenance and diagnostics information for this equipment. Statistics begin to accumulate when the port is changed from **stdby** to **actv** and they continue to store information until the port is changed back to **stdby**. These are status information screens; you cannot edit their data.

3.4 Network Port Statistics Screen

Figure 3-5 shows typical statistics for a network port (in this case, C1 port). To view this data, type “n” in the ACS-MCC Card Main Screen to invoke the **Nstat** command. Then, enter the desired port number. This data is described in the following paragraphs.

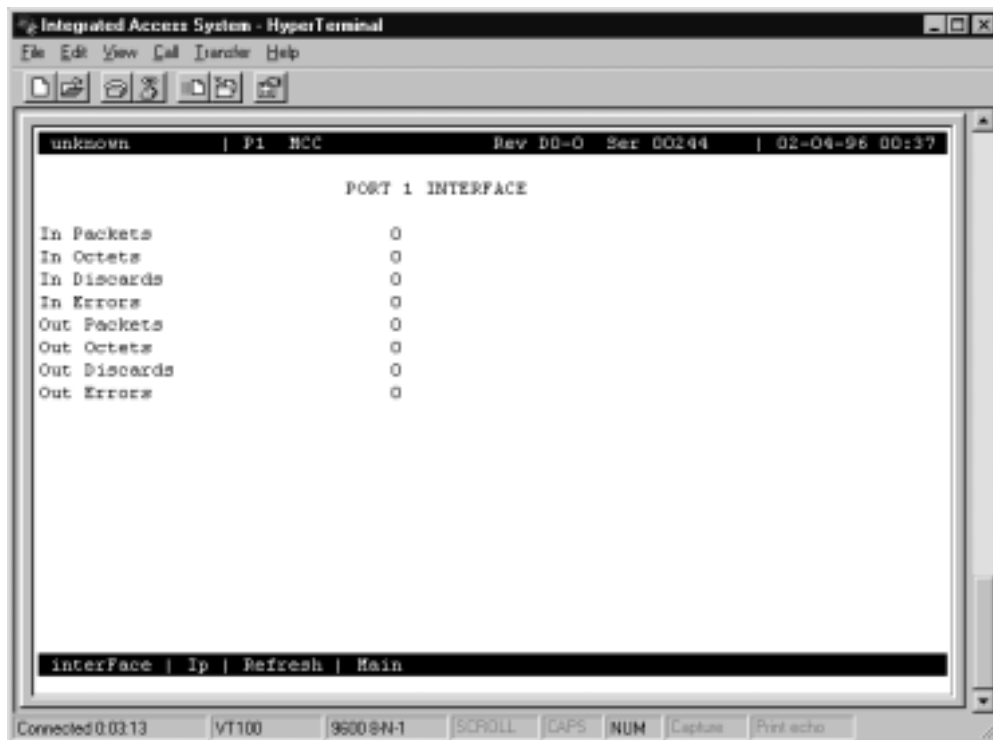


Figure 3-5. Typical Network Port Data Screen

IN PACKETS

The In Packets counter shows the total number of packets received from the remote systems through this port.

IN OCTETS

The In Octets counter shows the total number of octets received from the remote systems for this port.

IN DISCARDS

The In Discards counter shows the total number of packets received from the remote systems and discarded due to lack of resources for this port.

IN ERRORS

The In Errors counter shows the total number of packets received from the remote systems that had CRC errors when received.

OUT PACKETS

The Out Packets counter shows the total number of packets sent to the remote systems by the NMS equipment.

OUT OCTETS

The Out Octets counter shows the total number of octets sent to the remote systems by the NMS equipment.

OUT DISCARDS

The Out Discards counter shows the total number of packets that were sent to the remote systems and discarded due to lack of resources.

OUT ERRORS

The Out Errors counter shows the total number of errors related to packets transmitted.

Table 3-5 lists the other actions you can perform from the Network Port Statistics Screen. These actions appear on the bottom highlighted line of the statistics screen. To perform an action, just press the letter that corresponds to the uppercase letter associated with the desired action.

Table 3-5. Network Port Data Screen Actions

Action	Function
interFace	Switches from the IP Data Screen to the Interface Data Screen.
Ip	Switches from the Interface Data Screen to the IP Data Screen.
Refresh	Data collection is not updated automatically. Pressing the “r” key will update all data fields.
Main	Returns to the System Main Screen.

3.4.1 MCC Protocol Stack Data Screen

Figure 3-6 shows typical statistics for the ACS-MCC card protocol stack. To display this data, press “i” in the Network Port Statistics Screen to invoke the **Ip** command. These statistics are described in the following paragraphs.

```

Integrated Access System - HyperTerminal
File Edit View Call Transfer Help

unknown | P1 MCC Rev D0-0 Ser 00144 | 02-04-96 00:37

MCC CARD PROTOCOL STACK STATISTICS

--- IP Netstat ---
Datagrams In          0
Input Datagrams Discarded 0
Output Datagrams Discarded 0
Datagrams Forwarded  0
Requests Out          0
--- ICMP Netstat ---
In Messages           0
Out Messages          0
In Errors             0
In Echo Requests     0
In Echo Replies      0
Out Echo Requests    0
Out Echo Replies     0
In Destination Unreach. 0
Out Destination Unreach. 0

interFace | Ip | Refresh | Main

Connected 0.03.36 | VT100 | 9600 8N-1 | SCROLL CAPS NUM | Capture Print echo

```

Figure 3-6. Typical MCC Protocol Stack Data Screen

DATAGRAMS IN

The Datagrams In counter shows the total number of IP datagrams received from the remote systems.

INPUT DATAGRAMS DISCARDED

The Input Datagrams Discarded counter shows the total number of IP datagrams received that were discarded.

OUTPUT DATAGRAMS DISCARDED

The Output Datagrams Discarded counter shows the total number of IP datagrams sent to the remote system and discarded.

DATAGRAMS FORWARDED

The Datagrams Forwarded counter shows the total number of IP datagrams that were received from the remote systems and then forwarded.

REQUESTS OUT

The Requests Out counter shows the total number of IP datagrams that originated at the MCC.

IN MESSAGES

The In Messages counter shows the total number of ICMP messages sent by the remote systems.

OUT MESSAGES

The Out Messages counter shows the total number of ICMP messages sent to the remote systems.

IN ERRORS

The In Errors counter shows the total number of ICMP messages sent by the remote systems and had errors when received.

IN ECHO REQUESTS

The In Echo Requests counter shows the total number of ICMP echo requests sent by the remote systems.

IN ECHO REPLIES

The In Echo Replies counter shows the total number of ICMP echo replies sent by the remote systems.

OUT ECHO REQUESTS

The Out Echo Requests counter shows the total number of ICMP echo requests sent to the remote systems.

OUT ECHO REPLIES

The Out Echo Replies counter shows the total number of ICMP echo replies sent to the remote systems.

IN DESTINATION UNREACH

The In Destination Unreachable counter shows the total number of “destination unreachable” requests sent by the remote systems.

OUT DESTINATION UNREACH

The Out Destination Unreachable counter shows the total number of “destination unreachable” requests sent to the remote systems.

3.5 ACS-MCC Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

3.6 ACS-MCC Card Troubleshooting

MCC card problems could indicate a number of possible causes, including:

- Misconfigured IP parameter at the far end
- Faulty cabling between the MCC LAN port and the LAN
- T1 or E1 network failure
- Improper network configuration
- Improper MCC card configuration

Typically, a problem is indicated by the inability to route IP traffic to/from or through the MCC card. You can perform numerous tasks to isolate the trouble and clear it. When troubleshooting problems on IP communications through an MCC card, follow this general sequence:

1. If all IP traffic is affected, verify that the US/EUR jumper is correctly placed to match the US/EUR jumper on the chassis. The MCC card performs a self-test on power-up. A “healthy” card will have a green LED lit on the front panel. Do not proceed with further steps until a green LED is present.
2. Verify that the Ethernet Port (**E**) is **actv** and that the correct IP address (**IPADDR**) and **NETMASK** have been entered. At this point, attempt to “ping” (from the CPU card TCP/IP screen) the IP address of the MCC Ethernet port from another device on the LAN. Pressing **N** from this screen will display the Network Statistic registers for the Ethernet port. Analyze the information to determine the cause of the failure. Do not proceed with further steps until this ping is successful.
3. From the CPU Main Menu screen, go to the TCP/IP screen by pressing **I**. Verify that the options and addresses on the TCP/IP screen are correct. Press “**P**” (for ping) and enter the IP address of the MCC card Ethernet port.
4. If Step 3 is not successful, verify that the **DEFAULT IP PORT** is set to **serv** and that the **DEFAULT IP SLOT** is set to the chassis slot in which the MCC card resides (**P1**, **P2**, or **P3**). At this point, attempt to ping the card again by pressing **P**. Do not proceed until this ping is successful.
5. Verify that the T1 or E1 network is working properly by checking for current CGA-Red and CGA-Yellow alarms. If no CGA alarms are present that would affect IP traffic, continue with step 6.

6. Verify the configuration settings for the affected MCC port. Be sure the port is connected to the proper WAN card and port, that the correct **FORMAT** is selected and that the appropriate IP address (**IPADDR**) and **NETMASK** have been entered. If these assignments appear correct, go back to the CPU TCP/IP menu and ping the address of the remote device connected to that MCC port. If this is not successful, ping back toward the MCC card from the remote device. Pressing **N** from the MCC card Port screen will display the Network Statistic registers for the port. Analyze the information to help determine the cause of the failure. The problem may be either in the network between the MCC port and the remote device, or incorrect IP addressing/configuration of the remote device.
7. If the MCC card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

Chapter 4

ATM Card

4.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the Asynchronous Transfer Mode (ATM) Server Card.

With ATM firmware (641xx) the ATM Concentrator is an application running on the Advanced Communications Server (ACS), providing a DS3 ATM port. It supports both constant bit rate and variable bit rate applications and offers connectivity from WAN, HSU analog voice, FRAD and BRI. Note that this card is labeled as an ACS card on its faceplate ejector. It is called an ATM card only in the user interface screens described in this chapter. Throughout this chapter, it is referred to as the ACS-ATM card.

The acceleration in ATM deployment has created an opportunity for users to migrate legacy applications to both the private ATM backbone and to public ATM services. The incentives for integrating the existing applications with the typically higher-speed ATM traffic are primarily financial in nature, but another significant benefit is the resultant streamlining of network operations and management.

4.2 ACS-ATM Card Descriptions

4.2.1 ACS-ATM Card Description (882060)

The ACS-ATM card is a high-performance server card designed to concentrate the entire bandwidth of the Integrated Access System into a high-speed ATM link. The input to this card is derived from WAN T1 and/or E1 interfaces, from any of the user cards in the system's eight chassis user slots and an 10-Base-T ethernet port for wirespeed LAN extension. All existing user interfaces are supported, including voice and data.

The card currently supports ATM Segmentation and Reassembly (SAR) processor and a DS3 electrical interface (BNC connectors). In this release, only the UNI is supported. The ACS-ATM card circuitry is capable of supporting ATM Adaptation Layers AAL0, AAL1, AAL3, AAL4, and AAL5.

The ACS-ATM card connects a wide range of equipment to an ATM network, including analog PBX/key systems, digital PBXs, low-speed data terminal equipment, N x 56/64 kbps data terminal equipment, and video codecs.

The ACS-ATM card consists of a main board and sub-module card. The main board is a variation of the existing Advanced Communication Server (ACS). The sub-module card handles all ATM functionality's, including the Physical Layer, ATM Layer, and Adaptation Layer. ATM connectivity is provided to and from the following system cards:

- WAN (all card types)
- HSU (all card types)
- FXS, FXO, FXS-C, FXO-C
- E&M (all card types)
- BRI (U*8 and SC cards only)
- FRAD 232*10

Incoming traffic is directed through the internal bus system to the ACS-ATM card, which provides adaptation and encapsulation. The ATM output in the first release of the product is an electrical DS3. Typically, the ATM connection is a local ATM switch which multiplexes virtual circuits originating from the IMACS with other high-speed traffic. The ACS-ATM card is capable of handling both Variable Bit Rate and Constant Bit Rate Applications.

4.2.1.1 Card Jumpers/Switch Settings

The ACS-ATM card does not have any jumpers or switches on its mainboard.

4.2.1.2 Installing the Card

Insert the ACS-ATM card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards

4.3 ACS-ATM Card User Screens and Settings

4.3.1 ACS-ATM Card Main Screen

You must configure the ACS-ATM card's DS3 port for operation after installing it in the system chassis. This is done from the ACS-ATM Card Main Screen, which is shown in Figure 4-1. To go to this screen, highlight the desired card in the System Main Screen and press <Enter>.



Figure 4-1. Typical ACS-ATM Card Main Screen (DS3)

Table 4-1 lists the actions you can perform from the bottom highlighted line of this screen. To choose an action, type the letter that corresponds to the uppercase letter of the desired action on this line. For example, to save your option settings, press “s” (for **Save**).

Table 4-2 lists the screen parameters and the possible and default settings.

Table 4-1. ACS-ATM Card Main Screen Actions (DS3)

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
uNi	Brings up the User Network Interface (UNI) Configuration Screen.
Vbr	Brings up the Variable Bit Rate (VBR) Configuration Screen.
Cbr	Brings up the Constant Bit Rate (CBR) Configuration Screen.
Perf	Brings up the DS3 Port Performance Data Screen.
Main	Returns to the System Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 4-2. ACS-ATM Card Main Screen Options and Defaults (DS3)

Parameter	User Options	Default
STATE	stdby actv	stdby
FORMAT	Cbit M23	Cbit
CELL FRM	plcp hcs	plcp
LB CFG	off local line payld cell	off
LB GEN	off line payload reset	off
LB DET	off on w/to	off
TX CLKSRC	line plcp	line
TX-RX SCRAM	yes no	yes
TX-LBO	off on	off
IDLE-UASN	uasn idle	uasn

STATE (DS3)

The State setting determines whether the port is active or inactive. Set State to **stdby** (standby) for ports not being used or not yet configured. Set it to **actv** (active) for ports that are ready for use for ATM traffic.

FORMAT (DS3)

The Format setting indicates the variety of DS3 C-bit application used by this port. The choices are **Cbit** and **M23**. This parameter is defined in RFC 1407.

CELL FRM (DS3)

The Cell Framing setting indicates the way ATM cells are constructed from the DS3 bitstream. The two options are **plcp** (cells are constructed from the PLCP mapping bits) and **hcs** (the cells are constructed from the HEC in the cell header).

LB CFG (DS3)

The Loopback Configuration setting shows the loopback status of the local interface. The **off** state indicates that no loopback is present. The **local** state shows that the transmitted signal at the interface is looped back to the receiver. The **line** state shows that the received signal is looped back to the sender before this interface. The **payld** (payload) state indicates that the received signal is looped back after passing through the ports reframing function. The **cell** state indicates that the received cells are looped back to the transmit FIFO for retransmission before passing through the receive FIFO. **The payld and cell are ONLY used for DS3.**

LB GEN (DS3)

The Loopback Generate setting indicates the type of loopback command to be sent to the remote system. The **off** setting tells the remote system that the transmitted signal is either looped or normal data. The **line** setting sends a request to the remote system for a local loopback (see above). The **payld** setting sends a request for a payload loopback. The **reset** setting tells the remote system to deactivate loopbacks. The **test** setting sends a test pattern to the remote system. This pattern will be a user-generated cell running AAL0 through ALC on a specific VCI.

LB DET (DS3)

The Loopback Detect setting tells the system to either detect or ignore remote loopback requests. The **off** option tells the system to ignore remote loopback requests. The **on** option tells the system to detect remote loopback commands. The system then loops data back in the format specified until the remote equipment releases the loopback. The **w/to** (with timeout) setting is the same as the **on** setting, but after 10 minutes the loopback is automatically released.

TX CLKSRC (DS3)

The Transmit Clock Source setting allows you to indicate the source of the transmit clock. The options are **line** (source is the DS3 receive line rate) and **plcp** (source is the PLCP frame receive rate). The last setting is valid only if Cell Framing is set to **plcp** (see above).



Note: An Interface Card is required to derive timing from the DS3 line.

TX-RX SCRAM (DS3)

The Transmit-Receive Scramble setting will show if the transmitted and received data is scrambled to maintain minimum-ones density. The options are **yes** and **no**.

TX-LBO (DS3)

If the distance between the DS3 switch and the system unit is short (less than 225 feet), signal attenuation may be needed. The Transmit Line Build-Out setting activates this feature. The options are **off** for distances greater than 225 feet, and **on** for distances less than 225 feet.

IDLE-UASN (DS3)

The Idle-Unassigned Cells setting will show if idle or unassigned cells should be sent when actual data is not being sent. The options are **idle** and **uasn**.

4.3.2 User Network Interface Screen (UNI)

The UNI Screen is used to set up the ATM UNI link. Figure 4-2 shows a typical UNI Screen. To go to that screen, press “n” (**uNi** command) in the ACS-ATM Card Main Screen. Table 4-3 lists the possible actions you can perform from the UNI Screen, and Table 4-4 lists the option settings and defaults.

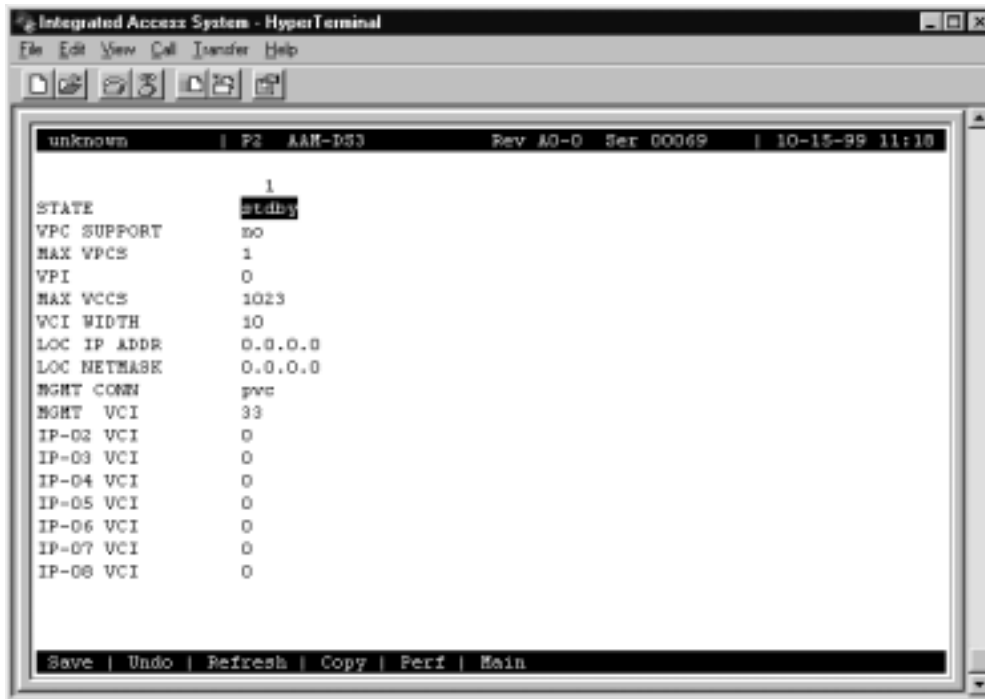


Figure 4-2. Typical UNI Screen

Table 4-3. UNI Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Copy	Copy option is not available in this host release
Perf	Brings up the UNI Performance Data Screen.
Main	Returns to the ACS-ATM Card Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 4-4. UNI Screen Options and Defaults

Parameter	User Options	Notes	Default
STATE	stdby actv		stdby
VPC Support	no		no
MAX VPCS	1		1
VPI	0-15		0
MAX VCCS	63-1023		1023
VCI WIDTH	6-10		10
LOC IP ADDR	A valid IP address		0.0.0.0
LOC NETMASK	A valid IP address		0.0.0.0
MGMT CONN	pvc none		pvc
MGMT VCI	33-1023 n/a	1	33
IP-02 VCI	Any unique VCI from 33 to 1023	1	0
IP-03 VCI	Any unique VCI from 33 to 1023	1	0
IP-04 VCI	Any unique VCI from 33 to 1023	1	0
IP-05 VCI	Any unique VCI from 33 to 1023	1	0
IP-06 VCI	Any unique VCI from 33 to 1023	1	0
IP-07 VCI	Any unique VCI from 33 to 1023	1	0
IP-08 VCI	Any unique VCI from 33 to 1023	1	0

Notes:

1. Each ATM Card has up to eight logical ports that can be assigned as management channels in an IP network that is not managed with a BxR or MCC Card. These ports are assigned from the IP Routing Screen on the CPU Card, using the slot that contains the local ATM card, and the unit numbers 1-8. Once established, the VCI parameters **MGMT VCI** and **IP-0x VCI** are used to assign virtual channel identifiers for each port.

STATE

The State setting determines whether the port is active or inactive. Select **stdby** (standby) for ports you are not using or have not yet configured. Or, select **actv** (active) for ports ready to be used for ATM traffic.

VPC SUPPORT

The Virtual Path Connection Support setting indicates whether or not VPCs are supported. In this revision, VPCs are not supported, so the only option available is **no**.

MAX VPCS

This setting defines the maximum simultaneous, end-to-end Virtual Path Connections that can exist on the UNI port. In this revision, MAX VPCs are not supported, so the only option available is **1**.

VPI

The Virtual Path Identifier is the ATM connection identification number provided by the carrier for each service application. The options are **0 (zero)** to **15**.

MAX VCCS

The Maximum Virtual Channel Connections indicates the number of simultaneous VC connections that can exist on the UNI port. The options are **63** to **1023**.

VCI WIDTH

The Virtual Channel Width setting indicates the number of bits in the VCI field of the cell header that is interpreted. The options are **6** to **10**.

LOC IP ADDR

The Local IP Address is used to identify the global IP address of the ATM card. Any valid IP address may be used. (For information regarding IP network design, contact your system administrator.) The default is **0.0.0.0**.

LOC NETMASK

The Local Netmask is used in conjunction with the Local IP Address to identify the IP network for the ATM card. Any valid IP Netmask may be used. (For information regarding IP network design, contact your system administrator.) The default is **0.0.0.0**.

MGMT CONN

The Management Connection setting indicates if the ATM connection for management purposes is a switched virtual circuit (using the FORE SPANS protocol) or a permanent virtual circuit. The options are **pvc** and **none**. If set to **none**, all other Network Management functions will not work.

MGMT VCI

The Management Virtual Channel Identifier is the VCI for the Permanent Virtual Connection to the Network Management System. It is only supported when **pvc** is selected from the MGMT CONN field above. The options are **33** to **1023**.

IP-02 VCI

The IP-02 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-03 VCI

The IP-03 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-04 VCI

The IP-04 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-05 VCI

The IP-05 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-06 VCI

The IP-06 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-07 VCI

The IP-07 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

IP-08 VCI

The IP-08 VCI parameter allows the user to specify a VCI on the ATM card that is different from the Management VCI to be used as a remote network management channel. Each ATM card can support up to 8 network management channels (MGMT VCI and IP-02 VCI through IP-08 VCI), which are assigned from the CPU's IP Routing Screen.

4.3.3 UNI Performance Data Screen (Supports 3.0 only)

The ACS-ATM card accumulates UNI statistics to show the ATM-layer performance characteristics of this port. To access the UNI Performance Data Screen, press “**p**” in the ACS-ATM Card Main Screen (**Perf** command). Figure 4-3 shows a typical UNI Performance Data Screen, and Table 4-5 lists the actions you can perform from it.

The performance data is kept by 15-minute (900-second) time increments for a total of 96 periods (24 hours). Each screen shows the current 15-minute segment and the past 12 periods with totals at the bottom of the column. Additional performance screens are accessed by selecting **aal0**, **Vbr**, or **cEs**. Press “**d**” to scroll backward through the previous 96 periods. After each period, the oldest 15-minute segment (after 24 hours) is discarded. Since this data is not accumulated in real time, you must press “**r**” (**Refresh**) periodically to obtain up-to-date statistics on all performance screens.

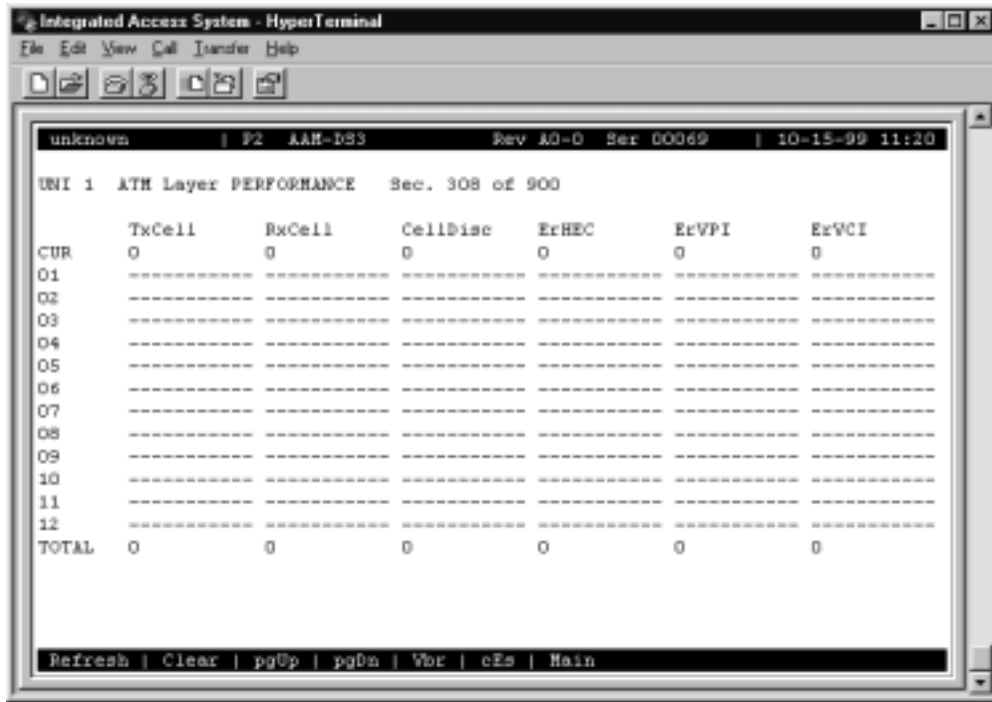


Figure 4-3. Typical UNI Performance Data Screen

Table 4-5. UNI Performance Data Screen Actions

Action	Function
Refresh	Since performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the port.
pgUp	Scrolls through the 96 time segments from oldest to newest.
pgDn	Scrolls through the 96 time segments from newest to oldest.
Vbr	Brings up the UNI VBR Performance Data Screen.
cEs	Brings up the UNI CES Performance Data Screen.
Main	Returns to the UNI Performance Data Screen.

TXCELL

Identifies the number of cells transmitted on the UNI.

RXCELL

Identifies the number of cells received on the UNI.

CELLDISC

Identifies number of cells dropped at UNI due to protocol errors.

ERHEC

Identifies the number of cells received on the UNI with HEC errors.

ERVPI

Identifies the number of cells received on the UNI with out-of-range or unconnected VPI.

ERVCI

Identifies the number of cells received on the UNI with out-of-range or unconnected VCI.

4.3.4 UNI VBR Performance Data Screen (Unstructured)

Variable Bit Rate (VBR) statistics are accumulated for 15-minute intervals for the last 96 intervals (24 hours). To access the VBR Performance Data Screen, press “v” in the UNI Performance Data Screen (**Vbr** command). Figure 4-4 shows a typical screen. Press “u” and “d” in this screen to scroll through the data, 12 intervals at a time. Table 4-6 lists the actions you can perform from the bottom line of this screen.

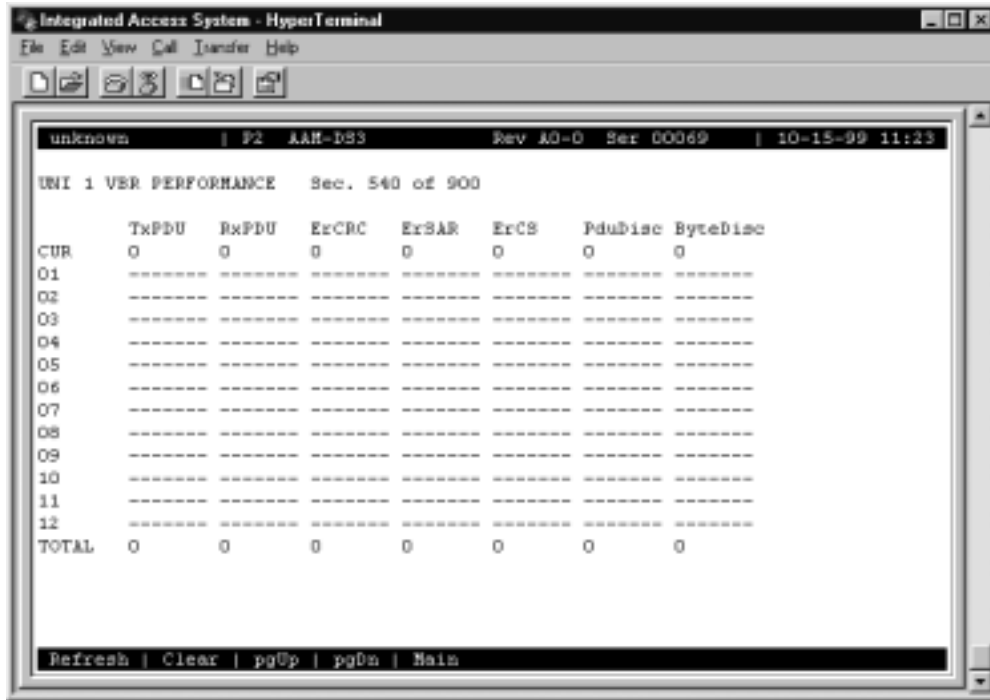


Figure 4-4. Typical UNI VBR Performance Data Screen

Table 4-6. UNI VBR Performance Data Screen Actions

Action	Function
Refresh	Since performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the highlighted port.
pgUp	Scrolls through the 96 time segments from oldest to newest.
pgDn	Scrolls through the 96 time segments from newest to oldest.
Main	Returns to the UNI Performance Data Screen.

The performance fields in the above screen are display-only and the parameters are the same for each. The range is from 0 to $(2^{32} - 1)$.

TXPDU

Identifies the number of PDUs transmitted on that UNI on AAL3/4.

RXPDU

Identifies the number of PDUs received on that UNI on AAL3/4.

ERCRC

Identifies the number of cells received on that UNI on AAL3/4 with payload CRC errors.

ERSAR

Identifies the number of cells received on that UNI on AAL3/4 with SAR protocol errors.

ERCS

Identifies the number of cells received on that UNI on AAL3/4 with CS protocol errors.

PDUDISC

Identifies the number of PDUs received on that UNI on AAL3/4 which were discarded due to queue overflows to the layer above.

BYTEDISC

Identifies the number of bytes received on that UNI on AAL3/4 which were discarded due to queue overflows to the layer above.

4.3.5 CES Performance Data Screen

The CES statistics are accumulated in 15-minute intervals for the last 24 hours. To access the CES Performance Data Screen, press “e” in the UNI Performance Data Screen (cEs command). Then, press “u” and “d” to scroll through the data, 12 intervals at a time. Figure 4-5 shows a typical CES Performance Data Screen, and Table 4-7 lists the actions you can perform from the bottom line of this screen.

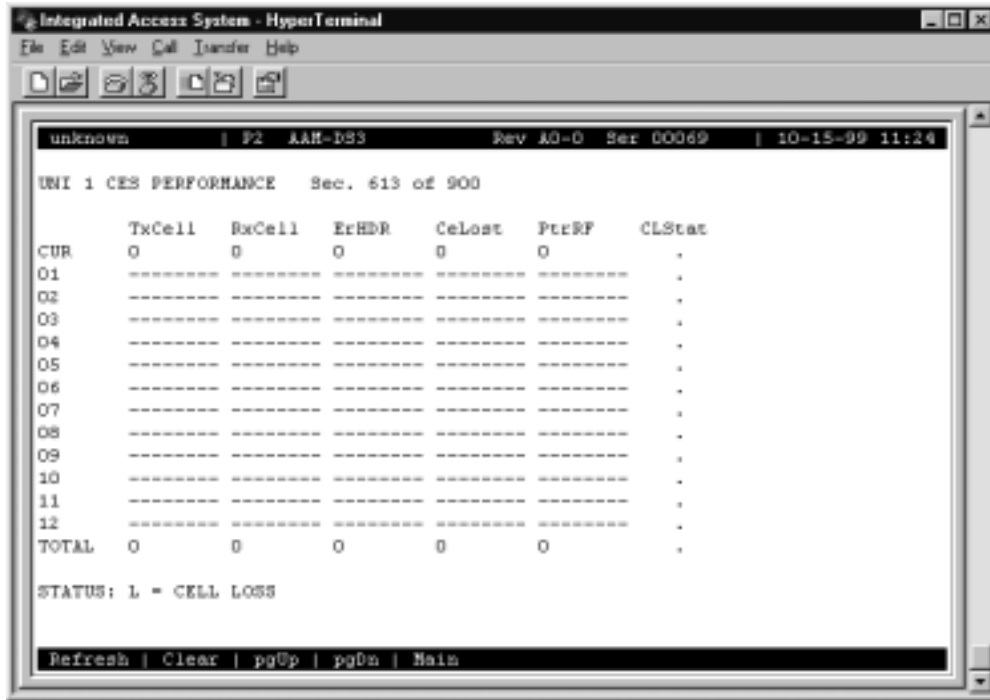


Figure 4-5. Typical CES Performance Data Screen

Table 4-7. CES Performance Data Screen Actions

Action	Function
Refresh	Since performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the highlighted port.
pgUp	Scrolls through the 96 time segments from oldest to newest.
pgDn	Scrolls through the 96 time segments from newest to oldest.
Main	Returns to the UNI Performance Data Screen.

The performance fields in the above screen are display-only and the parameters are the same for each, 0 - (2³² -1). CLStat displays Loss or NoLoss.

TXCELL

Identifies the number of cells transmitted on that UNI on AAL1.

RXCELL

Identifies the number of cells received on that UNI on AAL1

ERHDR

Identifies the number of cells received on that UNI on AAL1 with header errors (includes correctable and uncorrectable CRC + bad parity).

CELOST

Identifies the number of cells lost on that UNI on AAL1.

PTRRF

Identifies the number of times the reassembler found the SDT PTR to be incorrect.

CLSTAT

Identifies whether cells were lost for the duration of the Cell Loss Integration (CLI) period.

4.3.6 Variable Bit Rate (VBR) Configuration Screen

The ACS-ATM card supports four super-rate channels up to 2.048 Mbps each. The aggregate bandwidth cannot exceed 4.096 Mbps.

Additionally, the card is capable of supporting up to 64 HDLC channels operating at Nx64 kbps (N = 1 to 32). The other 64 channels are accessed by using the “greater than” (>) and “less than” (<) symbols. The total HDLC bandwidth available for variable-bit-rate (AAL 3/4 & 5) traffic on a single ATM Server is 8 Mbps.

Alternatively, only C1 can be used as an Ethernet controller. The ACS-ATM card is equipped with a single 10base-T Ethernet connector. In addition to the 8 Mbps of VBR traffic from the HDLC controllers, the Ethernet port provides encapsulation for Ethernet MAC layer frames. With this release of the product, no filtering or forwarding is supported by the card. All frames on the Ethernet are transmitted to the ATM aggregate port.

Figure 4-6 shows a typical Variable Bit-Rate (VBR) Configuration Screen. To go to that screen, press “v” (Vbr command) in the ACS-ATM Card Main Screen. Table 4-8 lists the actions you can perform from this screen, and Table 4-8 shows the option settings and defaults.

	C1	C2	C3	C4
STATE	stdby	stdby	stdby	stdby
AAL TYPE	aal5	aal5	aal5	aal5
LEGACY	w1-1	w1-1	w1-1	w1-1
PORT	n/a	n/a	n/a	n/a
TS	table	table	table	table
RATE	64k	64k	64k	64k
VCI	33	33	33	33
NID	n/a	n/a	n/a	n/a
TAG	n/a	n/a	n/a	n/a
PEAK(KBPS)	n/a	n/a	n/a	n/a
MEAN(KBPS)	64	64	64	64
NBS (BYTES)	5000	5000	5000	5000
LDCFG	off	off	off	off

Figure 4-6. Typical VBR Configuration Screen

Table 4-8. VBR Configuration Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Perf	Brings up the VBR Port Performance Data Screen.
<	Scrolls left through the 68 VBR PVCs.
>	Scrolls right through the 68 VBR PVCs.
Main	Returns to the ACS-ATM Card Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 4-9. VBR Configuration Screen Options and Defaults

Parameter	User Options	Notes	Default
STATE	stdby actv		stdby
AAL TYPE	aal5 aal34		aal5
LEGACY	wan (lan)	1	w1-1
PORT	n/a	2	n/a
TS	table	5	table
RATE	56k 64k		64k
VCI	33-1023		33
MID	n/a 0-1023	3	n/a
TAG	n/a		n/a
PEAK (Kbps)	n/a yes no		n/a
MEAN (Kbps)	1 Peak (kbps)	4	64
MBS (Bytes)	1-10000		5000
LBCFG	off legacy atm both		off

Notes:

1. The **lan** option can only be selected for port C1.
2. When **legacy** is from a user card - U1, U2 etc. **port** indicates this user cards' physical port. In addition **legacy** may be from a user card in which case **legacy** shows a user slot number not alterable directly from the ATM menu. When **legacy** is not reserved from an external resource, then the field **port** is **n/a**.
3. The MID setting will become active when **aal34** is chosen in AAL TYPE field.
4. The MEAN value increases with the number of time slots selected in the TS table field.
5. When **legacy** is a user card, **TS** will show the number of **TS** reserved for that user port.

STATE

The State setting determines whether the port is active or inactive. Set State to **stdby** (standby) for ports you are not using or have not yet configured. Set it to **actv** (active) for ports that are ready for use for ATM traffic.

AAL TYPE

Identifies the type of ATM Adaptation Layer this port is using for Variable Bit Rate (VBR) services. The options are **aal5** and **aal34**.

LEGACY

This setting indicates the physical port(s) on the legacy side of the ACS-ATM card associated with this ATM user port. The options are **wan** for individual WAN links (only appears on C1) and **lan** (for LAN traffic). However, the **lan** option is only valid for port C1.

If **wan** is chosen, another pop-up window will appear to allow the user to select which WAN link to associate with this port. Valid selections for this option are **w1-1** to **w4-2**.

PORT

With **wan** or **lan** selected in the Legacy setting above, this option will always show **n/a** in user card ports (C1, C2, C3 and C4).

TS

The Time Slot setting identifies the WAN time slots used by this port. You can make time slot assignments by highlighting the time slots needed with the arrow keys and pressing the space bar. If **lan** is chosen as the Legacy setting above, this field will show **n/a**.

RATE

The Rate setting identifies the data speed used by this port. The option for this field is **64k**.

VCI

The Virtual Channel Identifier is the VCI (local to the UNI) on which information will be transmitted or received. Since the VCI is restricted to one value in this version, it will be the value chosen for the entire UNI. The options are numbers **33** to **1023**.

MID

The Multiplexer Identification Number is set to a non-zero value if multiplexing is required. The options are **n/a** (not applicable) and numbers **0** to **1023**. This setting will only show if **aal34** is chosen in the AAL TYPE field above.

TAG

The option is **n/a**.

PEAK (Kbps)

The Peak Bandwidth setting determines the maximum bandwidth (in kbps) used by the source port in the direction of the ATM virtual connection. If **wan** is chosen in the Legacy selection above, the value is the product of the time slot setting multiplied by the rate setting (e.g., 5 time slots x 64k rate = 320 kbps) and is automatically calculated. In **wan** mode, the user cannot change this parameter, which appears as **n/a**. Same if **legacy** is user card.

If **lan** is used in the Legacy selection, the user must select the appropriate peak bandwidth. Valid selections are **1** to **10000**.

MEAN (Kbps)

The Mean Bandwidth setting determines the average bandwidth (in kbps) used by the source port in the direction of the ATM virtual connection. If **wan** is chosen in the LEGACY parameter, the value is the product of the number of time slots selected in the TS parameter multiplied by the value of the RATE parameter. (For instance, eight time slots x 64K rate = 512 kbps.) This value is calculated automatically. Can me modified from 1 to calculate value.

If **lan** is selected from the LEGACY parameter, the value of MEAN (KBPS) can range from **1** to **10000**, but can never exceed the value of PEAK (KBPS).

MBS (Bytes)

The Burst Length setting determines the maximum size packets sent by the source port in the direction of the ATM virtual connection. Typically, this setting will be the size of the packets used. Valid selections are **1** to **10,000**. The default is **5000**.

LBCFG

The Loopback Configuration setting indicates whether a single endpoint or both endpoints of an individual Permanent Virtual Circuit can be placed in a loopback mode. The choice of **off** should be used when none of the endpoints of the PVC should be placed in a loopback condition. The **legacy** choice allows the legacy side of the circuit to be placed in a loopback condition. The **atm** selection allows the ATM side of the circuit to be placed in loopback mode. The selection of **both** allows both sides of the circuit to be placed in a loopback condition.

4.3.7 VBR Port Performance Data Screen

Figure 4-7 shows the VBR Port Performance Data Screen for the ACS-ATM card. To go to this screen, press “**p**” (**Perf** command) in the VBR Configuration Screen. Figure 4-8 shows the VBR Port Performance Data Screen for the Legacy Performance by pressing “**e**” (**Endp**). Table 4-10 lists the actions you can perform from the bottom line of this screen.

Port C1	INFRM	OUTFRM	INBYTE	OUTBYTE	IFRMLOST	OFRMLOST
CUR	0	0	0	0	0	0
01	-----	-----	-----	-----	-----	-----
02	-----	-----	-----	-----	-----	-----
03	-----	-----	-----	-----	-----	-----
04	-----	-----	-----	-----	-----	-----
05	-----	-----	-----	-----	-----	-----
06	-----	-----	-----	-----	-----	-----
07	-----	-----	-----	-----	-----	-----
08	-----	-----	-----	-----	-----	-----
09	-----	-----	-----	-----	-----	-----
10	-----	-----	-----	-----	-----	-----
11	-----	-----	-----	-----	-----	-----
12	-----	-----	-----	-----	-----	-----
TOTAL	0	0	0	0	0	0

Refresh | Clear | pgUp | pgDn | Endp | Main

Figure 4-7. Typical VBR Port Performance Data Screen (ATM)

The performance fields are display-only for the ATM Performance and Legacy Performance screens.

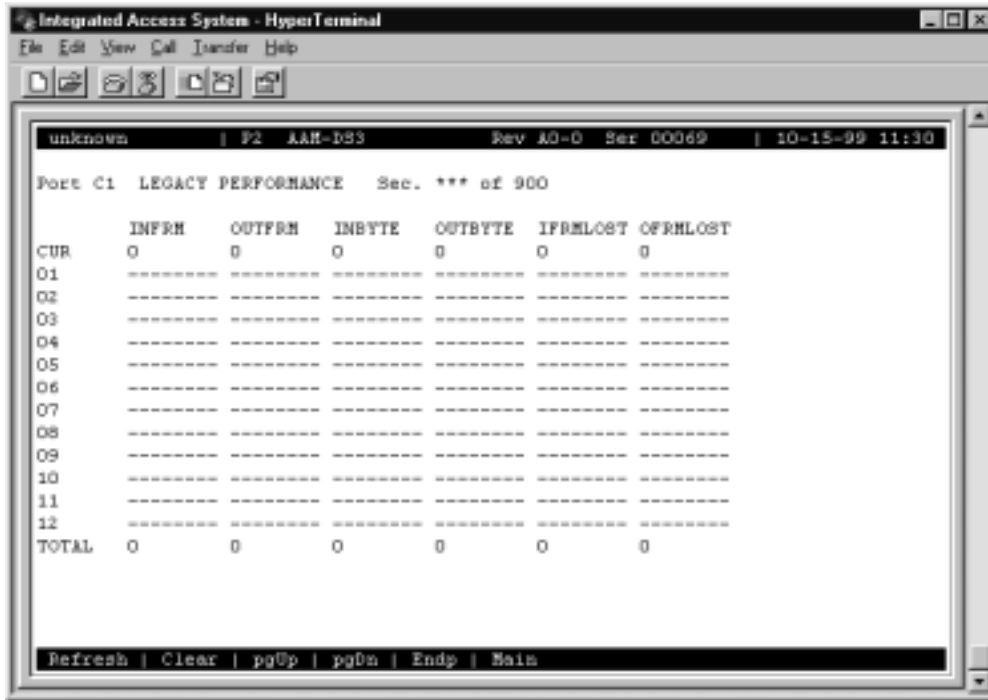


Figure 4-8. Typical VBR Port Performance Data Screen (Legacy)

Table 4-10. VBR Port Performance Data Screen Actions

Action	Function
Refresh	Since performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the highlighted port.
pgUp	Pages through the 96 time segments from oldest to newest.
pgDn	Pages through the 96 time segments from newest to oldest.
Endp	Displays Legacy Performance and ATM Performance screens.
Main	Returns to the ACS-ATM Card Main Screen.

INFRM

Identifies the number of frames transmitted on that VBR port.

OUTFRM

Identifies the number of frames received on that VBR port.

INBYTE

Identifies the number of bytes transmitted on that VBR port.

OUTBYTE

Identifies the number of bytes received on that VBR port.

INFRMLOST

Identifies the number of frames lost due to buffer overflow on the Tx side.

OUTFRMLOST

Identifies the number of frames lost due to buffer overflow on the Rx side.

4.3.8 Constant Bit Rate (CBR) Configuration (Structured) Screen

Pressing the “c” key from the ACS-ATM Card Main Screen will invoke the **Cbr** command and show the CBR Configuration Screen. Because constant-bit-rate (AAL1) traffic does not consume HDLC channels, it is not subject to the 8 Mbps restriction when using the Variable Bit Rate options. The total capacity of the PCM-based system bus is 384 DS0s. With AAL1, the ATM Server Card can adapt and transmit the entire 384 DS0s.

Figure 4-9 shows a typical CBR Configuration Screen. Table 4-11 lists the actions you can perform from this screen, and Table 4-12 shows the option settings and defaults.

	1	2	3	4	5	6	7	8
STATE	stdby	stdby	stdby	stdby	stdby	stdby	stdby	stdby
LEGACY	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1
PORT	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
TS	table	table	table	table	table	table	table	table
FORMAT	unstr	unstr	unstr	unstr	unstr	unstr	unstr	unstr
CELL FILL	47	47	47	47	47	47	47	47
CDV	1	1	1	1	1	1	1	1
CLI	1000	1000	1000	1000	1000	1000	1000	1000
WCI	33	33	33	33	33	33	33	33

Save | Undo | Refresh | Copy | Perf | < | > | Main

Figure 4-9. Typical CBR Configuration Screen

Table 4-11. CBR Configuration Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Redraws the screen.
Copy	Copies the contents of the current column to the next column.
Perf	Brings up the CBR Port Performance Data Screen.
<	Scrolls left through the 96 CBR PVCs.
>	Scrolls right through the 96 CBR PVCs.
Main	Returns to the ACS-ATM Card Main Screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

Table 4-12. CBR Configuration Screen Options and Defaults

Parameter	User Options	Notes	Default
STATE	stdby actv		stdby
LEGACY	wan muser	1	w1-1
PORT	n/a 1-8	2	n/a
TS	table		table
FORMAT	unstr basic casT1 casE1	3	unstr
CELL FILL	1-47		47
CDV	1-128		1
CLI	1000-65535		1000
VCI	33-1023		33

Notes:

1. Will display user card slot when reserved from that user card.
2. The port will show port number when reserved from that user port.
3. **casE1** is available when **muser** is selected in Legacy or when the WAN selected is an E1 (CEPT) WAN.

STATE

The State setting determines whether the port is active or inactive. Set the State to **stdby** (standby) for ports you are not using or have not yet configured. Set it to **actv** (active) for ports that are ready for ATM traffic usage.

LEGACY

This setting indicates the physical port(s) on the legacy side of the ATM module associated with this ATM user port. The options are **muser** (for user cards) and **wan** (for individual WAN links). If **wan** is chosen, another pop-up window will appear to allow the user to select which WAN link to associate with this port. Valid selections are **w1-1** to **w4-2**.

If the Legacy port is a single port, it must be configured on the user card screen. The user card number will appear as **U#** (where # is the card slot number).

PORT

Identifies the port on the user card to expect legacy traffic. If a single user port was configured on the associated user card screen, the user port number will appear. If **wan** or **muser** is selected in the Legacy setting above, this option will show **n/a**.

TS

The Time slot setting identifies the time slots used by this port. If **wan** is chosen in the Legacy setting above, this field will show table and time slots can be selected by using the table. If **muser** is chosen in the Legacy setting above, TS can be set to the desired number of time slots by using the arrow keys.

FORMAT

The Format setting determines the structure of the AAL1 frames. Refer to Figure 4-10 for the proper Format settings to choose.

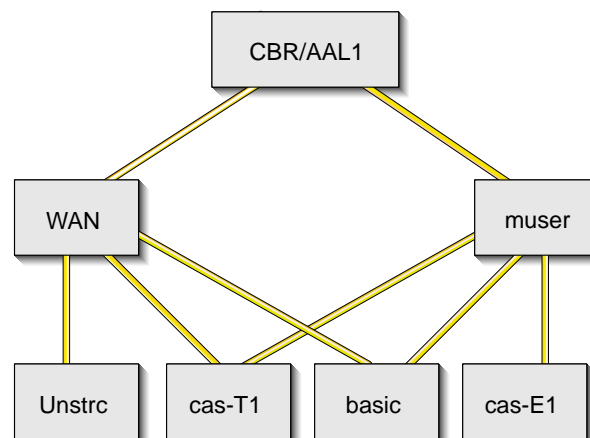


Figure 4-10.ATM Server Option Tree

CELL FILL

The Cell Fill setting indicates the number of octets needed to fill in before a cell can be shipped. This setting will determine the delay between transmitted ATM cells. The options are **1 to 47**.

CDV

The Cell Delay Variation Tolerance setting determines the maximum cell arrival jitter in multiples of 125-microsecond increments the reassembly process will tolerate in the cell stream without producing errors on the CBR interface. The options are **1 to 128** (16 milliseconds). This helps you determine the maximum reassembly buffer size.

CLI

The Cell Loss Integration setting determines the time in milliseconds for the CLI period. If cells are lost for this period of time, a Cell Loss Status flag is set. The options are **1000 to 65,535** (1 to 65 seconds).

VCI

The Virtual Channel Identifier is the ATM connection identification number provided by the carrier for each service application. This number will be the same as the one placed in the VCI setting in the VBR Configuration Screen (Figure 4-6). The options are **33 to 1023**.

4.3.9 CBR Port Performance Data Screen

CBR port statistics are accumulated for 15-minute intervals for the last 96 intervals (24 hours). To access this screen, press “p” (**Perf** command) in the CBR Configuration Screen. Then, press “u” and “d” to scroll through the data, 12 intervals at a time. Figure 4-11 shows a typical CBR Port Performance Data Screen, and Table 4-13 lists the actions you can perform from the bottom line of this screen.

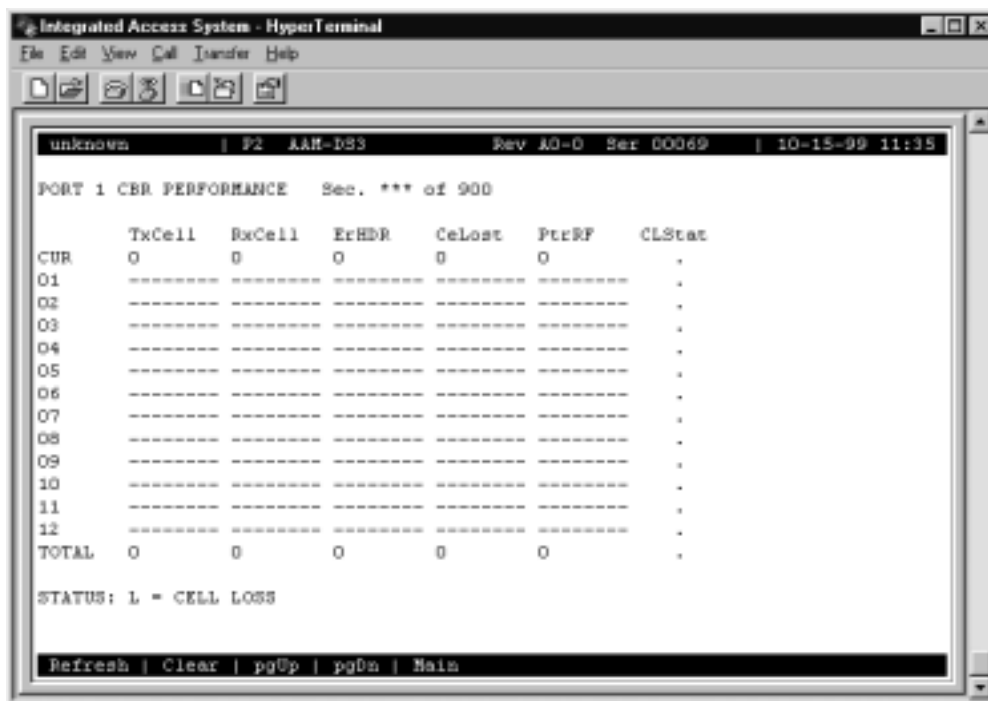


Figure 4-11. Typical CBR Port Performance Data Screen

Table 4-13. CBR Port Performance Data Screen Actions

Action	Function
Refresh	Since performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data for the highlighted port.
pgUp	Scrolls through the 96 time segments from oldest to newest.
pgDn	Scrolls through the 96 time segments from newest to oldest.
Main	Returns to the CBR Configuration Screen.

TXCELL

Identifies the number of cells transmitted on the CBR Port.

RXCELL

Identifies the number of cells received on the CBR Port.

ERHDR

Identifies the number of cells received on that CBR Port with header errors (includes correctable and uncorrectable CRC + bad parity).

CELOST

Identifies the number of cells lost on that CBR Port.

PTRRF

Identifies the number of times the reassembler found the SDT PTR to be incorrect.

CLSTAT

Identifies whether cells were lost for the duration of the Cell Loss Integration (CLI) period.

4.3.10 DS3 Performance Data Screen

The ACS-ATM card accumulates statistics that show the DS3 performance characteristics of the circuit. To access the DS3 Performance Data Screen, press “**p**” (**Perf** command) from the ACS-ATM Card Main Screen. Figure 4-12 shows this screen, and Table 4-14 lists the actions you can perform from the bottom line of this screen.

Figures are kept in 15-minute (900 seconds) time increments for 24 hours. Each screen shows the current 15-minute segment and the past 12 periods with totals at the bottom of the column. Press “**d**” or “**u**” to scroll backward or forward through the previous 96 periods. After each period, the oldest 15-minute segment (from exactly 24 hours ago) is discarded. Since information is not accumulated in real time, you must press “**r**” (**Refresh**) periodically to obtain up-to-date statistics.

```

unknown | P2 AAR-DS3 Rev AD-0 Ser 00069 | 10-15-99 11:42
Port 1 PERFORMANCE Sec. *** of 900
PES PSE CES CSE SEF UAS LES LCV PCV CCV STATUS BC
CUR 0 0 0 0 0 0 0 0 0 0 .....
01 --- --- --- --- --- --- --- --- --- --- .....
02 --- --- --- --- --- --- --- --- --- --- .....
03 --- --- --- --- --- --- --- --- --- --- .....
04 --- --- --- --- --- --- --- --- --- --- .....
05 --- --- --- --- --- --- --- --- --- --- .....
06 --- --- --- --- --- --- --- --- --- --- .....
07 --- --- --- --- --- --- --- --- --- --- .....
08 --- --- --- --- --- --- --- --- --- --- .....
09 --- --- --- --- --- --- --- --- --- --- .....
10 --- --- --- --- --- --- --- --- --- --- .....
11 --- --- --- --- --- --- --- --- --- --- .....
12 --- --- --- --- --- --- --- --- --- --- .....
TOTAL 0 0 0 0 0 0 0 0 0 0 .....

STATUS: Y=R-YEL X=X-YEL A=R-AIS I=X-AIS F=R-LOF S=R-LOS L=LB T=TEST
R-Code: N=None L=Line P=Payload R=Reset T=Test

Refresh | Clear | pgUp | pgDn | Main

```

Figure 4-12.DS3 Performance Data Screen

Table 4-14. DS3 Performance Data Screen Actions

Action	Function
Refresh	Performance data is not kept in real time, the refresh key must be pressed to obtain updated performance figures.
Clear	Clears all performance data.
pgUp	Scrolls through the pages of DS3 performance statistics from oldest to newest.
pgDn	Scrolls through the pages of DS3 performance statistics from newest to oldest.
Main	Returns to the ACS-ATM Card Main Screen.

PES

Accumulates the number of P-bit parity Errored Seconds in the 15-minute interval. A PES is a second in which one or more P-bit parity error events OR one or more Out of Frame (OOF) defects or a detected incoming AIS occurred. This field is not incremented when UASs are counted.

PSE

Accumulates the number of P-bit parity Severely Errored Seconds in the 15-minute interval. A PSE is a second 44 or more P-bit parity error events OR one or more Out of Frame (OOF) defects or a detected incoming AIS occurred. This field is not incremented when UASs are counted.

CES

Accumulates the number of C-bit parity Errored Seconds in the 15-minute interval. A CES is a second in which one or more C-bit parity error events OR one or more Out of Frame (OOF) defects or a detected incoming AIS occurred. This field is not incremented when UASs are counted. It is applicable only to C-bit parity DS3 applications.

CSE

Accumulates the number of C-bit parity Severely Errored Seconds in the 15-minute interval. A PES is a second in which 44 or more C-bit parity error events OR one or more Out of Frame (OOF) defects or a detected incoming AIS occurred. This field is not incremented when UASs are counted. It is applicable only to C-bit parity DS3 applications.

SEF

Accumulates the number of Severely Errored Framing Seconds in the 15-minute interval. A SEF is a second in which one or more Out of Frame (OOF) defects or a detected incoming AIS occurred.

UAS

Accumulates the number of Unavailable Seconds in the 15-minute interval. The DS3 interface is unavailable from the onset of 10 contiguous PSEs, or the onset of a condition leading to a RAI failure state. If the condition leading to the failure was preceded by one or more contiguous PSEs, the unavailability starts from the onset of these PSEs. Once unavailable and if no failure is present, the DS3 becomes available at the onset of 10 contiguous seconds with no PSEs.

LES

Accumulates the number of Line Errored Seconds in the 15-minute interval. An LES is a second in which one or more P-bit or C-bit parity errors or Loss of Signal (LOS) defects occurred.

LCV

Accumulates the number of Line Code Violations in the 15-minute interval. This includes both Bipolar violations (BPVs) and Excessive Zeros (EXZs).

PCV

Accumulates the number of P-bit Code Violations in the 15-minute interval.

CCV

Accumulates the number of C-bit Code Violations in the 15-minute interval.

STATUS

The Status column shows the nature of the errors calculated in each of previous ten categories. Any of the following Status codes may appear in this column depending upon how the errors occurred. Possible values for this column are **Y** (receive yellow alarm), **X** (transmit yellow alarm), **A** (receive AIS), **I** (transmit AIS), **F** (receive loss of frame), **S** (receive loss of signal), **L** (loopback) or **T** (test).

RC

The Receive Code column shows the nature of the errors calculated in each of previous ten categories. Any of the following RcvCode codes may appear in this column, depending upon how the errors occurred. Possible values for this column are **N** (none), **L** (line code), **P** (payload code), **R** (reset code) and **T** (test pattern).

4.4 ACS-ATM Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

4.5 ACS-ATM Card Troubleshooting

Problems with a ATM card could indicate a number of causes. Some possibilities are:

- T1 or E1 network failure
- Improper installation of ATM child card
- Improper ATM card configuration
- Improper user card configuration
- Faulty cabling between the DTE and user card
- Improper DTE configuration

Typically, a problem is indicated by the inability to send or receive ATM traffic through the ATM card. When troubleshooting communications problems through an ATM card, follow this general sequence:

1. Verify that the T1 or E1 networks are working properly by checking for current CGA-Red and CGA-Yellow alarms. If no CGA alarms are present that would affect ATM traffic, continue with step 2.
2. Verify that the ATM card's DS3 port is functioning properly. Use the built-in loopback commands (**LB CFG**, **LB GEN**, **LB DET**) from the ATM Main Screen to test the external connection, as detailed earlier in this chapter. Loopbacks are available on the DS3 port only.
3. Verify that the ATM card's User Network Interface (UNI) is up (accessed by pressing **N** from the ATM card Main Screen).
4. Review the performance statistics of each active port (accessed by pressing **P** from any port screen). Analyze the information provided on these screens to help determine the cause of the problem, as detailed earlier in this chapter.
5. Verify that all cards programmed to output traffic to the ATM card are functioning properly and that their output is directed to the proper card slot (the slot in which the ATM card is installed).
6. Verify that the ATM port is connected to the proper WAN card and time slot or user card port. If a user card port is used, verify the configuration settings on the user card port and the cable connection to the DTE.
7. If the ATM card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

4.6 ATM Server Card Specifications

ATM Card (Model 882060)

ATM I/F	1 DS3/OC3c/STM1 Private UNI 3.1
ATM Framing	Cbit, M23 for DS3, STS3c, STM1
Cell Delineation	HCS (+ PLCP for DS3 only)
Clocking	Line (+ PLCP for DS3 only)
VPI Support	One configurable VPI
VCI Support	33 - 1023 (configurable)
Idle Cell	Idle or Unassigned
TR_RX Scrambling	ON/OFF
Traffic Types	CBR, VBR
AALs	AAL1, AAL34, AAL5
Number of PVCs	68 VBR, 96 CBR (with multi-user support)
Performance	4,000 FPS
System Capacity	Maximum 3 per System
Management	DS3/SONET/SDH MIB, UNI3.1 ILMI MIB, AToM MIB
Connectivity	SNMP or TELNET; Access via up to seven (7) Management PV

Standards Compatibility

ATM Forum	UNI3.0
ITU-T	I.363 G.709
Bellcore	TR-NWT-000253
ATM Forum Circuit-Emulation Services	Over DS1/E1
ATM Forum Service Inter operability	

Chapter 5

ISDN-PRI Card

5.1 Introduction

The ISDN-PRI server card (884060) offers users the ability to effectively terminate and manage both dedicated and switched carrier services in a single system. This capability allows users to pick the most cost-effective services for both permanent connections (e.g., LAN-to-WAN) and periodic connections (e.g., video conferencing).

Three specific features enable the system to use ISDN-PRI services, and are therefore covered in this chapter. These features are:

- ISDN PRI server card
- Call profiles (accessed from the Interface Card)
- HSU-AD 530/35 switched services data card

The switched services HSU card information is repeated in the chapter on HSU cards, and the call profile information is repeated in the Interface Card chapter.

5.1.1 Definitions

5.1.1.1 Timeslot

Each T1 or E1 WAN link accessed by the system is subdivided into individual 64 kbps channels called timeslots (T1 has 24 timeslots, E1 has 32). A timeslot is sometimes also called a DS0 or a B (bearer) channel. While all three terms refer to the same concept, this manual will assign arbitrary definitions to distinguish timeslots controlled by ISDN from those that are not.

5.1.1.2 DS0

A DS0 is a timeslot on any WAN link that is not controlled by an ISDN signaling channel (the D channel). Thus, DS0s are controlled via assigning user ports to WAN timeslots (see individual user card chapters) via setting up cross-connect circuits (see Chapter 4, *System Configuration and Operation*, in the *System Reference Guide*).

5.1.1.3 B Channel

A **B channel** is a timeslot on any WAN link that **is controlled by an ISDN D channel**. B channel assignments to WAN links are used dynamically by the system as incoming and outgoing ISDN calls occur.

In the system, every timeslot is either a B channel or a DS0. Users can define which is which via the D channel configuration screen described later in this chapter.

5.1.1.4 D Channel

A **D channel** carries signaling information for all B channels with which it is associated. Each D channel occupies an entire timeslot which is dedicated to ISDN signaling. The D channel can also be used to log into a remote system unit (see later in this chapter).

5.1.1.5 Facility

A facility is another term for an individual T1 or E1 WAN link.

5.1.1.6 Interface

The term “interface” is used interchangeably with facility when referring to an ISDN link.

5.1.1.7 NFAS (Non-Facility Associated Signaling)

A basic ISDN PRI facility is a T1 link that consists of 23 B channels and 1 D channel (23B+D), or an E1 link that consists of 30 B channels and 1 D channel (30B+D). Note that one timeslot on any E1 link is reserved for maintenance use and is neither a B channel nor a D channel. The D channel provides signaling for all (23 or 30) of the B channels on the facility carrying the D channel.

However, many ISDN applications have relatively low call rates (i.e., the D channel is not very busy), but need more than 23 (or 30) B channels to carry user (bearer) traffic. In these cases, a D channel can be set up to perform signaling not only for the B channels on its own facility, but also for B channels on other facilities (i.e., other T1/E1 WAN links). When a D channel is so provisioned it is considered to be performing **non-facility associated signaling (NFAS)**.

Some carriers' implementations of NFAS allow one D channel to carry signaling for up to 20 facilities (i.e., 479 B channels and 1 D channel in a T1 environment). However, the system is limited to 8 WAN links. Thus, the system limit for NFAS is 191B+D in T1 environments (8 times 24 minus 1 D channel), and 239B+D in E1 environments (8 times 30 minus 1).

5.1.1.8 Trunks

An ISDN trunk is a logical division of B channels pertaining to a D channel. It consists of one or more contiguous or non-contiguous B channels. All B channels in a trunk must belong to the same D channel. However, a trunk may be assigned across different physical interfaces when NFAS is used.

5.1.2 Selecting D Channels, B Channels, and DS0s

The D channel configuration screens described later in this chapter show how to configure D channels, assign B channels to one or more D channels, and how to identify dedicated DS0s that cannot be used as B channels. This section will give a few examples of applications that would require various combinations of D channel(s), B channels, and DS0s.

Figure 5-1 shows an application where a single D channel performs ISDN signaling for 8 T1's worth of B channels (191 B+D). There are actually 8 separate T1 facilities: seven with 24 B channels each, and one with 23 B channels and one D channel.

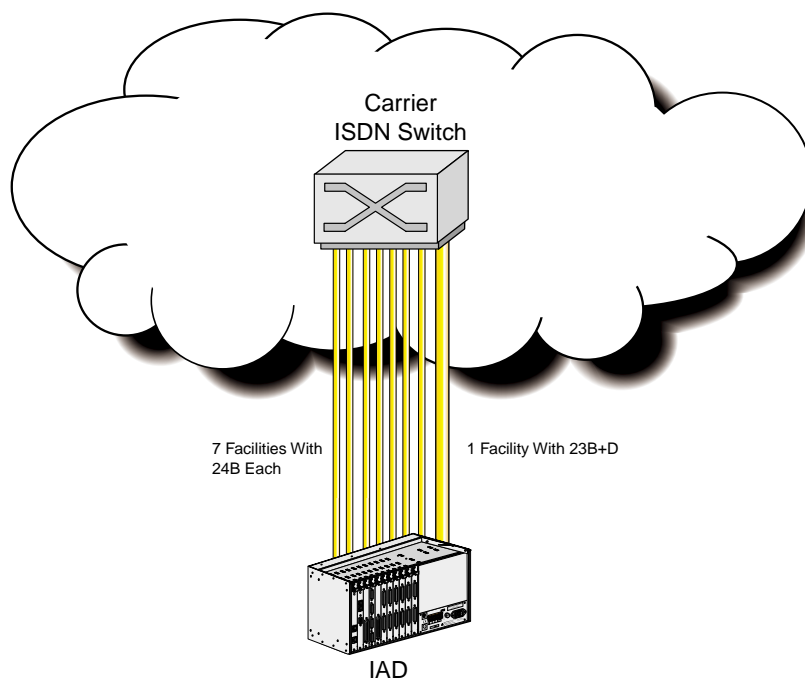


Figure 5-1.ISDN Channels: 191B+D

Figure 5-3 shows an application that requires 3 D channels. The user has ordered a 23B+D facility to each of two different carriers. The third facility is a local NFAS (47B+D) connection to the user's PBX. In this application, the system will route calls from the PBX to the appropriate carrier based on called phone number (see Call Routing section later in this chapter).

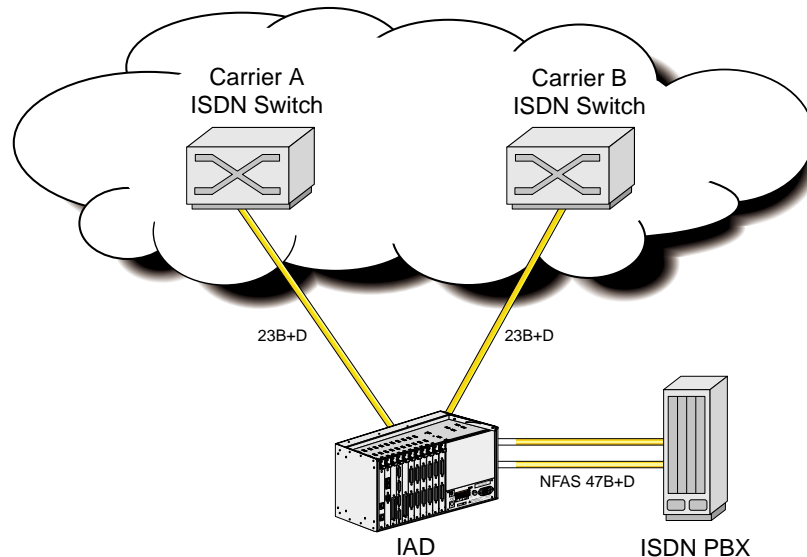


Figure 5-3. ISDN-PRI Links to Two Carriers from an ISDN PBX

5.1.2.1 Network and User Side Protocols

In the example application shown in Figure 5-3, there is an important difference between the two D channels terminating in the carrier switches and the D channel terminating in the user's PBX. The ISDN signaling protocol that runs on the D channel is not symmetrical. Signaling messages are treated differently depending on whether the D channel is setup to run the **network side** protocol or the **user side** protocol. All carrier switches run the network side protocol, and all user devices connected directly to a network switch must run the user side protocol. In general, network side applications cannot be connected to other network side applications. **Local routing, the exception to this rule, is explained in the next section.**

Figure 5-4 shows how the application in Figure 5-3 would be set up if the user's PBX was **not** connected to the system.

The disadvantage of this configuration is that the PBX may not be able to support two D channels, may not be able to handle the differences in D channel protocols between the two carriers, and may not be able to route calls to the appropriate carrier.

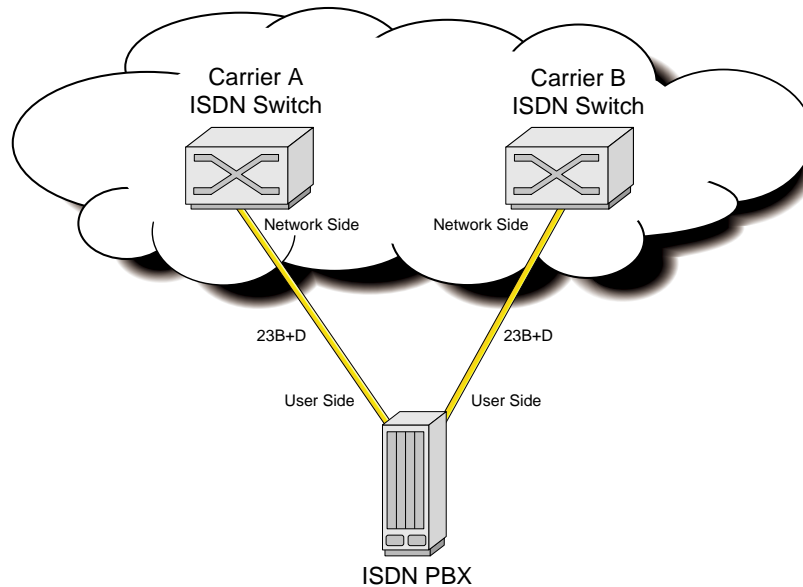


Figure 5-4. ISDN-PRI Links to Two Carriers

Figure 5-5 shows how the system overcomes these disadvantages. Note that the configuration in Figure 5-5 is identical to the one in Figure 5-3.

Figure 5-5 highlights the ability of the system to be able to set the protocol between network side and user side for each D channel it uses. Since the PBX can only run the user side protocol, the system must run the network side protocol on the D channel connected to the PBX. However, on the D channels connected to the carrier switches, the system must run the user side protocol.

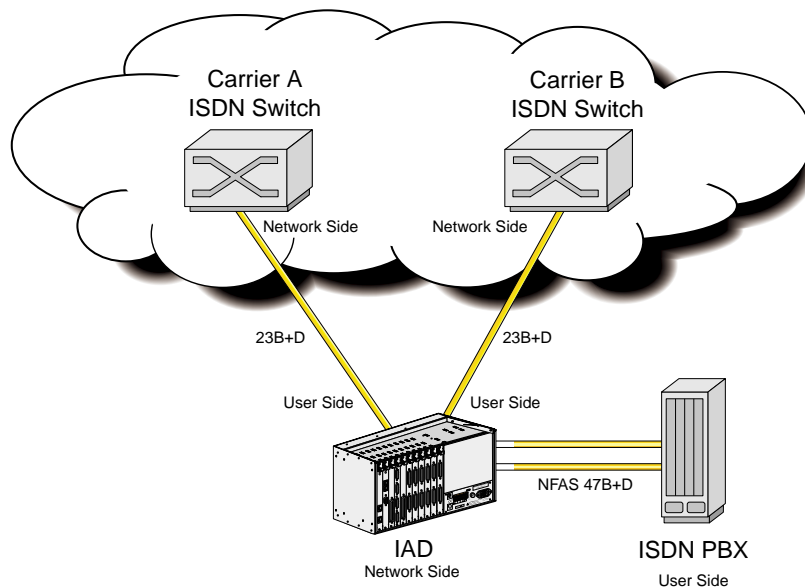


Figure 5-5. Network and User Side Protocols

5.1.3 Call Routing

The system can be simultaneously connected to several network and user side ISDN PRI facilities and to a user's data terminal equipment (DTE) such as a video codec or a LAN router. The DTE is typically connected through one or more of the system's HSU cards.

5.1.3.1 Calls Originating from an HSU Port

Any call originating from an HSU port must be associated with a call profile (see Call Profiles section). The call profile specifies which D channel is to carry the call. The system will always route an outgoing HSU call to B channels controlled by the D channel specified in the call profile. If no B channels are available, the call will not be placed.

5.1.3.2 Calls Destined to an HSU Port

Each HSU port in the system that is available to receive incoming calls must be assigned a unique primary phone number that allows the system to route an incoming call to it (see the Dial screen in the HSU section). Optionally, a hunt group phone number (which need not be unique) can also be assigned to the same HSU port.

When an incoming call is received by the system, it first scans all of the primary HSU phone numbers to attempt a match. If a match occurs, the call is routed to that HSU port. If no match is found, the system then searches the list of hunt group numbers to find a match. The call will be routed to the first HSU port with a matching hunt group phone number.

If a match is still not found, the system begins searching the D channel routing tables (see next section). If no match is found after all searches are finished, the system rejects the incoming call.

5.1.3.3 Calls Originating from a D Channel

All calls originating from a D channel are considered incoming calls to the system because the system is first made aware of the call when an incoming call message is received on the originating D channel.

As described above, the system first tries to route any incoming call from a D channel to an HSU port. If it cannot match the called number to an HSU port primary number or hunt group number, the system begins looking in the D channel routing tables (see Assignment of Call Routing Information later in this chapter). It will route the call to the first D channel it matches. If no D channel routing information matches, the call is rejected. Xs are used as "wildcards" that will allow any number in its place to match. **It is recommended that one carrier D channel be assigned the default routing code of "xxx-xxx-xxxx" so that there will always be a match.**

5.1.4 ISDN Trunks

An ISDN trunk is a logical division of B channels pertaining to the same D channel. A D channel can have one or more trunks. **Trunks cannot be used for local routing, so unless the user has more than one D channel, trunks will not apply to their system.** The basic rules for trunk assignment are:

- A single B channel cannot belong to multiple trunks simultaneously
- The maximum number of trunks that can be assigned to a single D channel is 15 (labeled trunk "A" through trunk "O")
- B channels in a trunk can be contiguous or noncontiguous
- A trunk cannot cross D channel borders, but can span different WAN links when NFAS is used by the carrier.

After ISDN trunks are configured, users can designate a routing table where incoming trunks can be routed to outgoing trunks. The routing table can be constructed to specify up to three outgoing trunk paths for each incoming trunk.

The basic rules for trunk routing are:

- Each incoming trunk can be routed to up to three outgoing trunks which are prioritized into search patterns 1, 2 or 3
- The D channel of the incoming trunk must be different from that of the outgoing trunk
- A trunk can be used as an outgoing trunk for more than one incoming trunks
- All trunks must be configured before assigning them to a routing table.

5.1.5 Local Routing

Devices such as video codecs or PBXs that are directly attached to the system (i.e., do not pass through a carrier network to connect to the system) are considered "local" devices. All HSU ports are local devices. In addition, any PRI device such as a PBX that is connected to a D channel configured for network side is a local device (as explained in the previous section, any D channel connected to a carrier network must be configured for user side).

Local routing is defined as call routing between any two local devices. Because each HSU port can be mapped by its call profile to any specific D channel (local or non-local), users can prevent local routing of calls originating from any HSU port by insuring that the call profile refers to a user side (i.e., non-local) D channel.

However, calls coming into the system on a D channel (user or network) are routed based on the called phone number, not on call profiles. Because the system does not provide billing information, users may want to prohibit local routing of D channels. This prohibition will force all incoming D channel calls (user or network) to be routed to a carrier network so billing information can be obtained. In other cases, however, users may want to enable local routing.

Thus, if local routing is disabled, any call coming into the system on a network side (i.e., local) D channel will be routed only to a user side D channel based on the called number. Even if the called number matches, such a call will never be routed to an HSU port or a network side D channel when local routing is disabled.

If local routing is enabled, then any call coming in on a D channel will be routed to the first matching phone number, regardless of whether or not the match is for a local device.

Figure 5-6 shows a system connected to two carriers (A and B), two ISDN PBXs, two video codecs (#1 and #2) and a LAN router. The examples that follow help explain the call routing parameters.

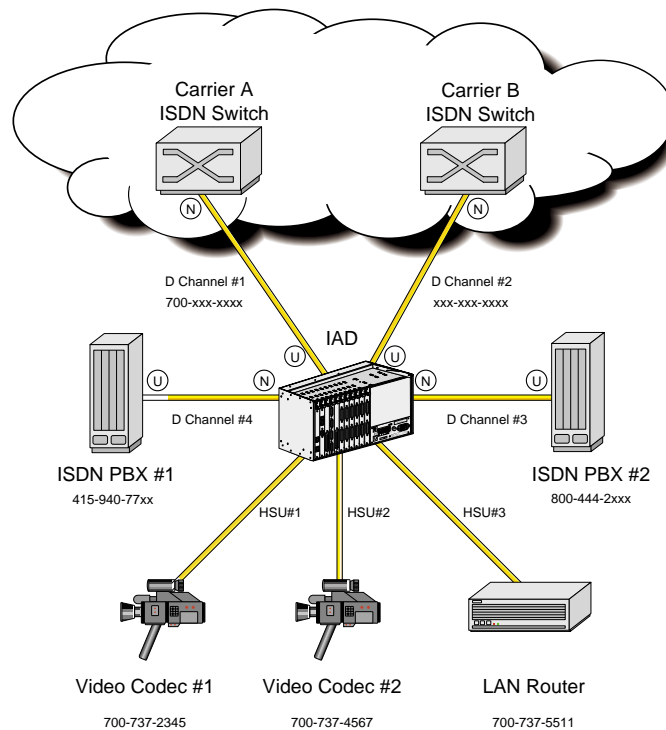


Figure 5-6. Call Routing

In the example shown in Figure 5-6, the following call routings will occur:

- An incoming call to 700-737-2345 from either carrier will be routed to HSU port #1.
- Any outgoing call from any HSU port will be routed to the D channel specified in the call profile including D channels #3 and #4 to the PBXs.
- A call to 510-623-1574 from the PBX will be routed to carrier B.
- A call to 800-444-2400 from either carrier will be routed to PBX #2.
- A call from either PBX to 700-737-5511 will be routed to HSU #3 if local routing is enabled, but routed to Carrier A if local routing is disabled.

- A call from PBX #1 to 800-444-2095 will be routed to PBX #2 if local routing is enabled, but will be routed to Carrier B if local routing is disabled.

5.1.6 Call Profiles

A call profile is similar to a speed dial button on a telephone or fax machine. The user enters call profiles on the Interface Card and stores them in the system's memory. *The maximum number of call profiles is six.* These stored call profiles can be recalled from memory, copied to the HSU port memory, and used by that port to dial a call. The same call profile may be copied in the dialing memory of multiple HSU ports.

For ISDN calls, call profiles specify the D channel to use, the number to call, the data rate of the call, the service to use, and other pertinent information required to place the call.

Before any HSU port can dial a call, it must load a call profile from the main system memory into its own dialing memory. The HSU port can use the call profile "as is" or change the various parameters depending upon the calling needs. The loaded profile, including changes, will remain associated with the HSU port until another call profile is copied from the Interface card.

5.2 ISDN-PRI Card Description

5.2.1 ISDN-PRI Card Description (884060)

The ISDN-PRI (or "PRI") card is an eight-port card that offers users the ability to effectively terminate and manage both dedicated and switched carrier services in a single system. Eight D channels can be managed from a single card.

5.2.1.1 Card Jumpers/Switch Settings

The ISDN-PRI card does not have any jumpers or switches on its mainboard.

5.2.1.2 Installing the Card

Insert the ISDN-PRI card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

5.3 ISDN-PRI Card User Screens and Settings

5.3.1 ISDN-PRI Card Main Screen

The ISDN-PRI card must be configured before you can use it. Figure 5-7 shows the ISDN-PRI call status screen, which can be accessed by selecting the ISDN-PRI card from the Main Screen. The information shown in italics below is for reference only. The default ISDN-PRI call status screen does not show this type of information until after it is configured.

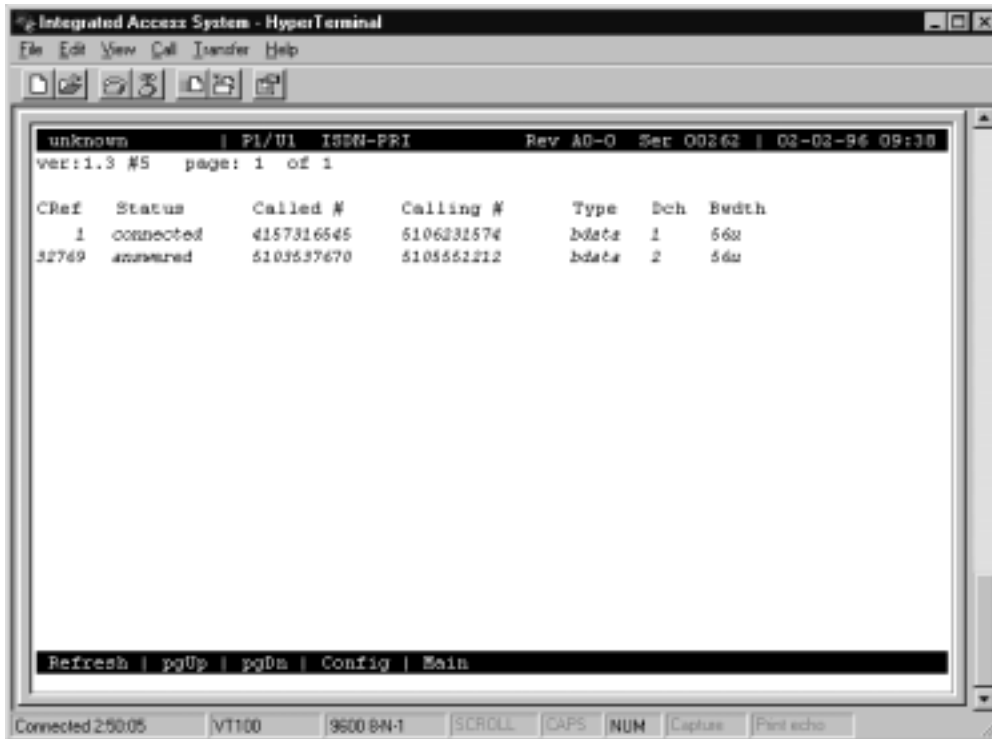


Figure 5-7.ISDN-PRI Call Status Screen

5.3.2 Main Screen Parameters

PAGE

The page reference shows how many pages of ISDN calls that are currently active in the system. Users can move through the pages using the “pgUp” and “pgDn” commands from the Menu of Actions.

CREF

The Call Reference number is a five digit number that uniquely identifies each call controlled by a specific D channel. A call reference number is valid only for the life of the call, and may be reused once the call is released. If the number is between 1-32768, it is an outgoing call from the system. If the number is 32769 or larger, the call is an incoming call to the system.

STATUS

The Status column shows the current status of each active call in the system. The possible call statuses are shown in Table 5-1 below.

Special Note: The information on this screen is not updated automatically. To receive the latest status information, users must press "R" (refresh) from the Menu of Actions to update the screen.

Table 5-1. Call Status Screen

Call Status	Meaning
incoming	A call has been received by the system, but has not yet been answered.
outgoing	A call has been placed by the system to a far end user, but the far end has not yet answered.
connected	An incoming call has been answered by the system, but the far end has not yet confirmed that it knows the system has answered.
answered	Both ends (system end and the far end) have answered and the call is active.
disconnect	The far end has requested a disconnect and is waiting for the system to confirm.
released	The system has requested a disconnect and is waiting for the far end to confirm.

CALLED

The called number is the phone number dialed by the originator of the call (either the system or the far end).

CALLING #

The calling number is the phone number of the call originator.

TYPE

The type of the call is either **voice**, **bdata** (56k or 64k), **H0** (384k), **H11** (1536k) or **MRate** (variable rate).

DCH

The D Channel number is the number of the D channel that is performing the signaling for that call.

BWDTH

The Bandwidth field indicates how much bandwidth is being used by the call and whether it is restricted or unrestricted (i.e., 64u, 64r).

Table 5-2. ISDN-PRI Screen Menu of Actions

Action	Function
Refresh	Updates the screen for calling activity since the last refresh.
pgUp	Scrolls list from back to front for long lists of ISDN calls.
pgDn	Scrolls list from front to back for long lists of ISDN calls.
Config	Invokes the D Channel configuration screen. Press to assign D channels and associated information.
Perf	Calls up the Performance Monitoring screen (see below for details).
Main	Returns to the Main System screen.

5.3.3 D Channel Configuration Screen

The D channel configuration screen consists of a static display on the top half of the screen, with a number of subscreens displayed on the bottom half of the screen. The bottom half subscreens are invoked by selecting from the menu items in the menu bar at the bottom of the D channel configuration screen.

The user **MUST** pay attention to which D channel (1-8) is highlighted when choosing **Intf.id**, **Bmap** or **sErvices**. Each of these menu selections brings up the appropriate subscreen for the D channel that is highlighted when the menu item is selected.

Figure 5-3 shows the top level ISDN D channel configuration screen.

Note that there is a separate column for each D channel supported by the system. Table 5-3 lists the settings controlled on this screen along with their possible and default values.



Figure 5-8.D Channel Configuration Screen

Table 5-3. Options and Defaults

Parameter	User Options	Default
STATE	stdby conf actv	stdby
WAN	w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	w1-1
TS	1-24 1-31	24
RATE	56k 64k	64k
SIDE	user net	user
SW. TYPE	fjtsu att_4 dms_1 dms_2 att_5 ni_2 dpnss dass2 net_5 mcl	fjtsu
DATA INV	no yes	no

STATE

The State setting determines the status of each D channel. The available options are **stdby**, **conf** or **actv**.

As with most other cards in the system, the **stdby** (standby) setting keeps the resource to which it is associated (in this case, the associated D channel) in inactive mode. When a D channel is in **stdby**, it does not use any system resources such as B channels or processor time on the ISDN PRI server card.

When a D channel is in **actv** (active) state, all B channels are reserved, and the system attempts to maintain its D channel session with the other end (e.g. switch or PBX) of the D channel. If the D channel loses contact with the other end when it is in the active state, a D channel alarm will be generated.

Because there are times when users want to temporarily suspend the D channel session with the other end (e.g., when adding additional B channels to the system), but do not want to lose all the D channel settings already completed (see caution below), a third state has been added to the D channels on the ISDN PRI card. The **conf** (configure) state is used to initially configure the D channel and to change the configuration later.

When a D channel is in the configure state, it does not attempt to maintain a protocol session with the far end. Also, B channels assigned to a D channel that is in the configure state are reserved for the D channel, and thus are not available to other D channels nor to other system modules (e.g. user ports or cross-connect) that might want to use them as DS0s. The only ways to free up B channels taken by a D channel in configure state is to free each resource individually, or to put the D channel back into standby state.



CAUTION!

When a D channel that is either in actv (active) or conf (configure) state is returned to standby state, Interface ID and BMap settings are lost and returned to their default values. Thus, caution should be exercised before returning a D channel to standby state.

WAN

The WAN setting shows the WAN link carrying this D channel. In standard applications (23B + D), the WAN link will be the same as the WAN link carrying the B channels. In NFAS applications, this may not be the case.

TS

The TS (timeslot) setting identifies the timeslot on the WAN link that carries this D channel. Even though the system allows values that range from **1-24** for T1 links and **1-31** for E1 links, in almost all cases, TS 24 will be used for T1 applications and TS 16 will be used for E1 applications (when available).

RATE

The Rate parameter allows users to choose the rate of the D channel. Even though the equipment allows values of **56k** and **64k**, in almost all cases, the rate of 64k will be used.

SIDE

The options for this parameter are **user** (user side) and **net** (network side). See discussion earlier in this chapter that describes which side to choose.

SW. TYPE

The Switch Type is selected from the possible central office equipment types to which the system is connected. The choices are **fjtsu** (Fujitsu), **att_4** (AT&T #4ESS), **att_5** (AT&T #5ESS[®]), **dms_1** (DMS-100[®]), **dms_2** (DMS-200[®]), **ni_2** (National ISDN II), **dpnss** (Digital Private Network Signaling System), **dass2** (Digital Access Signaling System #2), **net_5** (European ISDN), and **mcl**.

DATA INV

The Data Inversion option allows users to select whether or not the HDLC (High level Data Link Control) will invert the data bits when B8ZS format is not available. In almost all cases, DATA INV should be set to **no**.

Table 5-4. ISDN-PRI Screen Menu of Actions

Action	Function
Save	Saves changes to settings.
Intf	Install and change the Interface Identifications for the highlighted D Channel.
Bmap	Install and change all ISDN B Channels for the highlighted D Channel. Shows a map of all timeslots in the system. See Assigning B Channels below.
sErv	Specifies which type of billing services can be used by the highlighted D Channel. Eight service types are available for each D Channel. Must have a two digit address code 00-99. 24 characters are allowed. See Assignment of Services below.
rOut	Specifies routing profiles for all ISDN D Channels. See Routing of Incoming Calls section below.
special	The Special Number table is a list of telephone numbers that will only be routed to the default D channel trunk. See Special Numbers section below.
Trunk	Displays the Trunk Routing screen. See the Trunk Routing section below.
rtYpe	The Routing type allows users to select the routing pattern for each D channel used by the system. See Routing Type section below
Dial	Activates a remote VT-100 terminal session with a remote system unit. User enters the phone number of the remote unit (see Remote Login Using the D Channel later in this chapter).
Perf	Shows accumulated performance statistics for the highlighted D Channel. See Performance section below.
Main	Returns to the Call Status screen. If changes are made to settings and not saved, the system will prompt you to save or lose changes.

5.3.4 Configuring ISDN Features

When one or more T1 WAN links terminating in a system are provisioned for ISDN PRI, users must configure the system's ISDN features before calls can be set up.

Configuring ISDN features consist of the following four steps:

1. Assigning interface identifications to WAN link(s)
2. Assigning B channels to the D channel(s)
3. Coding the call-by-call service(s) to be used
4. Assigning call routing information

Each of these steps is accessed from the top level D channel configuration screen by selecting the corresponding menu item to bring up the desired subscreen. Each subscreen is described in the following sections.

5.3.5 Assigning Interface Identifications

Each ISDN facility (interface) that terminates at the user's premises is assigned a unique **Intf. ID** (interface identification) by the carrier. Whenever the system signals the carrier switch on the D channel, it uses the **Intf. ID**(s) assigned by the carrier to tell the switch to which facility (interface) it is referring.



***Note:** In the unlikely (but possible) event that a single facility is split between two carriers (i.e., two D channels each controlling some of the B channels on that facility), it is possible that the same facility (interface) will have two different interface IDs—one for each carrier. Thus, the list of interface IDs is unique to a specific D channel only, but may be repeated across different D channels.*

Figure 5-9 shows the Interface Identification subscreen. This subscreen is accessed by placing the cursor in the column of the desired D channel, then pressing “i”. The list of all interfaces (WANs) then appear with their assigned interface IDs. The default value is 99, which means “interface ID not yet assigned.” Values for the Interface ID are **00-31** and **99**.

You must assign an interface ID to any WAN link that will contain B channels before you will be able to assign the specific B channels to that facility. If you assign a B channel to a WAN that is not assigned an Interface ID, the system message, "Intf.ID must be uniquely identified," will appear when you try to activate the D channel.

In the example shown in Figure 5-9, for D channel #1, the user plans to assign B channels on WAN 1-1, 1-2 and 2-1.

To change an interface ID, place the cursor over the desired Intf. ID, and press the “Enter” Key. Input the correct value in the space provided using the up and down arrow keys and press the “Enter” key again. Save your work, and press “m” to return to the main D channel configuration screen.



Figure 5-9. Interface Identification Screen

5.3.6 Assigning B Channels

Choosing the “Bmap” option from the D channel configuration screen of the ISDN card screen brings up the subscreen shown in Figure 5-10. This figure shows a typical “Bmap” screen. It is a detailed map of all the WAN timeslots available to users as potential B channels.

When D channel #1 is placed in the “Configure” mode, the system recognizes the assignment of WAN 1-1, timeslot #24 to this D channel and places it on the Bmap in the proper location. Notice that since all WAN links are T1 interfaces, the Bmap shows the last 7 places with a dash (-) indicating that the timeslot is unavailable for assignment.

Additionally, timeslots that are already in use by other resources (e.g. user ports and cross-connect) are “blocked-out” with the letter “x” in the appropriate WAN timeslot. This letter “x” means that these timeslots are used as DS0s, and thus are not available for use as B channels. In Figure 5-10, timeslots 14-19 on WAN 1-1 and timeslots 4-9 on WAN 1-2 are in use as DS0s and thus are unavailable for assignment.

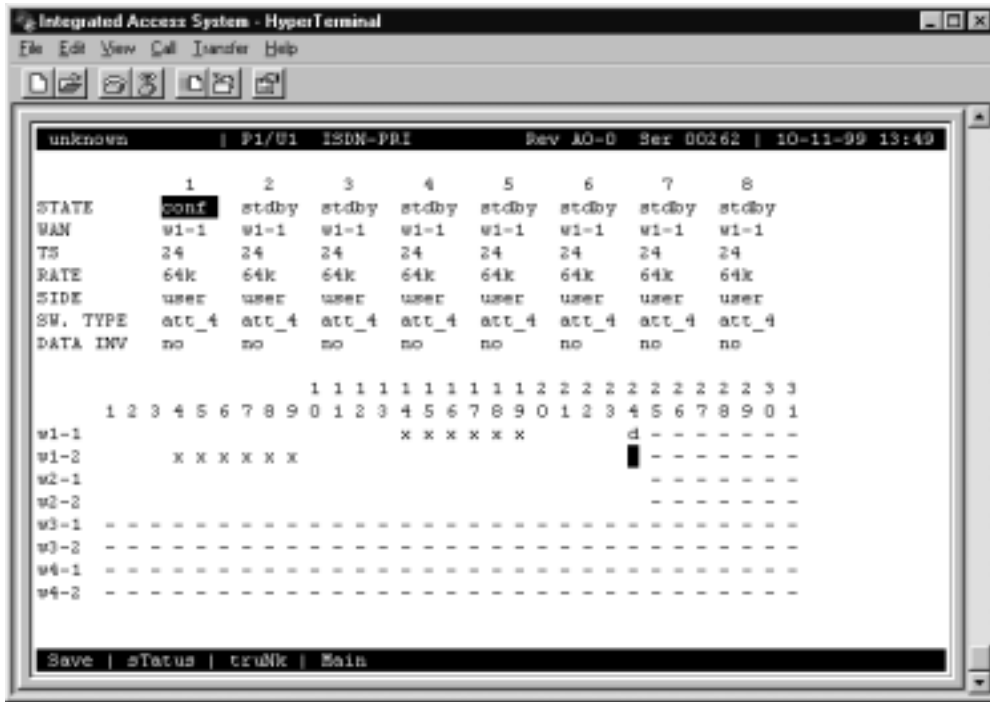


Figure 5-10. Basic Bmap Screen

5.3.7 Assigning B Channels to One D Channel

B channels are assigned to the highlighted D channel by placing the cursor in the row representing the WAN link (interface) and the column representing the timeslot. Pressing the <Enter> key will place a lowercase “b” in that timeslot (the "Enter" key toggles the "b" off and on). This indicates that you have designated this timeslot as a B channel to be controlled by the highlighted D channel. You will not be able to place a “b” in any timeslot that is currently occupied by a letter, number or dash, because these timeslots are controlled by other system modules, thus are unavailable to this D channel.

Figure 5-11 shows 36 B channels assigned to D channel #1. In this example, the carrier requested that you use timeslots 1-9 on WAN 1-1, timeslots 11-19 on WAN 1-2, timeslots 1-9 on WAN 2-1 and timeslots 1-9 on WAN 2-2.

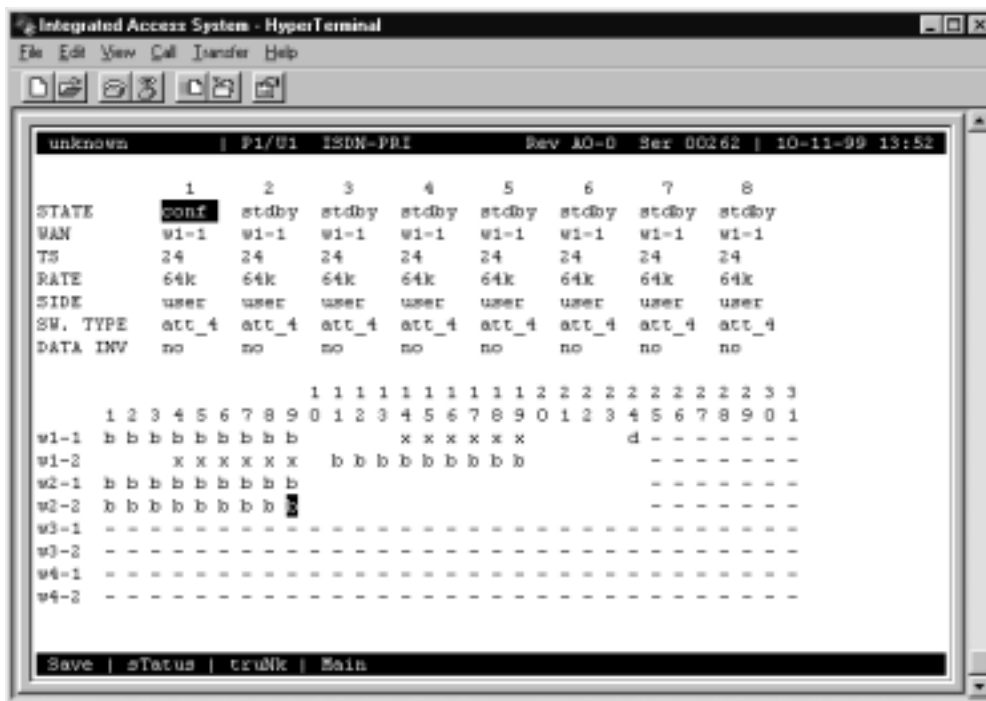


Figure 5-11. Assigned Bmap Screen

Figure 5-12 shows the cross-connect screen for WAN 1-1 (see WAN chapter). Note that the D channel shows up on timeslot #24, the B channels appear in the proper timeslots, and the DS0s (in this case assigned to the card in user slot 5, port 1) also appear.

```
unknown | V1/05 CSU+DSX Rev E3-0 Ser 26096 | 10-11-99 13:55
```

TS	XCON	TS	CIRCUIT_ID	TS	XCON	TS	CIRCUIT_ID
1	b-chan	status-idle		13			
2	b-chan	status-idle		14	u2-1	D-00	user_circuit
3	b-chan	status-idle		15	u2-1	D-01	user_circuit
4	b-chan	status-idle		16	u2-1	D-02	user_circuit
5	b-chan	status-idle		17	u2-1	D-03	user_circuit
6	b-chan	status-idle		18	u2-1	D-04	user_circuit
7	b-chan	status-idle		19	u2-1	D-05	user_circuit
8	b-chan	status-idle		20			
9	b-chan	status-idle		21			
10				22			
11				23			
12				24	p1-1	A-001	dchan_circuit

Refresh | Test | Main

Figure 5-12.WAN Cross-Connect Screen

5.3.8 Assignments for Two or More D Channels

Previous paragraphs dealt with multiple B channels for a single D channel. Often, the system will be called upon to manage the ISDN communication for more than one D channel, as described earlier in this chapter.

In Figure 5-13, D channel #2 is changed from **stdby** to **conf** and is assigned to timeslot #24 on WAN 1-2.

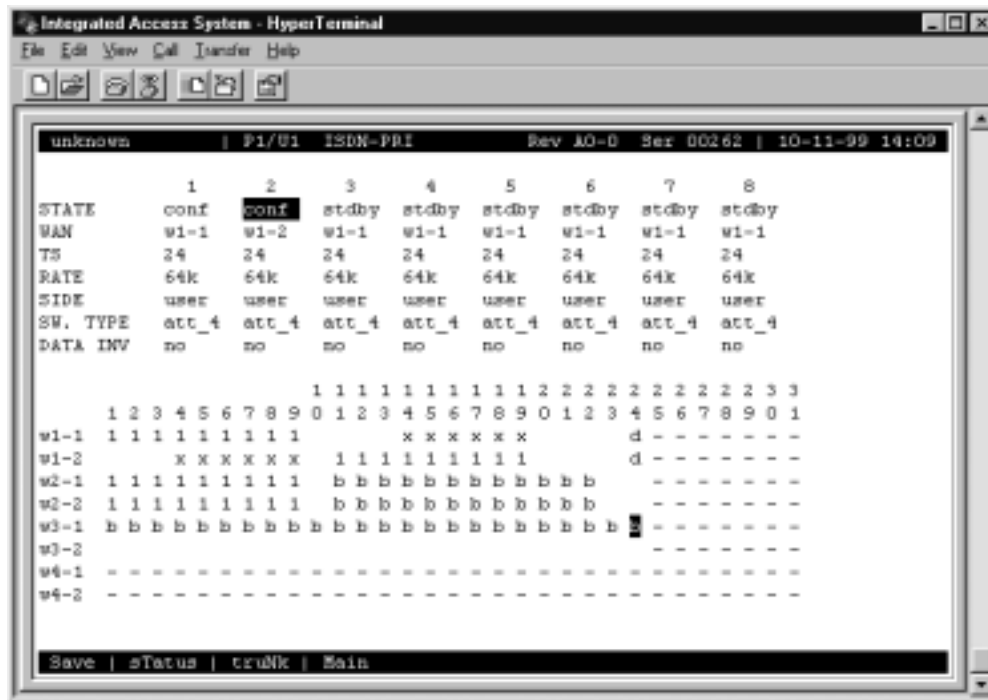


Figure 5-13. Assigning B Channels

When the Bmap selection is made (with D channel 2 highlighted), D channel #2 appears on WAN 1-2, timeslot 24.

DS0s are still represented by "x"s. B channels which have already been assigned to D channel #1 (and are therefore unavailable to D channel #2) are represented by "1"s.

Using the same procedure learned in the previous section, assign a lowercase "b" to each timeslot assigned by the carrier by pressing the <Enter> key in the column and row on the screen. In this example, timeslots #11-22 on WAN 2-1, #11-22 on WAN 2-2 and #1-24 on WAN 3-1 are assigned as B channels for D channel #2.

Remember to save your work before pressing "m" to return to the top level D channel configuration screen.

If you check the BMap for D Channel #1 again, the screen in Figure 5-14 shows the B channels controlled by D channel #1 (the currently highlighted D channel) as “b”s, and the B channels for D Channel #2 as “2”s.

In general, any B channel controlled by the highlighted D channel is shown as a “b”, and any B channel controlled by any other (non-highlighted) D channel is shown as the number of the D channel that controls it.

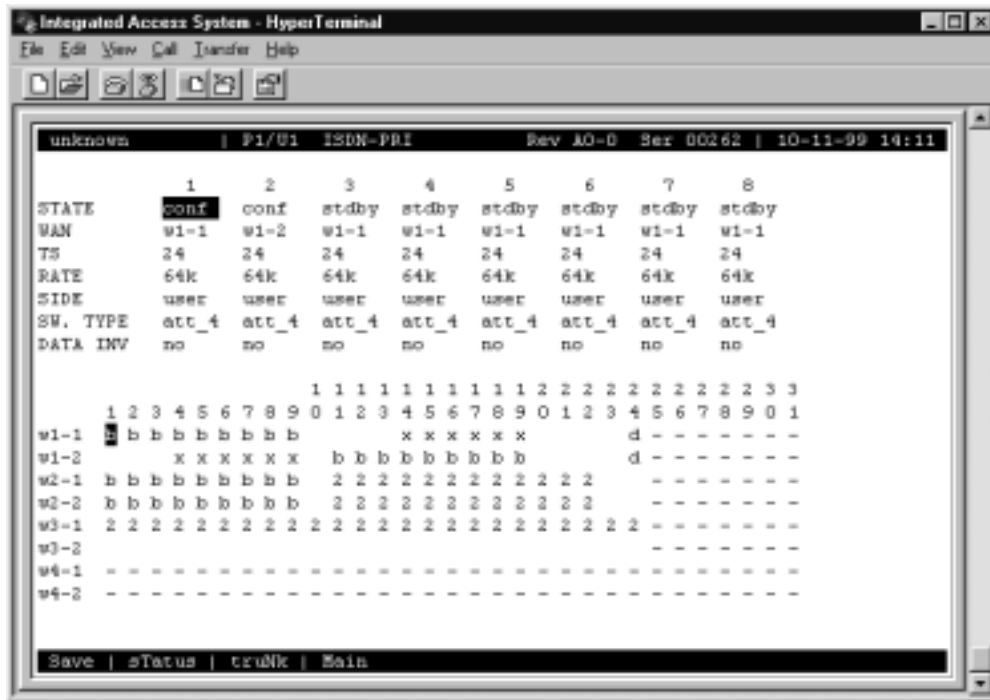


Figure 5-14.Completed BMap Screen

5.3.9 B Channel Status Screen

Active B channels may need to be taken out of service periodically for testing or maintenance by the user or the carrier. Choosing the "sStatus" option from the "Bmap" screen not only allows the user to execute these options for individual B channels on an active D channel, but also to review changes made by the carrier. Highlight the specific B channel and press the command option in the Menu of Actions to perform the desired action. Lower case letters signify changes made by the user; capitalized letters show carrier changes.

In Figure 5-15, B Channels on time slots 6-7 on WAN 1-1 are placed in an Out of Service condition, and B channels on time slots 16-17 on WAN 1-2 are placed in maintenance mode by the user. B channels on time slots 8-9 on WAN 1-1 are in maintenance mode by the carrier, and B channels on time slots 6-9 on WAN 2-2 are out of service by the carrier. Users and carriers can only reinstate B channels taken out of service or placed in maintenance mode by themselves.

Figure 5-15. Status Screen

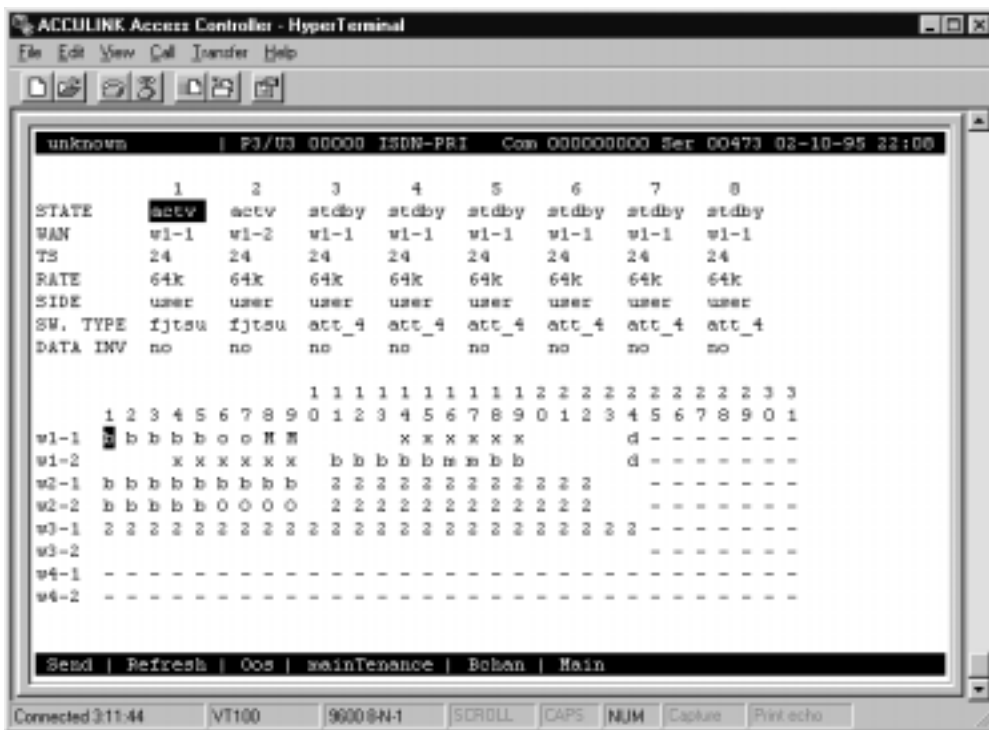


Table 5-5. Status Screen Menu of Actions

Action	Function
Send	Executes other Menu of Action commands. Changes in B channel states will not take effect until the Send command is issued. Send command also saves status changes.
Refresh	Updates status and time-related information fields that are not automatically updated (i.e., performance and test data).
Oos	Out of Service mode. Places the highlighted B channel in an unavailable state. Changes the "b" to an "o." Press the "B" command to return to service.
mainTenance	Testing or maintenance mode. Places the highlighted B channel in an unavailable state. Changes the "b" to an "m." Press the "B" command to return to service.
Bchan	Return to B channel operation. Returns the highlighted B channel in an available state. Changes the "m/o" to a "b."
Main	Returns to the Bmap screen. If changes are made to settings and not saved with Send command, the system will prompt you to save or lose changes.

5.3.10 Assigning ISDN Trunks Screen

An ISDN trunk is a group of B channels belonging to a single D channel. It consists of one or more B channels either contiguous or non-contiguous. All B channels in a trunk must belong to the same D channel. However, a trunk may be assigned across different WAN links when NFAS is used.

To access the Trunk Assignment screen, you must highlight the D channel on the Configuration screen and press “B” to access the B channel screen. Pressing “N” from the Menu of Actions will bring up the Trunk Assignment screen. To assign a B channel to a trunk group, place the cursor over the desired B channel and press the letter of the trunk group to which you want to assign this B channel. **Capital** letters between “A” and “O” are the only acceptable options. Figure 5-16 shows a typical Bmap screen with four different D channels. To simplify this discussion, all four D channels have eight B channels.

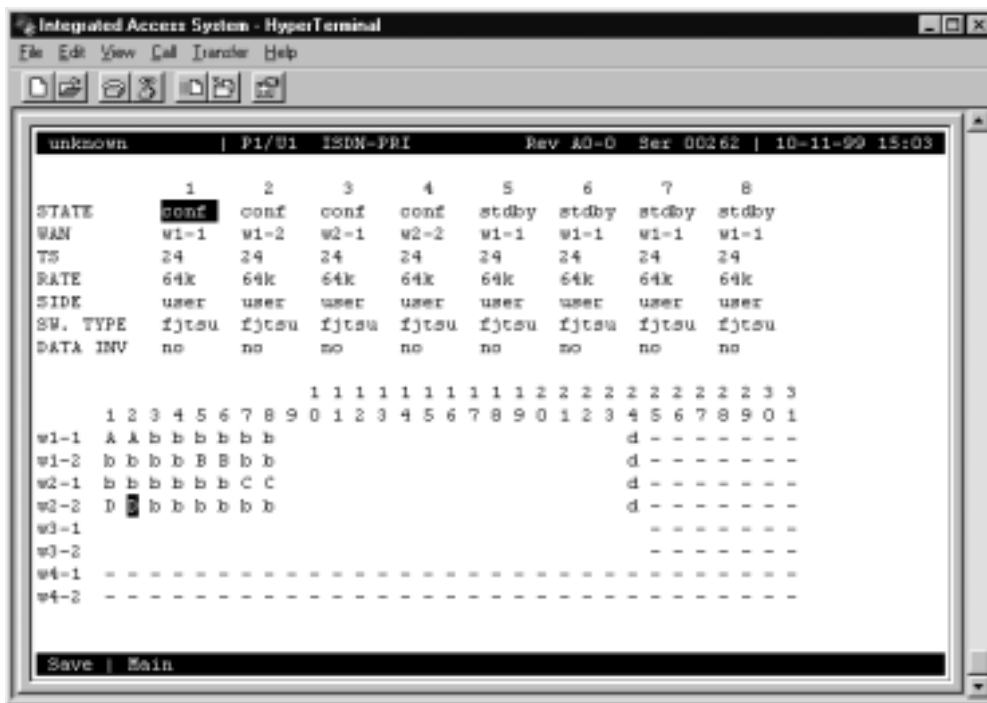


Figure 5-16. Assigned Trunk Screen

The first D channel on WAN1-1 has eight B channels. The first two B channels are assigned to Trunk Group “A.” The second D channel on WAN 1-2 also has eight B channels. B channels #5-6 are assigned to Trunk Group “B.” The third D channel on WAN2-1 has eight B channels. B channels #7-8 are assigned to Trunk Group “C.” The fourth D channel on WAN 2-2 also has eight B channels. B channels #1-2 are assigned to Trunk Group “D.” Once assigned to Trunk Groups, ISDN trunks can be placed in a routing table to show how to route incoming ISDN calls that need to be passed on to downstream equipment.

5.3.11 Routing ISDN Trunks Screen

To select a routing pattern for the ISDN trunks created in the previous section, users must access the Trunk Routing screen from the Configuration screen. Pressing “T” from the Menu of Actions will bring up the Trunk Routing screen. To add a new trunk routing pattern, users must press “A” from the Menu of Actions, which will bring up the screen shown as Figure 5-17.



Figure 5-17. Add Trunk Route Screen

The user should use the “right arrow” and “left arrow” keys to move the cursor through the eight sections (four D channels and four trunks) of the new trunk route. Press the <Enter> key to change each section. D channel numbers are changed with the “up arrow” and “down arrow” that scroll through numbers 1-8 (the maximum number of D channels per system). The user changes trunk letters by typing a **capital** letter from A-to O (the fifteen available trunk letters per D channel).

All eight fields must be changed for each new trunk route. For instance, if you want a single incoming trunk group to be routed to three outgoing trunk groups on three different D channels, the process is easy. In Figure 5-18 the first trunk route shows this configuration. D channel #1, trunk group “A” is to be routed to D channel #2, trunk group “B.” If that route is busy, it will be routed to D channel #3, trunk group “C.” If that route is busy, it will be routed to D channel #4, trunk group “D.” If that route is busy, the unit will drop the call.

Another example of this procedure is shown in Figure 5-18. If you want a single incoming trunk group to be routed to only one outgoing trunk group, D channel #1, trunk group “A” is routed to D channel #2, trunk group “B.” **The alternate routes 2-3 must contain the same information in alternate route #2.** Since this is the only alternative route, if that route is busy, the unit will drop the call.

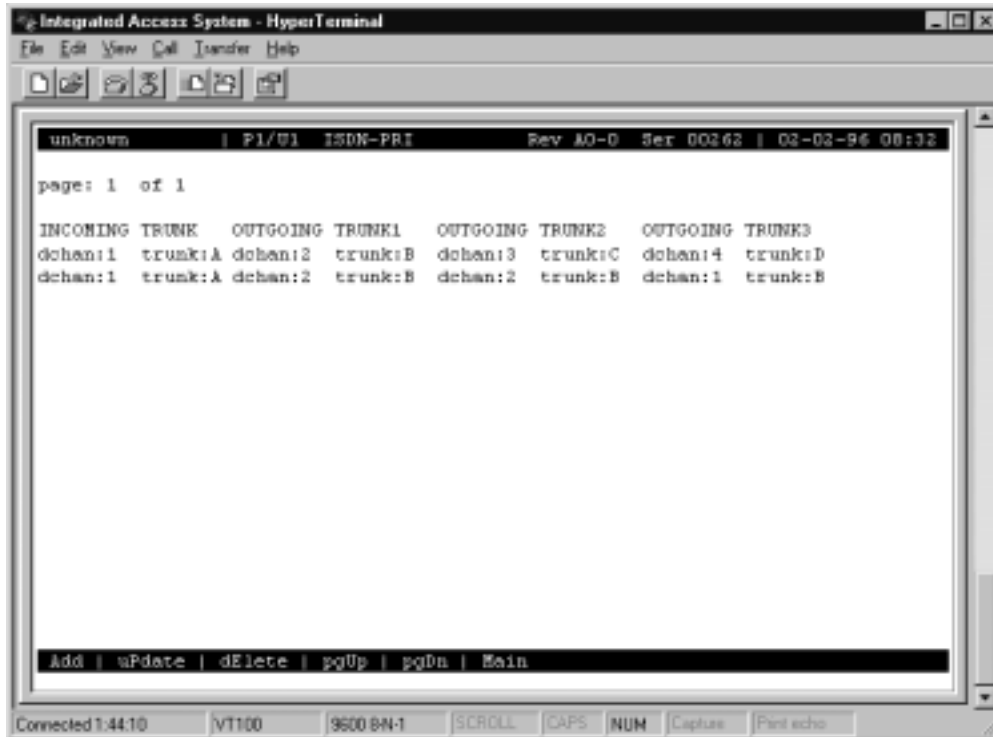


Figure 5-18.Add Trunk Route Screen

5.3.12 Assignment of Services Screen

Some carriers support call-by-call service selection in their ISDN PRI offerings. This feature allows users to select a different service (and, usually, a different billing rate) for each call placed.

If call-by-call service is supported, users must tell the system which service(s) is/are supported by each D channel, and what the code is for each service. The carrier will supply a service code for each supported service. The Service format code is **always** two digits, a space and the name of the service. When placing a call using call profiles, only valid service codes will be allowed (see Call Profiles below for additional information about services).

If call-by-call service selection is not supported by the carrier or not required for the user's applications, then there is no need to assign service to a D channel.

Figure 5-19 shows the Services screen and the assignment of two mythical services (MASTERPIECE and BUSINESS PLAN) to D channel #1. The service codes of "01" and "02" were assigned by the carrier to these services. Remember to Save your work before returning to the top level D channel configuration screen.

(Pressing the Clear command will erase all Service entries for the highlighted D channel.)

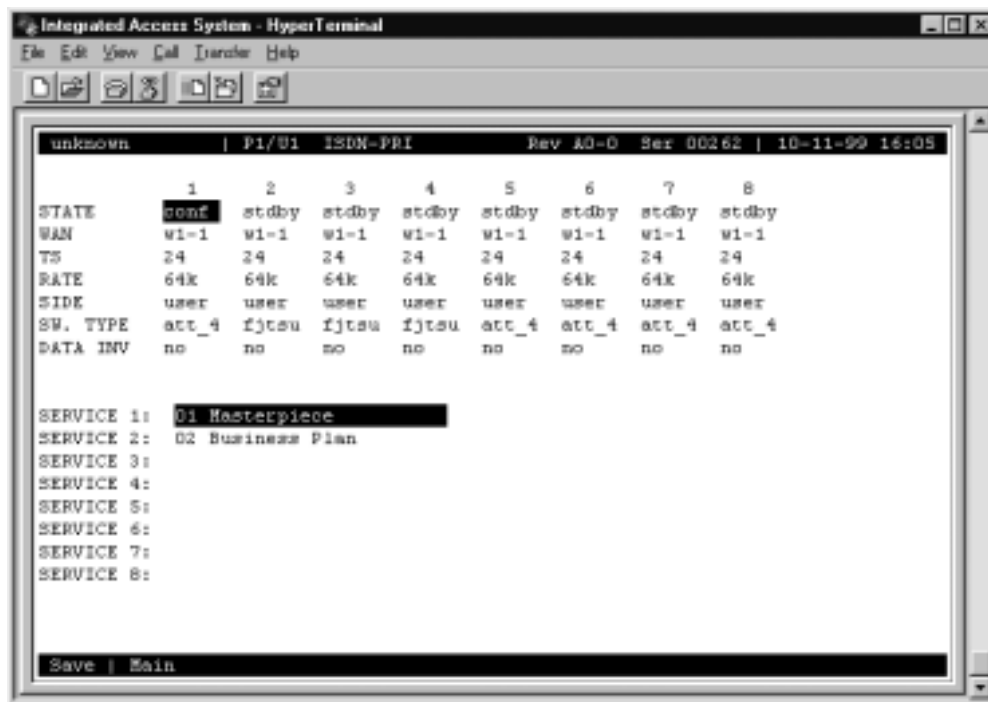


Figure 5-19. Assigning Services Screen

5.3.13 Routing of Incoming Calls Screen

Call routing in the system is described in the introduction section of this chapter. Assignment of phone numbers for routing calls between D channels is done from the routing subscreen.

Figure 5-20 shows the ISDN routing subscreen. It is accessed from the D channel configuration screen by pressing “o” (lowercase letter o).



Figure 5-20. Routing Numbers Screen

Each D channel may be assigned two ten-digit phone numbers to be used for routing calls addressed to those phone numbers. The use of the wild card letter “x” means any digit will match. Note that D channel routing occurs only after all attempts to route a call to an HSU port are unsuccessful.

If local routing is disabled (Route Local = **no**), any call coming into the system on a network side (i.e., local) D channel will be routed only to a user side D channel based on the called number. Even if the called number matches, such a call will never be routed to an HSU port or a network side D channel when local routing is disabled.

The routing table should always contain the default number "xxxxxxxxxx" (10 Xs) to make sure that all dialed numbers are routed to the network.

If local routing is enabled (Route Local = **yes**), then any call coming in on a D channel will be routed to the first matching phone number, regardless of whether or not the match is for a local device.

Any calls originating from an HSU port will be routed to the D channel specified in the call profile, regardless of the called number.

5.3.14 Special Numbers Screen

Pressing L from the Menu of Actions will bring up the Special Numbers screen shown in Figure 5-21. Special numbers are any telephone numbers that the user does not want routed to HSU cards. Special numbers have the highest priority in the number searching process. Any number that matches one of the special numbers will always be routed to the default trunk "xxxxxxxxxx," to the ISDN network and then into the Public Switched Network.

Some special numbers used in the United States include "0," "00," "911," "411" and "611." Some special numbers used in the foreign countries includes "0," "119" and "110." The special number table can contain telephone numbers up to 10 digits in length. It also includes the use of the "+" character, so that the special number "0+" would include any series of numbers that starts with the number "0." The character "x" is used as a wildcard in the same way as the routing table.

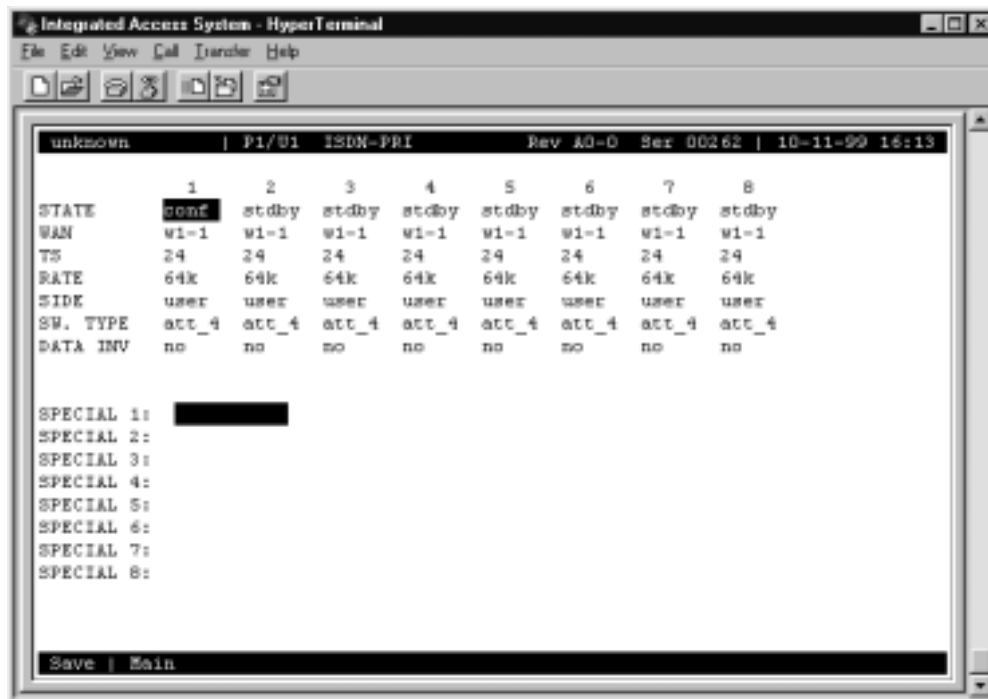


Figure 5-21. Special Numbers Screen

5.3.15 Performance Monitoring Screen

Another special feature of the ISDN-PRI card is the ability to track and log performance statistics on incoming and outgoing ISDN traffic for each D channel. The Performance Monitoring screen is accessed from the Configure screen by highlighting the D channel with the cursor and pressing the "P" command from the Menu of Actions. Figure 5-22 shows the Performance Monitoring screen.

unknown	P1/01	ISDN-PRI	Rev A0-0	Ser 00262	02-02-96 08:37			
OUTGOIN	CLATT	CLSUC	CLREJ	NDISC	EDISC	PDISC	NNPKT	ERPKT
CUR	0	0	0	0	0	0	0	0
01	----	----	----	----	----	----	----	----
02	----	----	----	----	----	----	----	----
03	----	----	----	----	----	----	----	----
04	----	----	----	----	----	----	----	----
05	----	----	----	----	----	----	----	----
06	----	----	----	----	----	----	----	----
07	----	----	----	----	----	----	----	----
08	----	----	----	----	----	----	----	----
09	----	----	----	----	----	----	----	----
10	----	----	----	----	----	----	----	----
11	----	----	----	----	----	----	----	----
12	----	----	----	----	----	----	----	----
TOTAL	0	0	0	0	0	0	0	0

Refresh | Clear | pgUp | pgDn | Outgoing | Incoming | Main

Figure 5-22. Performance Monitoring Screen

Calling statistics are kept for one hour periods for the current hour and the previous 24 one-hour periods. As each hour passes, the statistics for the twenty-fourth hour are dropped. Users can scroll through the current figures using the "U" (pgUp) and "D" (pgDn) commands from the Menu of Actions.

Since the system does not log statistics incrementally (i.e., second by second), the only way to have truly current figures is to use the "R" (Refresh) command from the Menu of Actions which redraws the screen with the new information.

TIME PERIOD COLUMN

The first column shows one-half of the current 24 hour one-hour periods and the total calculation of each field for the entire 24 hour period. The top of the column shows if the statistics are based on either outgoing or incoming calls and will toggle back-and-forth from commands in the Menu of Actions.

CLATT

The Calls Attempted column shows the total number of calls initiated on the selected D channel.

CLSUC

The Calls Successful column shows the total number of calls initiated on the selected D channel that were completed to the destination required.

CLREJ

The Calls Rejected column shows the total number of calls initiated on the selected D channel that were not completed to the destination required due to call-setup problems.

NDISC

The Normal Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through hang-up by the calling number.

EDISC

The Error Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through some unpredictable equipment error.

PDISC

The Peer Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through hang-up by the called number.

NMPKT

The Number of Packets column shows the total number of good HDLC frames that were sent during the one hour period. This number, plus ERPKT, will equal the total number of packets sent.

ERPKT

The Errored Packets column shows the total number of HDLC frames that were in error during the one hour period.

5.3.16 Remote Login Using the D Channel

In addition to carrying ISDN signaling information, the D channel can also be used to log into a remote system unit to check card status, and perform necessary system maintenance. This unique application does not require B channel allocation. The ISDN call is placed on the D channel to the ISDN network and routed to the D channel of the remote unit. Coordination with the ISDN facility provider is necessary to obtain the number for the remote system unit.

The ISDN card software must be version 1.2 or higher (the software version is printed on the ROM chip on the printed circuit board).

On the CPU card screen on the remote system unit, change the "D Chan Ph #" from blank to the ten digit ISDN phone number assigned to the unit. Figure 5-23 shows a completed CPU card screen for the Remote system.



Figure 5-23.CPU Card Screen

5.3.17 Initiate Remote Login Screen

From the ISDN Configure screen of the Local system, press the "D" (Dial) command from the Menu of Actions and the system will prompt you to enter the phone number. Enter the phone number assigned to the remote system on the CPU card and press the <Enter> key. The local system will start a terminal session with the remote system. Figure 5-24 shows the ISDN Card screen.



Figure 5-24.ISDN Card Screen

5.3.17.1 Terminate the Session

Logging off the remote system using the "L" (Logout) command from the Menu of Actions on the Main screen will terminate the remote session and return the system to normal control.

5.4 ISDN-PRI Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

5.5 ISDN-PRI Card Troubleshooting

ISDN-PRI card problems could indicate a number of possible causes, including:

- Faulty ISDN PBX/CPE at the near end (where the problem was first noticed)
- Faulty ISDN PBX/CPE at the far (opposite) end
- T1 or E1 network failure
- T1 or E1 D-channel failure
- Improper network switch configuration
- Improper ISDN-PRI card configuration

Typically, a problem is indicated by the inability to originate or receive/route calls. You can perform numerous tasks to isolate the trouble and clear it. When troubleshooting problems on a call routing through an ISDN-PRI card, follow this general sequence:

1. If all calls are affected, verify that the US/EUR jumper is correctly placed to match the US/EUR jumper on the chassis. The ISDN-PRI card performs a self-test on power-up. A “healthy” card will have a green LED lit on the front panel. Do not proceed with further steps until a green LED is present.
2. Verify that the T1 or E1 network is working properly by checking for current CGA-Red and CGA-Yellow alarms. If an ISDN-PRI DS-1 is faulty, a D-channel alarm will also be present. If no CGA alarms on ISDN-PRI DS-1s are present, but a D-channel alarm is present continue with step 3. If there is no D-channel alarm continue with step 4.
3. A D-channel alarm will be posted if the ISDN D-channel is not communicating properly with the ISDN switch/PBX connected to the WAN port. Verify the configuration settings for the affected ISDN port. Be sure the port is connected to the proper WAN card and port, that the correct **SIDE** (**net** or **user**) is selected and that the appropriate **SW. TYPE** has been chosen. If these assignments appear correct, it may be necessary to consult with the network or PBX provider to clear the D-channel alarm. Do not proceed with further steps until the D-channel alarm is cleared. In the alarm filter screen DCHAN alarm needs to be set as “log” or “report” to see ISDN D channel alarms (the default is “ignore”).



Note: When changing configuration settings on the ISDN-PRI card, set **STATE** to **conf** (for “configure”), make changes and then set **STATE** to **actv**. Selecting **stdby** will cause the configuration information for that D-channel to return to the default parameters.

4. The Call Status Screen will indicate if any calls are currently connected through the ISDN-PRI card. Review the Call Status Screen to determine if calls from any of the ISDN ports are currently active. Generate calls through the ISDN-PRI card and review the performance register information (accessed by pressing **P** from the ISDN-PRI Main Screen) for the affected D-channel(s). This will assist in determining the extent and possible cause of call failures (error disconnects, call attempt, call rejected, etc.). Many configuration parameters can affect an ISDN call. Verify that all configuration options (routing, B-channel assignment and status, etc.) are correct before proceeding.



Note: When changing configuration settings on the ISDN-PRI card, set **STATE** to **conf** (for “configure”), make changes and then set **STATE** to **actv**. Selecting **stdby** will cause the configuration information for that D-channel to return to the default parameters.

5. If an HSU card is being used to originate or receive ISDN calls, additional circuit tests can be performed. Once an end-to-end call is established, use the loopback and test signal functions of the HSU card to test the affected port. These tests are accessible from the HSU Card Main Screen and associated Test Screen, as described in the HSU chapter. They allow you to test the end-to-end circuit path for that call.
6. If the ISDN-PRI card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

Chapter 6

ACS-PRI/BRI Card

6.1 Introduction

The ACS-PRI/BRI server card (881162) uses 651xx firmware and offers users the ability to effectively terminate and manage both dedicated and switched carrier services in a single system. This capability allows users to pick the most cost-effective services for both permanent connections (e.g., LAN-to-WAN) and periodic connections (e.g., video conferencing). In addition it also enables originating and receiving calls to BRI cards.

Three specific features enable the system to use ACS-PRI/BRI services, and are covered in this chapter. These features are:

- ACS-PRI/BRI server card
- Call profiles (accessed from the Interface Card)
- HSU-AD 530/35 switched services data card

The switched services HSU card information is repeated in the chapter on HSU cards, and the call profile information is repeated in the Interface Card chapter.

6.1.1 Definitions

6.1.1.1 Timeslot

Each T1 or E1 WAN link accessed by the system is subdivided into individual 64 kbps channels called timeslots (T1 has 24 timeslots, E1 has 32). A timeslot is sometimes also called a DS0 or a B (bearer) channel. While all three terms refer to the same concept, this manual will assign arbitrary definitions to distinguish timeslots controlled by ISDN from those that are not.

6.1.1.2 DS0

A DS0 is a timeslot on any WAN link that is not controlled by an ISDN signaling channel (the D channel). Thus, DS0s are controlled via assigning user ports to WAN timeslots (see individual user card chapters) and via setting up cross-connect circuits (see Chapter 4, *System Configuration and Operation* in the *System Reference Guide*).

6.1.1.3 B Channel

A **B channel** is a timeslot on any WAN link that **is controlled by an ISDN D channel**. B channel assignments to WAN links are used dynamically by the system as incoming and outgoing ISDN calls occur.

In the system, every timeslot is either a B channel or a DS0. Users can define which is which via the D channel configuration screen described later in this chapter.

6.1.1.4 D Channel

A **D channel** carries signaling information for all B channels with which it is associated. Each D channel occupies an entire timeslot which is dedicated to ISDN signaling. The D channel can also be used to log into a remote system unit (see later in this chapter).

6.1.1.5 Facility

A facility is another term for an individual T1 or E1 WAN link.

6.1.1.6 Interface

The term “interface” is used interchangeably with facility when referring to an ISDN link.

6.1.1.7 NFAS (Non-Facility Associated Signaling)

A basic ACS-PRI/BRI facility is a T1 link that consists of 23 B channels and 1 D channel (23B+D), or an E1 link that consists of 30 B channels and 1 D channel (30B+D). Note that one timeslot on any E1 link is reserved for maintenance use and is neither a B channel nor a D channel. The D channel provides signaling for all (23 or 30) of the B channels on the facility carrying the D channel.

However, many ISDN applications have relatively low call rates (i.e., the D channel is not very busy), but need more than 23 (or 30) B channels to carry user (bearer) traffic. In these cases, a D channel can be set up to perform signaling not only for the B channels on its own facility, but also for B channels on other facilities (i.e., other T1/E1 WAN links). When a D channel is so provisioned, it is considered to be performing **non-facility associated signaling (NFAS)**.

Some carriers' implementations of NFAS allow one D channel to carry signaling for up to 20 facilities (i.e., 479 B channels and 1 D channel in a T1 environment). However, the system is limited to 8 WAN links. Thus, the system limit for NFAS is 191B+D in T1 environments (8 times 24 minus 1 D channel), and 239B+D in E1 environments (8 times 30 minus 1).

6.1.1.8 Trunks

An ISDN trunk is a logical division of B channels pertaining to a D channel. It consists of one or more contiguous or non-contiguous B channels. All B channels in a trunk must belong to the same D channel. However, a trunk may be assigned across different physical interfaces when NFAS is used.

6.1.2 Selecting D Channels, B Channels, and DS0s

The D channel configuration screens described later in this chapter show how to configure D channels, assign B channels to one or more D channels, and how to identify dedicated DS0s that cannot be used as B channels. This section will give a few examples of applications that would require various combinations of D channel(s), B channels, and DS0s.

Figure 6-1 shows an application where a single D channel performs ISDN signaling for 8 T1's worth of B channels (191 B+D). There are actually 8 separate T1 facilities: seven with 24 B channels each, and one with 23 B channels and one D channel.

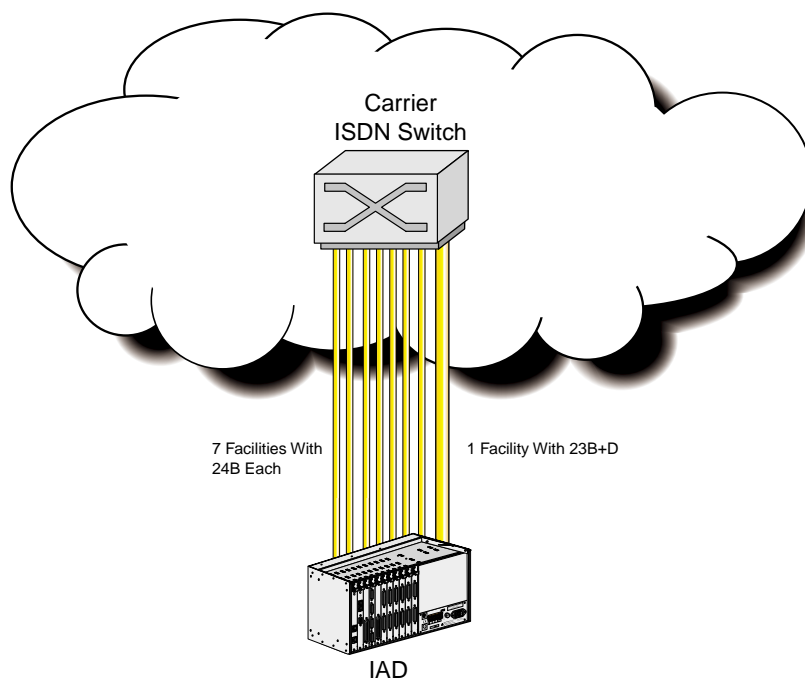


Figure 6-1.ISDN Channels: 191B+D

Figure 6-2 shows an application where a user needs less than 23 B channels (say 6 B channels for video), and some dedicated DS0s (say 12 for LAN-WAN interconnect). In this case, the D channel, B channels, and the DS0s all run on the same facility from the equipment to the carrier. Inside the carrier's facility access point, the D and B channels are extracted from the facility and sent to the ISDN switch, and the 12 DS0s are extracted from the facility and sent to the carrier's dedicated DACS network. In this example, 5 timeslots are unused.

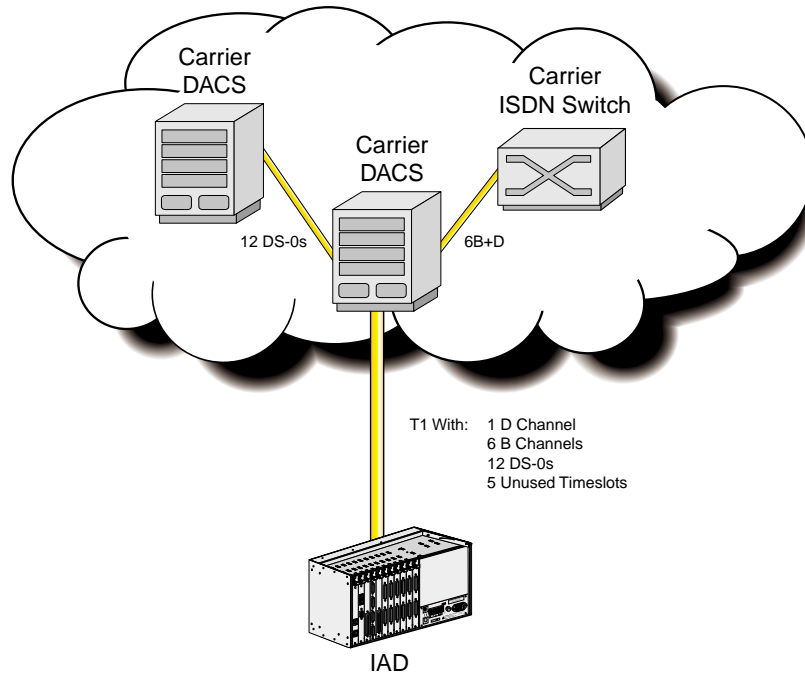


Figure 6-2.DS0s and B Channels on the Same Facility

Figure 6-3 shows an application that requires 3 D channels. The user has ordered a 23B+D facility to each of two different carriers. The third facility is a local NFAS (47B+D) connection to the user's PBX. In this application, the system will route calls from the PBX to the appropriate carrier based on called phone number (see Call Routing section later in this chapter).

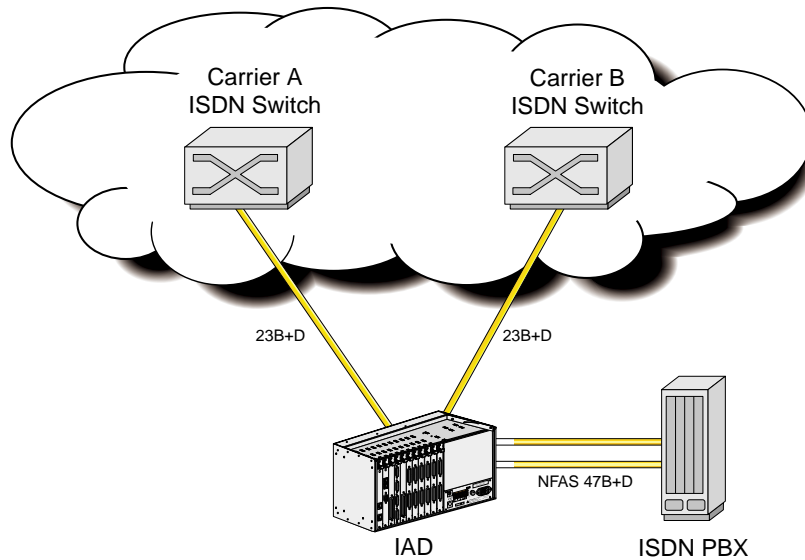


Figure 6-3. ACS-PRI/BRI Links to Two Carriers from an ISDN PBX

6.1.3 Network and User Side Protocols

In the example application shown in Figure 6-3, there is an important difference between the two D channels terminating in the carrier switches and the D channel terminating in the user's PBX. The ISDN signaling protocol that runs on the D channel is not symmetrical. Signaling messages are treated differently depending on whether the D channel is setup to run the **network side** protocol or the **user side** protocol. All carrier switches run the network side protocol, and all user devices connected directly to a network switch must run the user side protocol. In general, network side applications cannot be connected to other network side applications. **Local routing, the exception to this rule, is explained in the next section.**

Figure 6-4 shows how the application in Figure 6-3 would be set up if the user's PBX was **not** connected to the system.

The disadvantage of this configuration is that the PBX may not be able to support two D channels, may not be able to handle the differences in D channel protocols between the two carriers, and may not be able to route calls to the appropriate carrier.

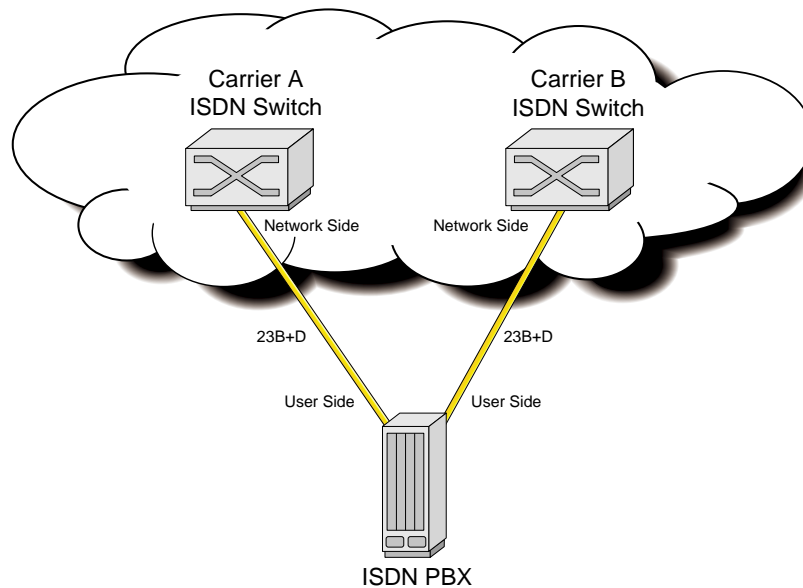


Figure 6-4.ACS-PRI/BRI Links to Two Carriers

Figure 6-5 shows how the system overcomes these disadvantages. Note that the configuration in Figure 6-5 is identical to the one in Figure 6-3.

Figure 6-5 highlights the ability of the system to be able to set the protocol between network side and user side for each D channel it uses. Since the PBX can only run the user side protocol, the system must run the network side protocol on the D channel connected to the PBX. However, on the D channels connected to the carrier switches, the system must run the user side protocol.

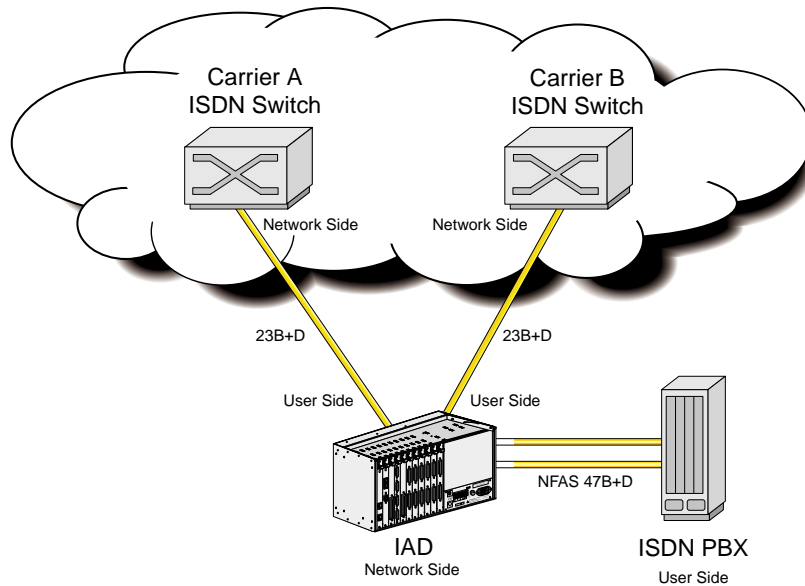


Figure 6-5. Network and User Side Protocols

6.1.4 Call Routing

The system can be simultaneously connected to several network and user side ACS-PRI/BRI facilities and to a user's data terminal equipment (DTE) such as a video codec or a LAN router. The DTE is typically connected through one or more of the system's HSU cards.

6.1.4.1 Calls Originating from an HSU Port

Any call originating from an HSU port must be associated with a call profile (see Call Profiles section). The call profile specifies which D channel is to carry the call. The system will always route an outgoing HSU call to B channels controlled by the D channel specified in the call profile. If no B channels are available, the call will not be placed.

6.1.4.2 Calls Destined to an HSU Port

Each HSU port in the system that is available to receive incoming calls must be assigned a unique primary phone number that allows the system to route an incoming call to it (see the Dial screen in the HSU section). Optionally, a hunt group phone number (which need not be unique) can also be assigned to the same HSU port.

When an incoming call is received by the system, it first scans all of the primary HSU phone numbers to attempt a match. If a match occurs, the call is routed to that HSU port. If no match is found, the system then searches the list of hunt group numbers to find a match. The call will be routed to the first HSU port with a matching hunt group phone number.

If a match is still not found, the system begins searching the D channel routing tables (see next section). If no match is found after all searches are finished, the system rejects the incoming call.

6.1.4.3 Calls Originating from a D Channel

All calls originating from a D channel are considered incoming calls to the system because the system is first made aware of the call when an incoming call message is received on the originating D channel.

As described above, the system first tries to route any incoming call from a D channel to an HSU port. If it cannot match the called number to an HSU port primary number or hunt group number, the system begins looking in the D channel routing tables (see Assignment of Call Routing Information later in this chapter). It will route the call to the first D channel it matches. If no D channel routing information matches, the call is rejected. As are used as "wildcards" that will allow any number in its place to match. **It is recommended that one carrier D channel be assigned the default routing code of "xxx-xxx-xxxx" so that there will always be a match.**

6.1.5 ISDN Trunks

An ISDN trunk is a logical division of B channels pertaining to the same D channel. A D channel can have one or more trunks. **Trunks cannot be used for local routing, so unless the user has more than one D channel, trunks will not apply to their system.** The basic rules for trunk assignment are:

- A single B channel cannot belong to multiple trunks simultaneously
- The maximum number of trunks that can be assigned to a single D channel is 15 (labeled trunk "A" through trunk "O")
- B channels in a trunk can be contiguous or noncontiguous
- A trunk cannot cross D channel borders, but can span different WAN links when NFAS is used by the carrier.

After ISDN trunks are configured, users can designate a routing table where incoming trunks can be routed to outgoing trunks. The routing table can be constructed to specify up to three outgoing trunk paths for each incoming trunk.

The basic rules for trunk routing are:

- Each incoming trunk can be routed to up to three outgoing trunks which are prioritized into search patterns 1, 2 or 3
- The D channel of the incoming trunk must be different from that of the outgoing trunk
- A trunk can be used as an outgoing trunk for more than one incoming trunks
- All trunks must be configured before assigning them to a routing table.

6.1.6 Local Routing

Devices such as video codecs or PBXs that are directly attached to the system (i.e., do not pass through a carrier network to connect to the system) are considered "local" devices. All HSU ports are local devices. In addition, any PRI device such as a PBX that is connected to a D channel configured for network side is a local device (as explained in the previous section, any D channel connected to a carrier network must be configured for user side).

Local routing is defined as call routing between any two local devices. Because each HSU port can be mapped by its call profile to any specific D channel (local or non-local), users can prevent local routing of calls originating from any HSU port by insuring that the call profile refers to a user side (i.e., non-local) D channel.

However, calls coming into the system on a D channel (user or network) are routed based on the called phone number, not on call profiles. Because the system does not provide billing information, users may want to prohibit local routing of D channels. This prohibition will force all incoming D channel calls (user or network) to be routed to a carrier network so billing information can be obtained. In other cases, however, users may want to enable local routing.

Thus, if local routing is disabled, any call coming into the system on a network side (i.e., local) D channel will be routed only to a user side D channel based on the called number. Even if the called number matches, such a call will never be routed to an HSU port or a network side D channel when local routing is disabled.

If local routing is enabled, then any call coming in on a D channel will be routed to the first matching phone number, regardless of whether or not the match is for a local device.

Figure 6-6 shows a system connected to two carriers (A and B), two ISDN PBXs, two video codecs (#1 and #2) and a LAN router. The examples that follow help explain the call routing parameters.

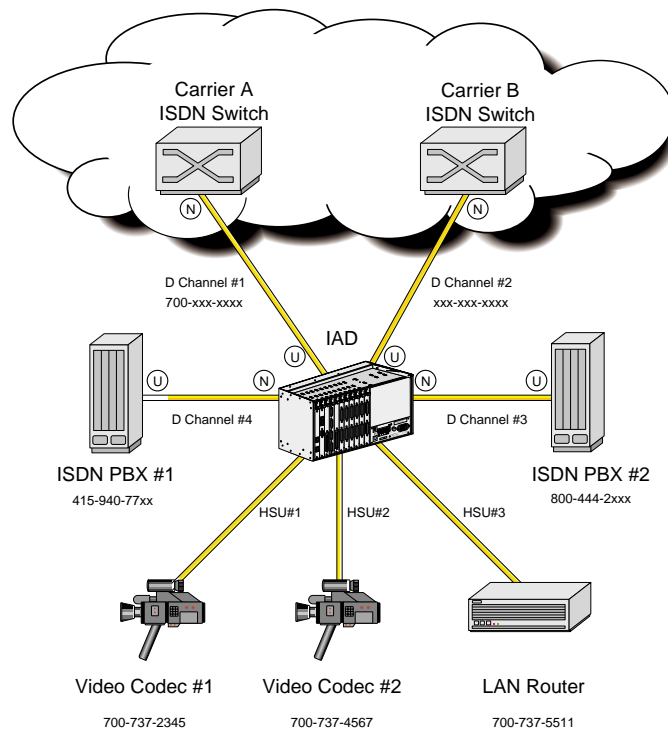


Figure 6-6. Call Routing

In the example shown in Figure 6-6, the following call routings will occur:

- An incoming call to 700-737-2345 from either carrier will be routed to HSU port #1.
- Any outgoing call from any HSU port will be routed to the D channel specified in the call profile including D channels #3 and #4 to the PBXs.
- A call to 510-623-1574 from the PBX will be routed to carrier B.
- A call to 800-444-2400 from either carrier will be routed to PBX #2.
- A call from either PBX to 700-737-5511 will be routed to HSU #3 if local routing is enabled, but routed to Carrier A if local routing is disabled.

- A call from PBX #1 to 800-444-2095 will be routed to PBX #2 if local routing is enabled, but will be routed to Carrier B if local routing is disabled.

6.1.7 Call Profiles

A call profile is similar to a speed dial button on a telephone or fax machine. The user enters call profiles on the Interface Card and stores them in the system's memory. *The maximum number of call profiles is six.* These stored call profiles can be recalled from memory, copied to the HSU port memory, and used by that port to dial a call. The same call profile may be copied in the dialing memory of multiple HSU ports.

For ISDN calls, call profiles specify the D channel to use, the number to call, the data rate of the call, the service to use, and other pertinent information required to place the call.

Before any HSU port can dial a call, it must load a call profile from the main system memory into its own dialing memory. The HSU port can use the call profile "as is" or change the various parameters depending upon the calling needs. The loaded profile, including changes, will remain associated with the HSU port until another call profile is copied from the Interface card.

6.2 ACS-PRI/BRI Card Description

6.2.1 ACS-PRI/BRI Card Description (881162)

The ACS-PRI/BRI card is an eight-port card that offers users the ability to effectively terminate and manage both dedicated and switched carrier services in a single system. Eight D channels can be managed from a single card.

6.2.1.1 Card Jumpers/Switch Settings

The ACS-PRI/BRI card does not have any jumpers or switches on its mainboard.

6.2.1.2 Installing the Card

Insert the ACS-PRI/BRI card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

6.3 ACS-PRI/BRI Card User Screens and Settings

6.3.1 ACS-PRI/BRI Card Main Screen

The ACS-PRI/BRI card must be configured before you can use it. Figure 6-7 shown the ACS-PRI/BRI call status screen, which can be accessed by selecting the ACS-PRI/BRI card from the Main Screen. The information shown in italics below is for reference only. The default ACS-PRI/BRI call status screen does not show this type of information until after it is configured.

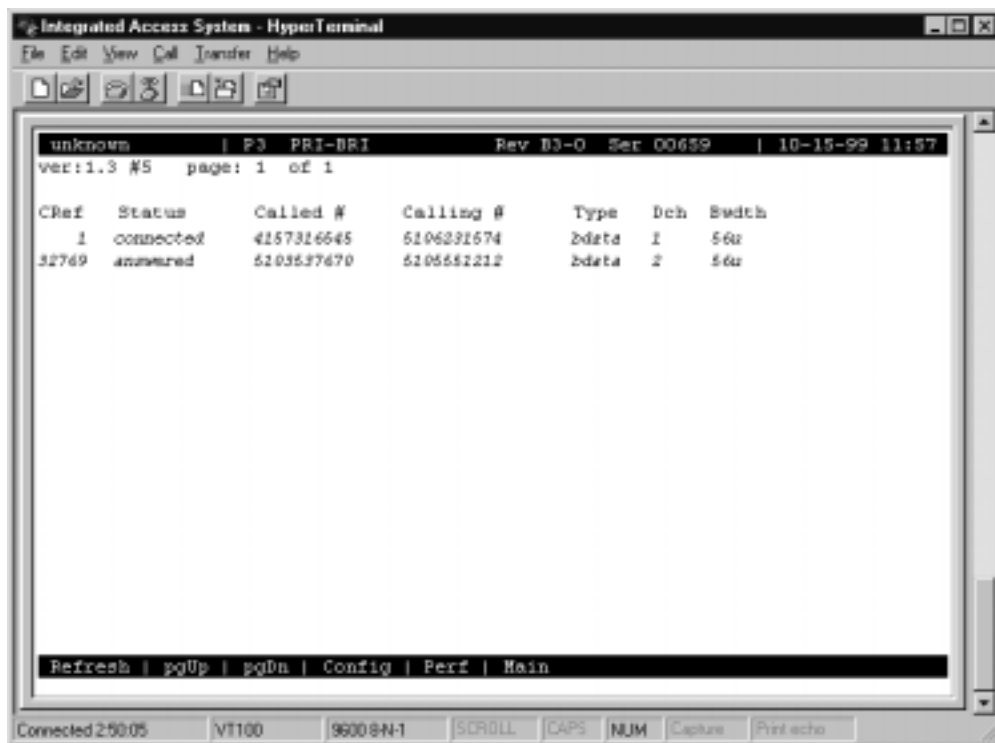


Figure 6-7.ACS-PRI/BRI Call Status Screen

6.3.1.1 Main Screen Parameters

PAGE

The page reference shows how many pages of ISDN calls that are currently active in the system. Users can move through the pages using the “pgUp” and “pgDn” commands from the Menu of Actions.

CREF

The Call Reference number is a five digit number that uniquely identifies each call controlled by a specific D channel. A call reference number is valid only for the life of the call, and may be reused once the call is released. If the number is between 1-32768, it is an outgoing call from the system. If the number is 32769 or larger, the call is an incoming call to the system.

STATUS

The Status column shows the current status of each active call in the system. The possible call statuses are shown in Table 6-1 below.

Special Note: The information on this screen is not updated automatically. To receive the latest status information, users must press "R" (refresh) from the Menu of Actions to update the screen.

Table 6-1. Call Status Screen

Call Status	Meaning
incoming	A call has been received by the system, but has not yet been answered.
outgoing	A call has been placed by the system to a far end user, but the far end has not yet answered.
connected	An incoming call has been answered by the system, but the far end has not yet confirmed that it knows the system has answered.
answered	Both ends (system end and the far end) have answered and the call is active.
disconnect	The far end has requested a disconnect and is waiting for the system to confirm.
released	The system has requested a disconnect and is waiting for the far end to confirm.

CALLED #

The called number is the phone number dialed by the originator of the call (either the system or the far end).

CALLING #

The calling number is the phone number of the call originator.

TYPE

The type of the call is either **voice**, **bdata** (56k or 64k), **H0** (384k), **H11** (1536k) or **MRate** (variable rate).

DCH

The D Channel number is the number of the D channel that is performing the signaling for that call.

BWDTH

The Bandwidth field indicates how much bandwidth is being used by the call and whether it is restricted or unrestricted (i.e., 64u, 64r).

Table 6-2. ACS-PRI/BRI Screen Menu of Actions

Action	Function
Refresh	Updates the screen for calling activity since the last refresh.
pgUp	Scrolls list from back to front for long lists of ISDN calls.
pgDn	Scrolls list from front to back for long lists of ISDN calls.
Config	Invokes the D Channel configuration screen. Press to assign D channels and associated information.
Perf	Calls up the Performance Monitoring screen (see below for details).
Main	Returns to the Main System screen.

6.3.2 D Channel Configuration Screen

The D channel configuration screen consists of a static display on the top half of the screen, with a number of subscreens displayed on the bottom half of the screen. The bottom half subscreens are invoked by selecting from the menu items in the menu bar at the bottom of the D channel configuration screen.

The user **MUST** pay attention to which D channel (1-8) is highlighted when choosing **Intf.id**, **Bmap** or **sERVICES**. Each of these menu selections brings up the appropriate subscreen for the D channel that is highlighted when the menu item is selected.

Figure 6-8 shows the top level ISDN D channel configuration screen.

Note that there is a separate column for each D channel supported by the system. Table 6-3 lists the settings controlled on this screen along with their possible and default values.

	1	2	3	4	5	6	7	8
STATE	stdby	stdby	stdby	stdby	stdby	stdby	stdby	stdby
WAN	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1	w1-1
TS	24	24	24	24	24	24	24	24
RATE	64k	64k	64k	64k	64k	64k	64k	64k
SIDE	user	user	user	user	user	user	user	user
SW. TYPE	ijtsu	ijtsu	ijtsu	ijtsu	ijtsu	ijtsu	ijtsu	ijtsu
DATA INV	no	no	no	no	no	no	no	no

Save | Intf | Bmap | sERv | rOut | special | Trunk | rtYpe | Dial | dPcr | Main

Figure 6-8.D Channel Configuration Screen

Table 6-3. Options and Defaults

Parameter	User Options	Default
STATE	stdby conf actv	stdby
WAN	w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	w1-1
TS	1-24 1-31	24
RATE	56k 64k	64k
SIDE	user net	user
SW. TYPE	fjtsu att_4 dms_1 dms_2 att_5 ni_2 dpnss dass2 net_5 mcl	fjtsu
DATA INV	no yes	no

STATE

The State setting determines the status of each D channel. The available options are **stdby**, **conf** or **actv**.

As with most other cards in the system, the **stdby** (standby) setting keeps the resource to which it is associated (in this case, the associated D channel) in inactive mode. When a D channel is in **stdby**, it does not use any system resources such as B channels or processor time on the ACS-PRI/BRI server card.

When a D channel is in **actv** (active) state, all B channels are reserved, and the system attempts to maintain its D channel session with the other end (e.g. switch or PBX) of the D channel. If the D channel loses contact with the other end when it is in the active state, a D channel alarm will be generated.

Because there are times when users want to temporarily suspend the D channel session with the other end (e.g., when adding additional B channels to the system), but do not want to lose all the D channel settings already completed (see caution below), a third state has been added to the D channels on the ACS-PRI/BRI card. The **conf** (configure) state is used to initially configure the D channel and to change the configuration later.

When a D channel is in the configure state, it does not attempt to maintain a protocol session with the far end. Also, B channels assigned to a D channel that is in the configure state are reserved for the D channel, and thus are not available to other D channels nor to other system modules (e.g. user ports or cross-connect) that might want to use them as DS0s. The only way to free up B channels taken by a D channel in configure state is to free each resource individually, or to put the D channel back into standby state.



CAUTION!

When a D channel that is either in **actv** (active) or **conf** (configure) state is returned to standby state, **Interface ID** and **BMap** settings are lost and returned to their default values. Thus, caution should be exercised before returning a D channel to standby state.

WAN

The WAN setting shows the WAN link carrying this D channel. In standard applications (23B + D), the WAN link will be the same as the WAN link carrying the B channels. In NFAS applications, this may not be the case.

TS

The TS (timeslot) setting identifies the timeslot on the WAN link that carries this D channel. Even though the system allows values that range from **1-24** for T1 links and **1-31** for E1 links, in almost all cases, TS 24 will be used for T1 applications and TS 16 will be used for E1 applications (when available).

RATE

The Rate parameter allows users to choose the rate of the D channel. Even though the equipment allows values of **56k** and **64k**, in almost all cases, the rate of 64k will be used.

SIDE

The options for this parameter are **user** (user side) and **net** (network side). See discussion earlier in this chapter that describes which side to choose.

SW. TYPE

The Switch Type is selected from the possible central office equipment types to which the system is connected. The choices are **fjtsu** (Fujitsu), **att_4** (AT&T #4ESS), **att_5** (AT&T #5ESS[®]), **dms_1** (DMS-100[®]), **dms_2** (DMS-200[®]), **ni_2** (National ISDN II), **dpnss** (Digital Private Network Signaling System), **dass2** (Digital Access Signaling System #2), **net_5** (European ISDN), and **mcl**.

DATA INV

The Data Inversion option allows users to select whether or not the HDLC (High level Data Link Control) will invert the data bits when B8ZS format is not available. In almost all cases, DATA INV should be set to **no**.

Table 6-4. ACS-PRI/BRI Screen Menu of Actions

Action	Function
Save	Saves changes to settings.
Intf	Install and change the Interface Identifications for the highlighted D Channel.
Bmap	Install and change all ISDN B Channels for the highlighted D Channel. Shows a map of all timeslots in the system. See Assigning B Channels below.
sErv	Specifies which type of billing services can be used by the highlighted D Channel. Eight service types are available for each D Channel. Must have a two digit address code 00-99. 24 characters are allowed. See Assignment of Services below.
rOut	Specifies routing profiles for all ISDN D Channels. See Routing of Incoming Calls section below.
speciaL	The Special Number table is a list of telephone numbers that will only be routed to the default D channel trunk. See Special Numbers section below.
Trunk	Displays the Trunk Routing screen. See the Trunk Routing section below.
rtYpe	The Routing type allows users to select the routing pattern for each D channel used by the system. See Routing Type section below
Dial	Activates a remote VT-100 terminal session with a remote system unit. User enters the phone number of the remote unit (see Remote Login Using the D Channel later in this chapter).
dPcm	This feature currently is not available for 5.0
Main	Returns to the Call Status screen. If changes are made to settings and not saved, the system will prompt you to save or lose changes.

6.4 Configuring ISDN Features

When one or more T1 WAN links terminating in a system are provisioned for ACS-PRI/BRI, users must configure the system's ISDN features before calls can be set up.

Configuring ISDN features consist of the following four steps:

1. Assigning interface identifications to WAN link(s)
2. Assigning B channels to the D channel(s)
3. Coding the call-by-call service(s) to be used
4. Assigning call routing information

Each of these steps is accessed from the top level D channel configuration screen by selecting the corresponding menu item to bring up the desired subscreen. Each subscreen is described in the following sections.

6.4.1 Assigning Interface Identifications

Each ISDN facility (interface) that terminates at the user's premises is assigned a unique **Intf. ID** (interface identification) by the carrier. Whenever the system signals the carrier switch on the D channel, it uses the **Intf. ID(s)** assigned by the carrier to tell the switch to which facility (interface) it is referring.



Note: *In the unlikely (but possible) event that a single facility is split between two carriers (i.e., two D channels each controlling some of the B channels on that facility), it is possible that the same facility (interface) will have two different interface IDs—one for each carrier. Thus, the list of interface IDs is unique to a specific D channel only, but may be repeated across different D channels.*

Figure 6-9 shows the Interface Identification subscreen. This subscreen is accessed by placing the cursor in the column of the desired D channel, then pressing “i”. The list of all interfaces (WANs) then appear with their assigned interface IDs. The default value is 99, which means “interface ID not yet assigned.” Values for the Interface ID are **00-31** and **99**.

You must assign an interface ID to any WAN link that will contain B channels before you will be able to assign the specific B channels to that facility. If you assign a B channel to a WAN that is not assigned an Interface ID, the system message, "Intf.ID must be uniquely identified," will appear when you try to activate the D channel. In the example shown in Figure 6-9, for D channel #1, the user plans to assign B channels on WAN 1-1, 1-2 and 2-1.

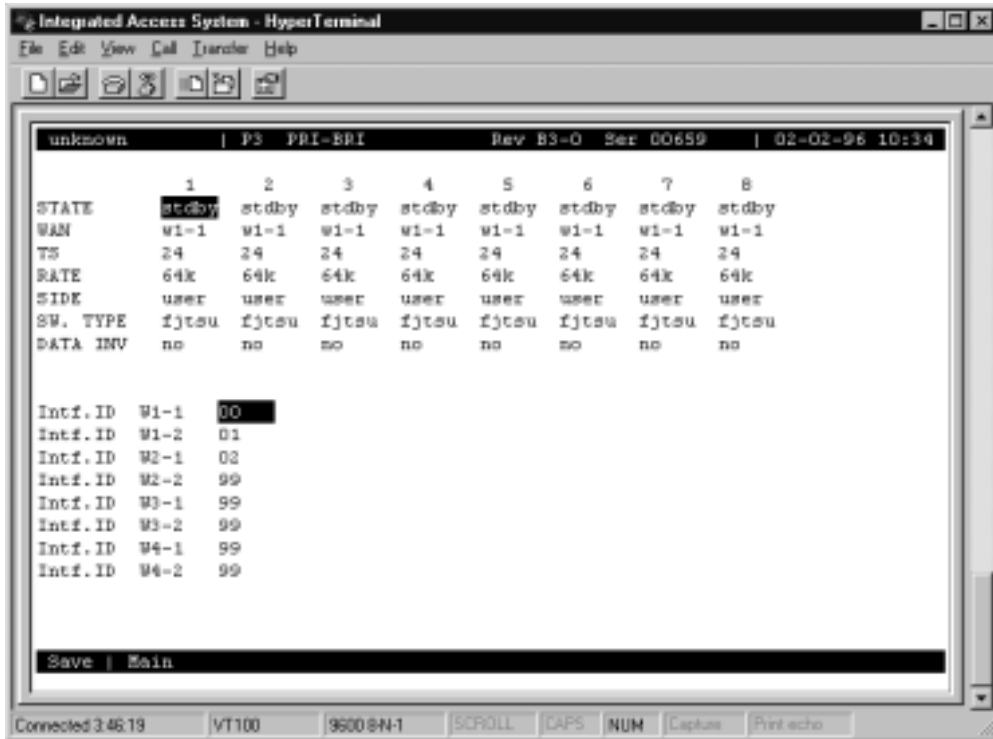


Figure 6-9.Interface Identification Screen

To change an interface ID, place the cursor over the desired Intf. ID, and press the “Enter” Key. Input the correct value in the space provided using the up and down arrow keys and press the “Enter” key again. Save your work, and press “m” to return to the main D channel configuration screen.

6.4.2 Assigning B Channels

Choosing the “Bmap” option from the D channel configuration screen of the ISDN card screen brings up the subscreen shown in Figure 6-10. This figure shows a typical “Bmap” screen. It is a detailed map of all the WAN timeslots available to users as potential B channels.

When D channel #1 is placed in the “Configure” mode, the system recognizes the assignment of WAN 1-1, timeslot #24 to this D channel and places it on the Bmap in the proper location. Notice that since all WAN links are T1 interfaces, the Bmap shows the last 7 places with a dash (-) indicating that the timeslot is unavailable for assignment.

Additionally, timeslots that are already in use by other resources (e.g. user ports and cross-connect) are “blocked-out” with the letter “x” in the appropriate WAN timeslot. This letter “x” means that these timeslots are used as DS0s, and thus are not available for use as B channels. In Figure 6-10, timeslots 14-19 on WAN 1-1 and timeslots 4-9 on WAN 1-2 are in use as DS0s and thus are unavailable for assignment.

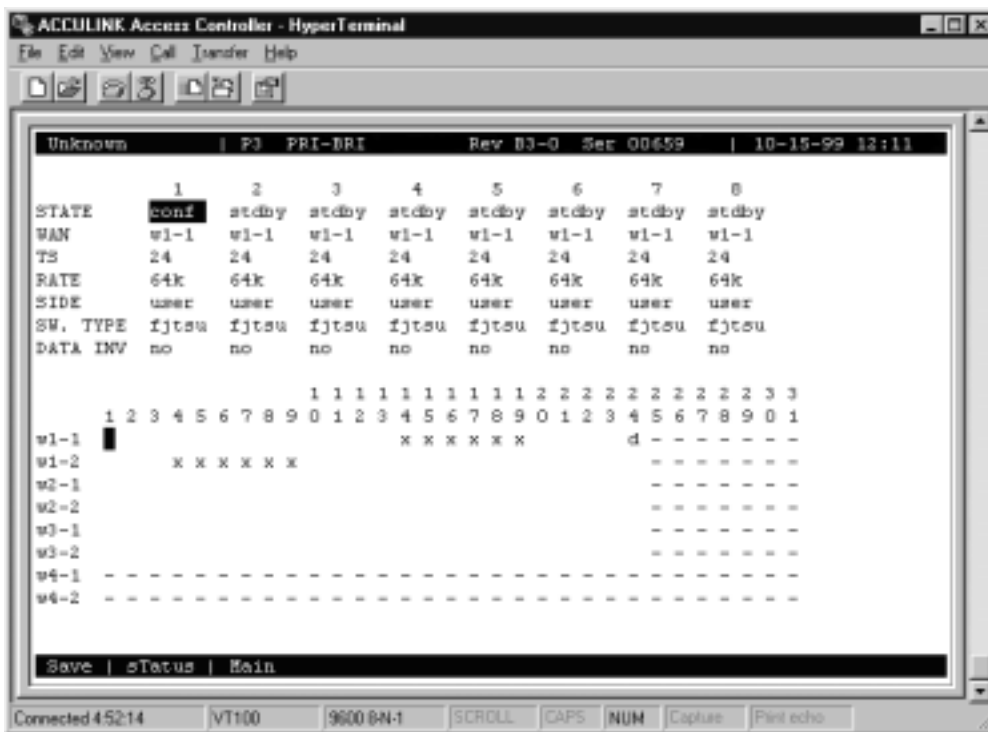


Figure 6-10. Basic Bmap Screen

6.4.3 Assigning B Channels to One D Channel

B channels are assigned to the highlighted D channel by placing the cursor in the row representing the WAN link (interface) and the column representing the timeslot. Pressing the "Enter" key will place a lowercase "b" in that timeslot (the "Enter" key toggles the "b" off and on). This indicates that you have designated this timeslot as a B channel to be controlled by the highlighted D channel. You will not be able to place a "b" in any timeslot that is currently occupied by a letter, number or dash, because these timeslots are controlled by other system modules, thus are unavailable to this D channel.

Figure 6-11 shows 36 B channels assigned to D channel #1. In this example, the carrier requested that you use timeslots 1-9 on WAN 1-1, timeslots 11-19 on WAN 1-2, timeslots 1-9 on WAN 2-1 and timeslots 1-9 on WAN 2-2.

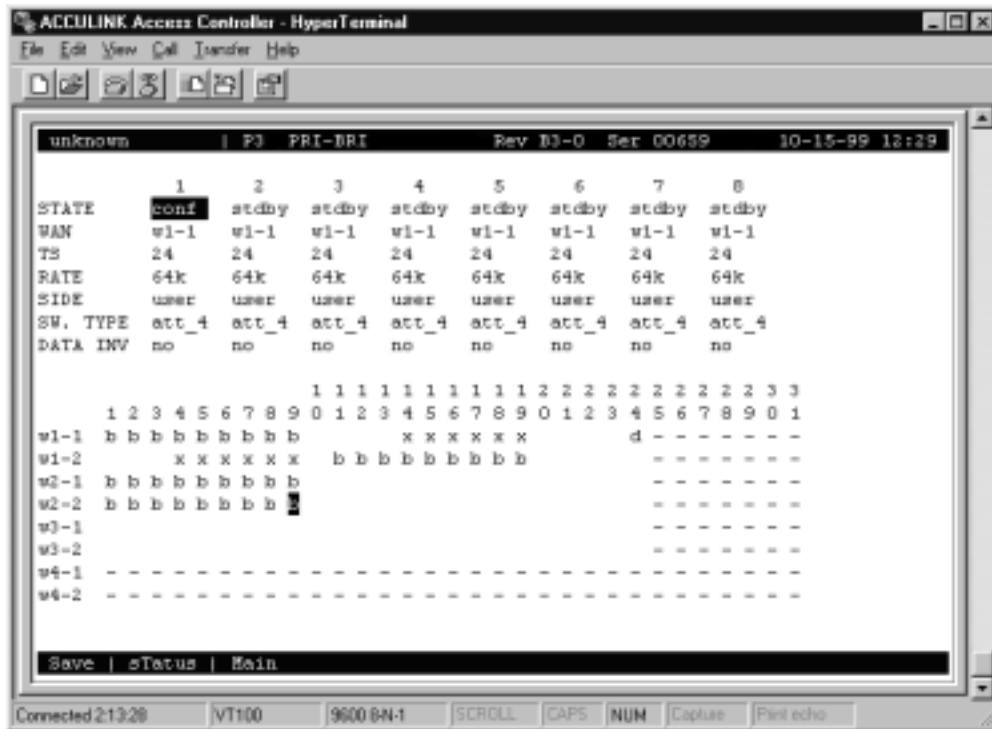


Figure 6-11. Assigned Bmap Screen

Figure 6-12 shows the cross-connect screen for WAN 1-1 (see WAN chapter). Note that the D channel shows up on timeslot #24, the B channels appear in the proper timeslots, and the DS0s (in this case assigned to the card in user slot 5, port 1) also appear.

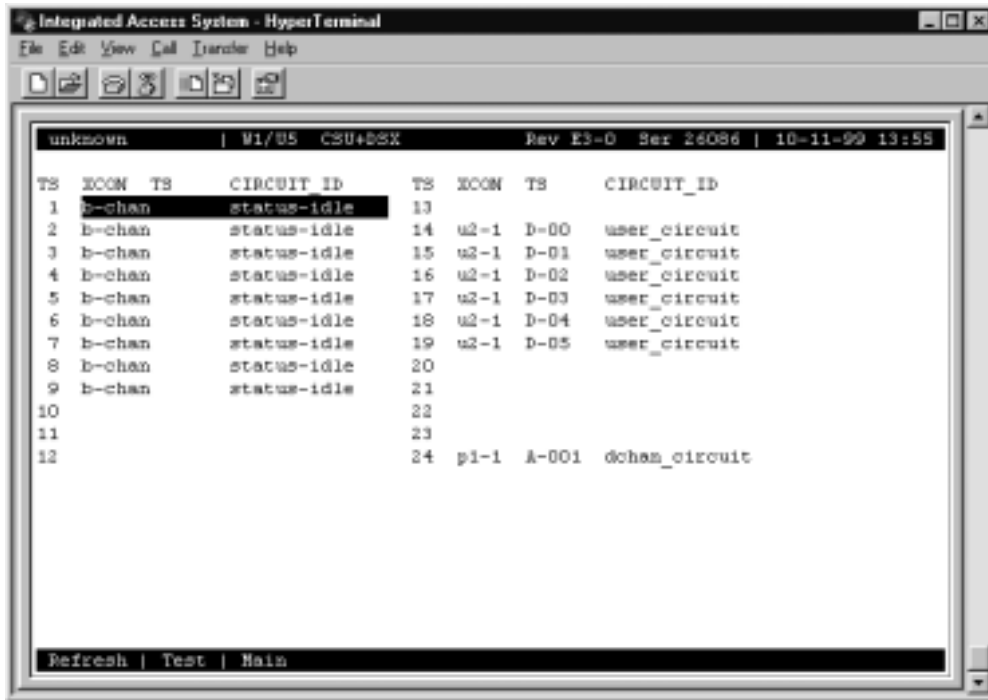


Figure 6-12.WAN Cross-Connect Screen

6.4.4 Assignments for Two or More D Channels

Previous paragraphs dealt with multiple B channels for a single D channel. Often, the system will be called upon to manage the ISDN communication for more than one D channel, as described earlier in this chapter.

In Figure 6-13, D channel #2 is changed from **stdby** to **conf** and is assigned to timeslot #24 on WAN 1-2.

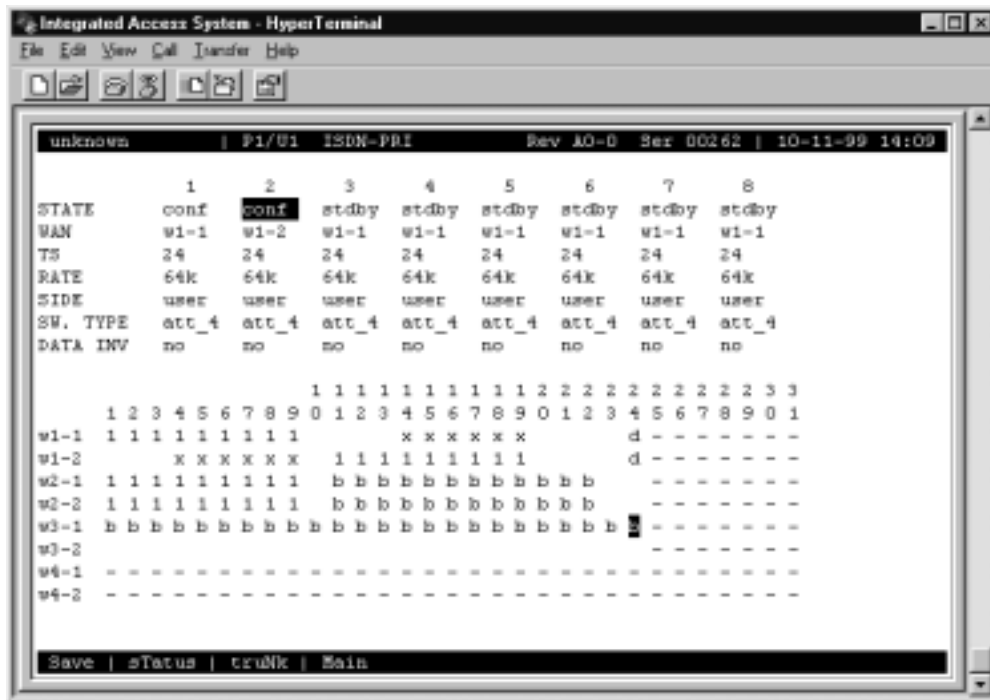


Figure 6-13. Assigning B Channels

When the Bmap selection is made (with D channel 2 highlighted), D channel #2 appears on WAN 1-2, timeslot 24.

DS0s are still represented by “x”s. B channels which have already been assigned to D channel #1 (and are therefore unavailable to D channel #2) are represented by “1”s.

Using the same procedure learned in the previous section, assign a lowercase "b" to each timeslot assigned by the carrier by pressing the “Enter” key in the column and row on the screen. In this example, timeslots #11-22 on WAN 2-1, #11-22 on WAN 2-2 and #1-24 on WAN 3-1 are assigned as B channels for D channel #2.

Remember to save your work before pressing “m” to return to the top level D channel configuration screen.

If you check the BMap for D Channel #1 again, the screen in Figure 6-14 shows the B channels controlled by D channel #1 (the currently highlighted D channel) as “b”s, and the B channels for D Channel #2 as “2”s.

In general, any B channel controlled by the highlighted D channel is shown as a “b”, and any B channel controlled by any other (non-highlighted) D channel is shown as the number of the D channel that controls it.

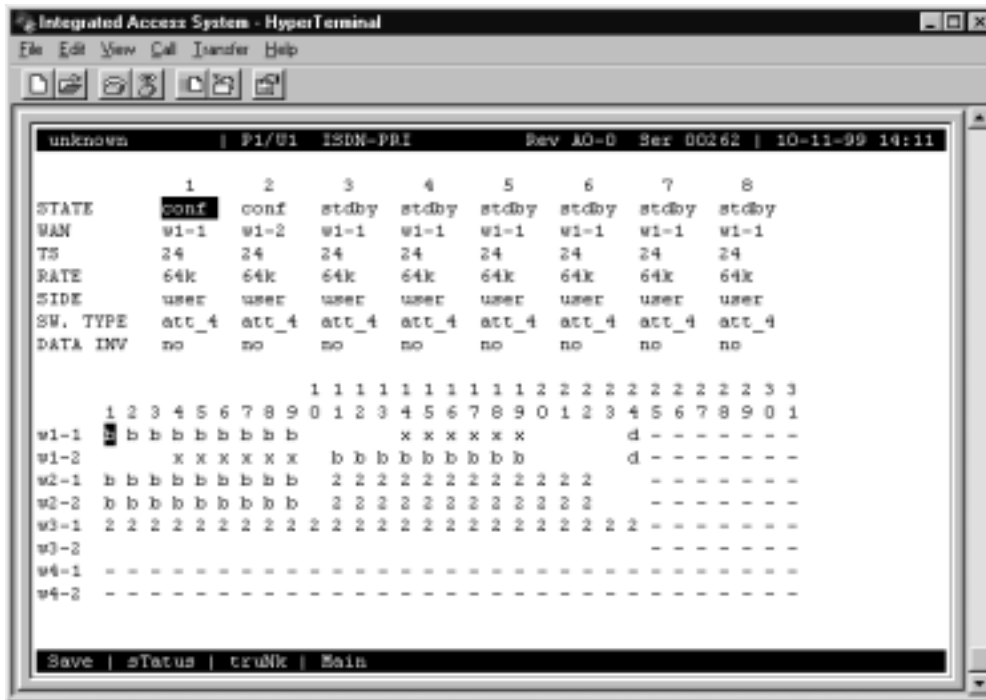


Figure 6-14.Completed BMap Screen

6.4.5 B Channel Status

Active B channels may need to be taken out of service periodically for testing or maintenance by the user or the carrier. Choosing the "sTatus" option from the "Bmap" screen not only allows the user to execute these options for individual B channels on an active D channel, but also to review changes made by the carrier. Highlight the specific B channel and press the command option in the Menu of Actions to perform the desired action. Lower case letters signify changes made by the user; capitalized letters show carrier changes.

In Figure 6-15, B Channels on time slots 6-7 on WAN 1-1 are placed in an Out of Service condition, and B channels on time slots 16-17 on WAN 1-2 are placed in maintenance mode by the user. B channels on time slots 8-9 on WAN 1-1 are in maintenance mode by the carrier, and B channels on time slots 6-9 on WAN 2-2 are out of service by the carrier. Users and carriers can only reinstate B channels taken out of service or placed in maintenance mode by themselves.

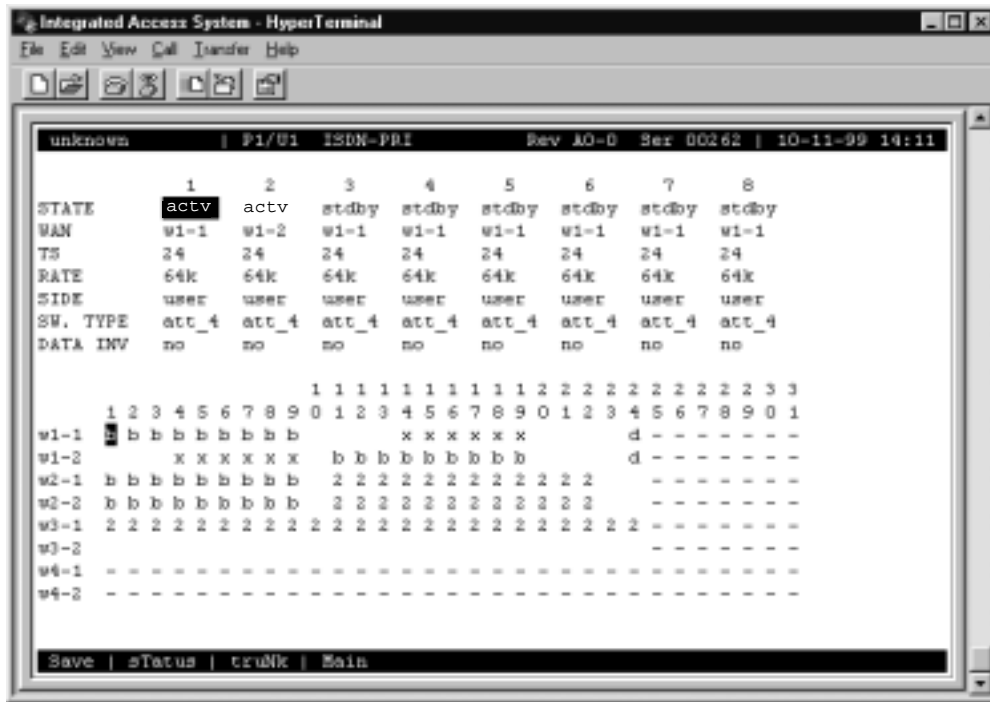


Figure 6-15. Status Screen

Table 6-5. Status Screen Menu of Actions

Action	Function
Send	Executes other Menu of Action commands. Changes in B channel states will not take effect until the Send command is issued. Send command also saves status changes.
Refresh	Updates status and time-related information fields that are not automatically updated (i.e., performance and test data).
Oos	Out of Service mode. Places the highlighted B channel in an unavailable state. Changes the "b" to an "o." Press the "B" command to return to service.
mainTenance	Testing or maintenance mode. Places the highlighted B channel in an unavailable state. Changes the "b" to an "m." Press the "B" command to return to service.
Bchan	Return to B channel operation. Returns the highlighted B channel in an available state. Changes the "m/o" to a "b."
Main	Returns to the Bmap screen. If changes are made to settings and not saved with Send command, the system will prompt you to save or lose changes.

6.4.6 Assigning ISDN Trunks

An ISDN trunk is a group of B channels belonging to a single D channel. It consists of one or more B channels either contiguous or non-contiguous. All B channels in a trunk must belong to the same D channel. However, a trunk may be assigned across different WAN links when NFAS is used.

To access the Trunk Assignment screen, you must highlight the D channel on the Configuration screen and press “B” to access the B channel screen. Pressing “N” from the Menu of Actions will bring up the Trunk Assignment screen. To assign a B channel to a trunk group, place the cursor over the desired B channel and press the letter of the trunk group to which you want to assign this B channel. **Capital** letters between “A” and “O” are the only acceptable options. Figure 6-16 shows a typical Bmap screen with four different D channels. To simplify this discussion, all four D channels have eight B channels.

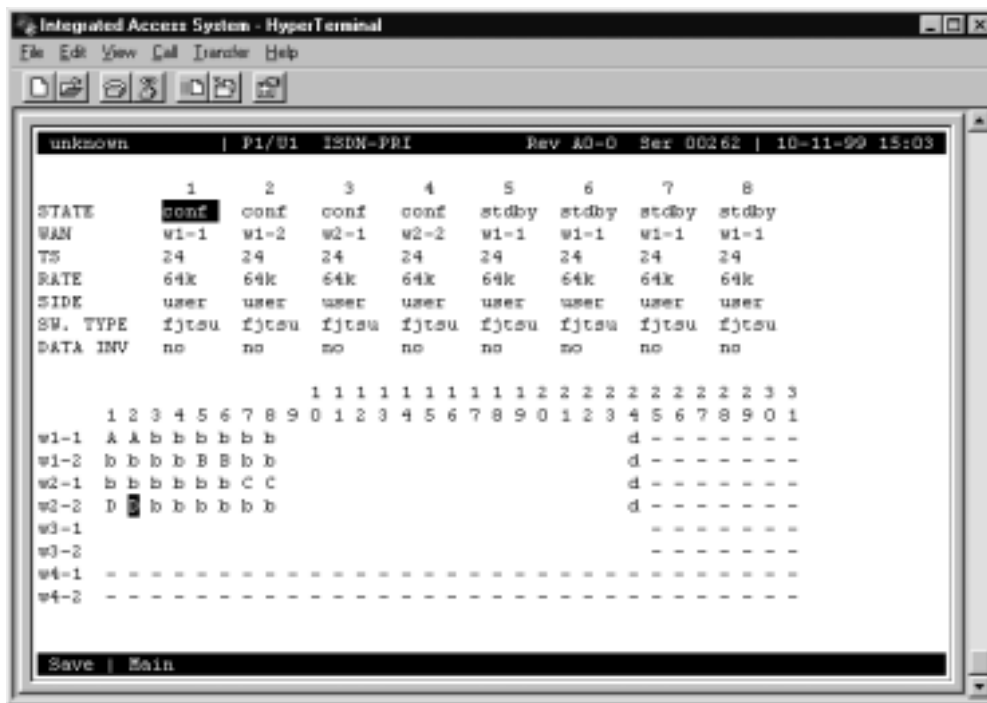


Figure 6-16. Assigned Trunk Screen

The first D channel on WAN1-1 has eight B channels. The first two B channels are assigned to Trunk Group “A.” The second D channel on WAN 1-2 also has eight B channels. B channels #5-6 are assigned to Trunk Group “B.” The third D channel on WAN2-1 has eight B channels. B channels #7-8 are assigned to Trunk Group “C.” The fourth D channel on WAN 2-2 also has eight B channels. B channels #1-2 are assigned to Trunk Group “D.” Once assigned to Trunk Groups, ISDN trunks can be placed in a routing table to show how to route incoming ISDN calls that need to be passed on to downstream equipment.

6.4.7 Routing ISDN Trunks

To select a routing pattern for the ISDN trunks created in the previous section, users must access the Trunk Routing screen from the Configuration screen. Pressing “T” from the Menu of Actions will bring up the Trunk Routing screen. To add a new trunk routing pattern, users must press “A” from the Menu of Actions, which will bring up the screen shown as Figure 6-17.

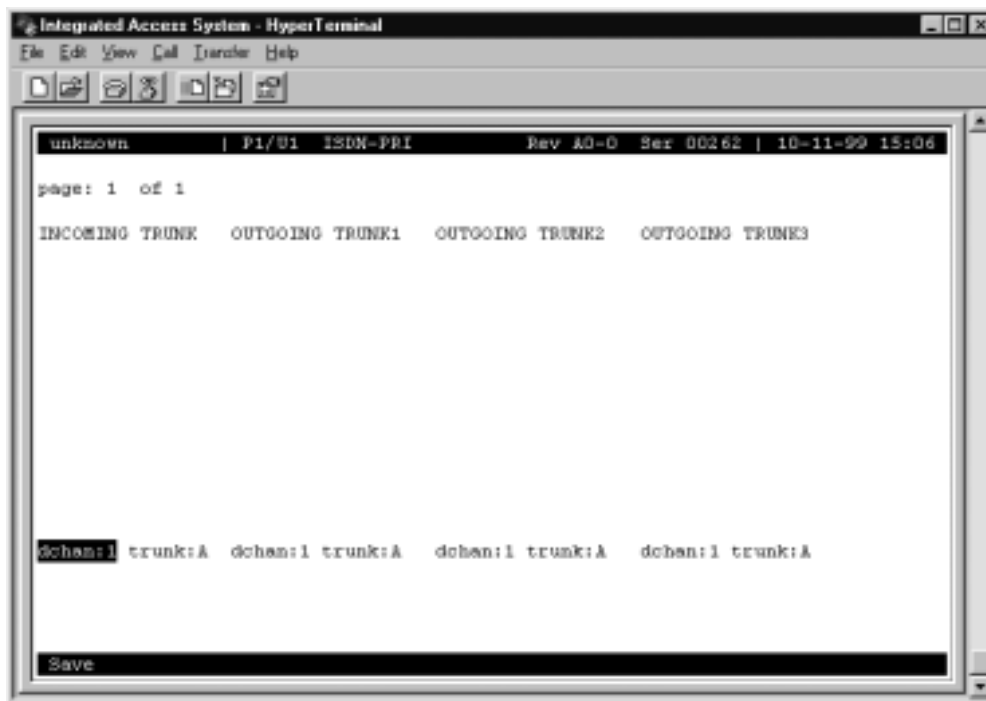


Figure 6-17. Add Trunk Route Screen

The user should use the “right arrow” and “left arrow” keys to move the cursor through the eight sections (four D channels and four trunks) of the new trunk route. Press the <Enter> key to change each section. D channel numbers are changed with the “up arrow” and “down arrow” that scroll through numbers 1-8 (the maximum number of D channels per system). The user changes trunk letters by typing a **capital** letter from A-to O (the fifteen available trunk letters per D channel).

All eight fields must be changed for each new trunk route. For instance, if you want a single incoming trunk group to be routed to three outgoing trunk groups on three different D channels, the process is easy. In Figure 6-18 the first trunk route shows this configuration. D channel #1, trunk group “A” is to be routed to D channel #2, trunk group “B.” If that route is busy, it will be routed to D channel #3, trunk group “C.” If that route is busy, it will be routed to D channel #4, trunk group “D.” If that route is busy, the unit will drop the call.

Another example of this procedure is shown in Figure 6-18. If you want a single incoming trunk group to be routed to only one outgoing trunk group, D channel #1, trunk group “A” is routed to D channel #2, trunk group “B.” **The alternate routes 2-3 must contain the same information in alternate route #2.** Since this is the only alternative route, if that route is busy, the unit will drop the call.

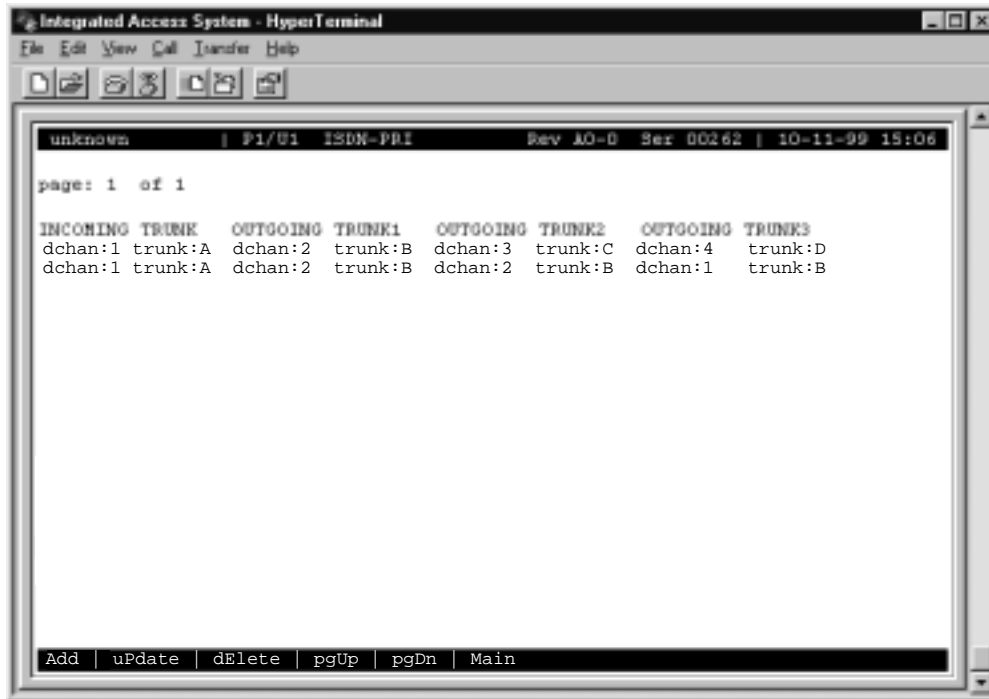


Figure 6-18.Add Trunk Route Screen

6.4.8 Assignment of Services

Some carriers support call-by-call service selection in their ACS-PRI/BRI offerings. This feature allows users to select a different service (and, usually, a different billing rate) for each call placed.

If call-by-call service is supported, users must tell the system which service(s) is/are supported by each D channel, and what the code is for each service. The carrier will supply a service code for each supported service. The Service format code is **always** two digits, a space and the name of the service. When placing a call using call profiles, only valid service codes will be allowed (see Call Profiles below for additional information about services).

If call-by-call service selection is not supported by the carrier or not required for the user’s applications, then there is no need to assign service to a D channel.

Figure 6-19 shows the Services screen and the assignment of two mythical services (MASTERPIECE and BUSINESS PLAN) to D channel #1. The service codes of “01” and “02” were assigned by the carrier to these services. Remember to Save your work before returning to the top level D channel configuration screen.



Note: Pressing the Clear command will erase all Service entries for the highlighted D channel.

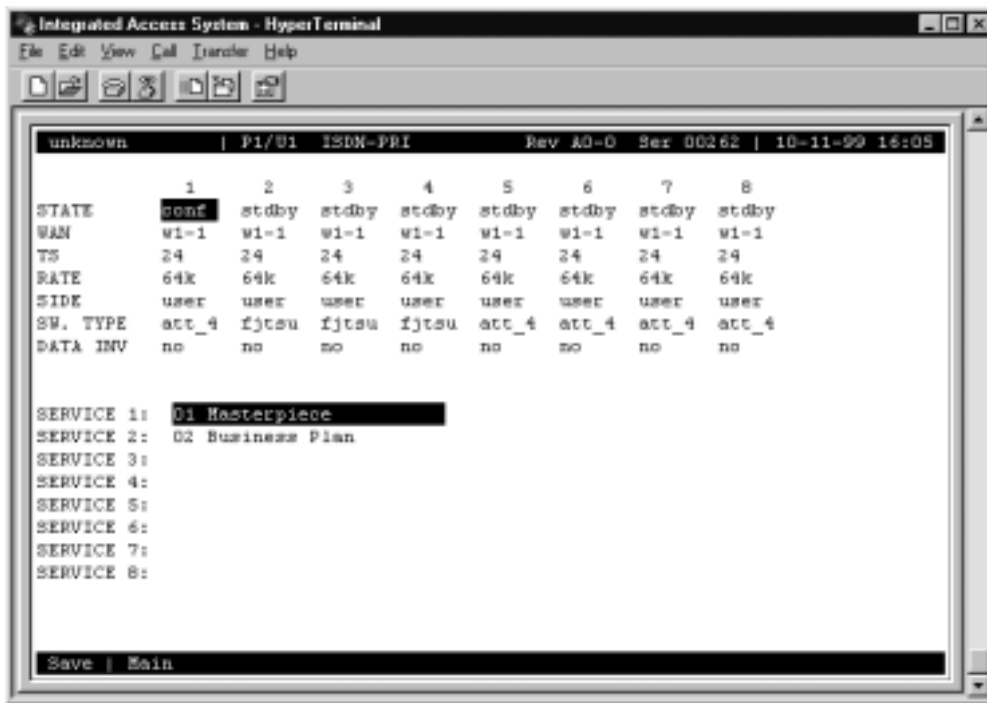


Figure 6-19. Assigning Services Screen

6.4.9 Routing of Incoming Calls

Call routing in the system is described in the introduction section of this chapter. Assignment of phone numbers for routing calls between D channels is done from the routing subscreen.

Figure 6-20 shows the ISDN routing subscreen. It is accessed from the D channel configuration screen by pressing “o” (lowercase letter o).

```

unknown | P1/U1 ISDN-PRI Rev A0-0 Ser 00262 | 10-11-99 16:11
STATE   conf  stdby  stdby  stdby  stdby  stdby  stdby  stdby
WAN     w1-1  w1-1  w1-1  w1-1  w1-1  w1-1  w1-1  w1-1
TS      24    24    24    24    24    24    24    24
RATE    64k   64k   64k   64k   64k   64k   64k   64k
SIDE    user  user  user  user  user  user  user  user
SW. TYPE att_4  att_4  att_4  att_4  att_4  att_4  att_4  att_4
DATA INV no     no     no     no     no     no     no     no

Route local:yes
D-Chan 1: 415940XXXX      415975XXXX
D-Chan 2: 510XXXXXXX    510353XXXX
D-Chan 3: XXXXXXXXXX
D-Chan 4: xxxxxx4700    415221XXXX
D-Chan 5:
D-Chan 6:
D-Chan 7:
D-Chan 8:

Save | Clear | Main

```

Figure 6-20. Routing Numbers Screen

Each D channel may be assigned two ten-digit phone numbers to be used for routing calls addressed to those phone numbers. The use of the wild card letter “x” means any digit will match. Note that D channel routing occurs only after all attempts to route a call to an HSU port are unsuccessful.

If local routing is disabled (Route Local = **no**), any call coming into the system on a network side (i.e., local) D channel will be routed only to a user side D channel based on the called number. Even if the called number matches, such a call will never be routed to an HSU port or a network side D channel when local routing is disabled.

The routing table should always contain the default number "xxxxxxxxxx" (10 Xs) to make sure that all dialed numbers are routed to the network.

If local routing is enabled (Route Local = **yes**), then any call coming in on a D channel will be routed to the first matching phone number, regardless of whether or not the match is for a local device.

Any calls originating from an HSU port will be routed to the D channel specified in the call profile, regardless of the called number.

6.4.10 Special Numbers

Pressing L from the Menu of Actions will bring up the Special Numbers screen shown in Figure 6-21. Special numbers are any telephone numbers that the user does not want routed to HSU cards. Special numbers have the highest priority in the number searching process. Any number that matches one of the special numbers will always be routed to the default trunk "xxxxxxxxxx," to the ISDN network and then into the Public Switched Network.

Some special numbers used in the United States include "0," "00," "911," "411" and "611." Some special numbers used in the foreign countries includes "0," "119" and "110." The special number table can contain telephone numbers up to 10 digits in length. It also includes the use of the "+" character, so that the special number "0+" would include any series of numbers that starts with the number "0." The character "x" is used as a wildcard in the same way as the routing table.

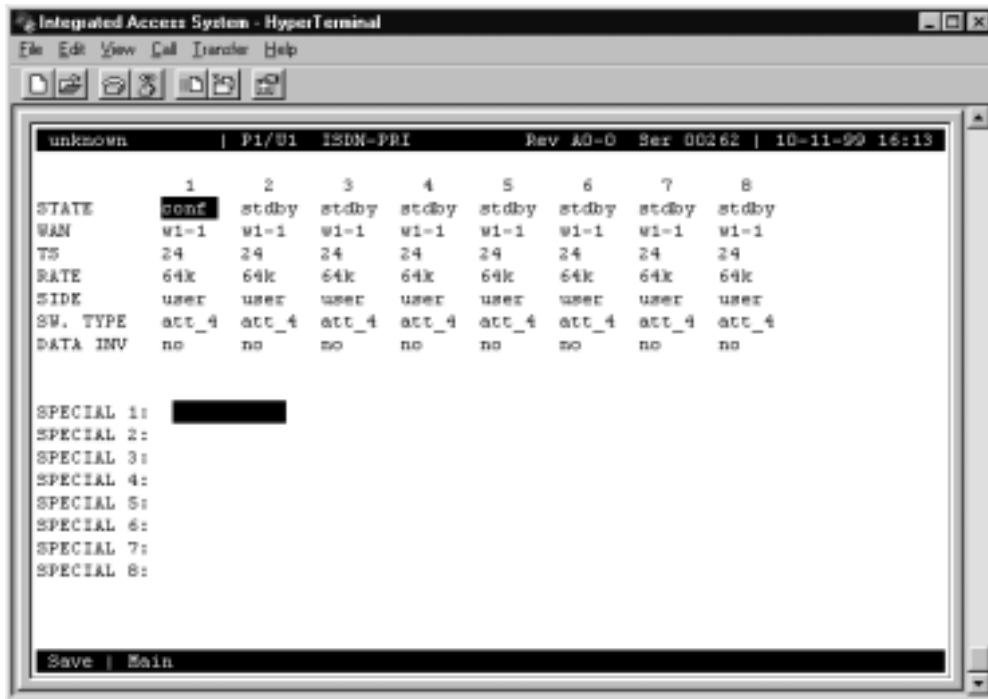


Figure 6-21.Special Numbers Screen

6.4.11 Performance Monitoring

Another special feature of the ACS-PRI/BRI card is the ability to track and log performance statistics on incoming and outgoing ISDN traffic for each D channel. The Performance Monitoring screen is accessed from the ACS-PRI/BRI main screen by highlighting the D channel with the cursor and pressing the "P" command from the Menu of Actions. Figure 6-22 shows the Performance Monitoring screen.

OUTGOIN	CLATT	CLSUC	CLREJ	NDISC	EDISC	PDISC	NNPKT	ERPKT
CUR	0	0	0	0	0	0	0	0
01	----	----	----	----	----	----	----	----
02	----	----	----	----	----	----	----	----
03	----	----	----	----	----	----	----	----
04	----	----	----	----	----	----	----	----
05	----	----	----	----	----	----	----	----
06	----	----	----	----	----	----	----	----
07	----	----	----	----	----	----	----	----
08	----	----	----	----	----	----	----	----
09	----	----	----	----	----	----	----	----
10	----	----	----	----	----	----	----	----
11	----	----	----	----	----	----	----	----
12	----	----	----	----	----	----	----	----
TOTAL	0	0	0	0	0	0	0	0

Figure 6-22. Performance Monitoring Screen

Calling statistics are kept for one hour periods for the current hour and the previous 24 one-hour periods. As each hour passes, the statistics for the twenty-fourth hour are dropped. Users can scroll through the current figures using the "U" (pgUp) and "D" (pgDn) commands from the Menu of Actions.

Since the system does not log statistics incrementally (i.e., second by second), the only way to have truly current figures is to use the "R" (Refresh) command from the Menu of Actions which redraws the screen with the new information.

TIME PERIOD COLUMN

The first column shows one-half of the current 24 hour one-hour periods and the total calculation of each field for the entire 24 hour period. The top of the column shows if the statistics are based on either outgoing or incoming calls and will toggle back-and-forth from commands in the Menu of Actions.

CLATT

The Calls Attempted column shows the total number of calls initiated on the selected D channel.

CLSUC

The Calls Successful column shows the total number of calls initiated on the selected D channel that were completed to the destination required.

CLREJ

The Calls Rejected column shows the total number of calls initiated on the selected D channel that were not completed to the destination required due to call-setup problems.

NDISC

The Normal Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through hang-up by the calling number.

EDISC

The Error Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through some unpredictable equipment error.

PDISC

The Peer Disconnect column shows the total number of calls completed on the selected D channel that were disconnected through hang-up by the called number.

NMPKT

The Number of Packets column shows the total number of good HDLC frames that were sent during the one hour period. This number, plus ERPKT, will equal the total number of packets sent.

ERPKT

The Errored Packets column shows the total number of HDLC frames that were in error during the one hour period.

6.4.12 Remote Login Using the D Channel

In addition to carrying ISDN signaling information, the D channel can also be used to log into a remote system unit to check card status, and perform necessary system maintenance. This unique application does not require B channel allocation. The ISDN call is placed on the D channel to the ISDN network and routed to the D channel of the remote unit. Coordination with the ISDN facility provider is necessary to obtain the number for the remote system unit.

The ISDN card software must be version 1.2 or higher (the software version is printed on the ROM chip on the printed circuit board).

On the CPU card screen on the remote system unit, change the "D Chan Ph #" from blank to the ten digit ISDN phone number assigned to the unit. Figure 6-23 shows a completed CPU card screen for the Remote system.



Figure 6-23.CPU Card Screen

6.4.13 Initiate Remote Login

From the ISDN Configure screen of the Local system, press the "D" (Dial) command from the Menu of Actions and the system will prompt you to enter the phone number. Enter the phone number assigned to the remote system on the CPU card and press the <Enter> key. The local system will start a terminal session with the remote system. Figure 6-24 shows the ISDN Card screen.



Figure 6-24.ISDN Card Screen

6.4.14 Terminate the Session

Logging off the remote system using the "L" (Logout) command from the Menu of Actions on the Main screen will terminate the remote session and return the system to normal control.

6.5 ACS-PRI/BRI Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

6.6 ACS-PRI/BRI Card Troubleshooting

ACS-PRI/BRI card problems could indicate a number of possible causes, including:

- Faulty ISDN PBX/CPE at the near end (where the problem was first noticed)
- Faulty ISDN PBX/CPE at the far (opposite) end
- T1 or E1 network failure
- T1 or E1 D-channel failure
- Improper network switch configuration
- Improper ACS-PRI/BRI card configuration

Typically, a problem is indicated by the inability to originate or receive/route calls. You can perform numerous tasks to isolate the trouble and clear it. When troubleshooting problems on a call routing through an ACS-PRI/BRI card, follow this general sequence:

1. If all calls are affected, verify that the US/EUR jumper is correctly placed to match the US/EUR jumper on the chassis. The ACS-PRI/BRI card performs a self-test on power-up. A “healthy” card will have a green LED lit on the front panel. Do not proceed with further steps until a green LED is present.
2. Verify that the T1 or E1 network is working properly by checking for current CGA-Red and CGA-Yellow alarms. If an ACS-PRI/BRI DS-1 is faulty, a D-channel alarm will also be present. If no CGA alarms on ACS-PRI/BRI DS-1s are present, but a D-channel alarm is present continue with step 3. If there is no D-channel alarm continue with step 4.
3. A D-channel alarm will be posted if the ISDN D-channel is not communicating properly with the ISDN switch/PBX connected to the WAN port. Verify the configuration settings for the affected ISDN port. Be sure the port is connected to the proper WAN card and port, that the correct **SIDE** (**net** or **user**) is selected and that the appropriate **SW. TYPE** has been chosen. If these assignments appear correct, it may be necessary to consult with the network or PBX provider to clear the D-channel alarm. Do not proceed with further steps until the D-channel alarm is cleared. In the alarm filter screen DCHAN alarm needs to be set as “log” or “report” to see ISDN D channel alarms (the default is “ignore”).



Note: When changing configuration settings on the ACS-PRI/BRI card, set **STATE** to **conf** (for “configure”), make changes and then set **STATE** to **actv**. Selecting **stdby** will cause the configuration information for that D-channel to return to the default parameters.

4. The Call Status Screen will indicate if any calls are currently connected through the ACS-PRI/BRI card. Review the Call Status Screen to determine if calls from any of the ISDN ports are currently active. Generate calls through the ACS-PRI/BRI card and review the performance register information (accessed by pressing **P** from the ACS-PRI/BRI Main Screen) for the affected D-channel(s). This will assist in determining the extent and possible cause of call failures (error disconnects, call attempt, call rejected, etc.). Many configuration parameters can affect an ISDN call. Verify that all configuration options (routing, B-channel assignment and status, etc.) are correct before proceeding.



Note: When changing configuration settings on the ACS-PRI/BRI card, set **STATE** to **conf** (for “configure”), make changes and then set **STATE** to **actv**. Selecting **stdby** will cause the configuration information for that D-channel to return to the default parameters.

5. If an HSU card is being used to originate or receive ISDN calls, additional circuit tests can be performed. Once an end-to-end call is established, use the loopback and test signal functions of the HSU card to test the affected port. These tests are accessible from the HSU Card Main Screen and associated Test Screen, as described in the HSU chapter. They allow you to test the end-to-end circuit path for that call.
6. If the ACS-PRI/BRI card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

Chapter 7

IMUX Card

7.1 Introduction

The ISDN card supports B channel bandwidth of 56K, 64K, 384K, 1536K and MultiRate (MRate). Normally, the MRate option will allow users to select any combination of 64K B channels needed for the call request, but in areas where rates greater than 64Kbps are not supported by the local ISDN switch, B channels must be aggregated to support calls at MultiRate speeds.

The solution to this problem is the Inverse Multiplexer card that works with the ISDN card to provide the exact B channel bandwidth needed in 56Kbps, 64Kbps and H0 (384Kbps) increments. Since the IMUX card does not support NFAS (see ISDN chapter for further information), the maximum 56Kbps or 64Kbps B channel allocation is 23 for T1 systems and 30 for E1 systems. The maximum B channel allocation for H0 (384Kbps) is 3 for both T1 and E1 systems.

Figure 7-1 shows a typical IMUX application. The DTE located at System Unit "A" needs a 128Kbps circuit to connect to the DTE at System Unit "B." The user selects one of the IMUX engines (ports) to dial two B channels (64Kbps each) that multiplex the data to the IMUX card located at System Unit "B."

The system will dial the IMUX Primary or Hunt Number and establish the connection with the IMUX Card at the other end of the circuit (dark line on diagram). Once completed, it will call the IMUX Additional Number to set up the rest of the bandwidth needed, organize the data "pipe" and complete the call.

It is strongly suggested that the user obtain an Additional Number from the ISDN carrier because other incoming calls to the Primary Number or Hunt Number could accidentally be included in the IMUX call that you are trying to establish. Since all B channel bonding happens on the Additional Number, if it is available, this call collision could be averted.

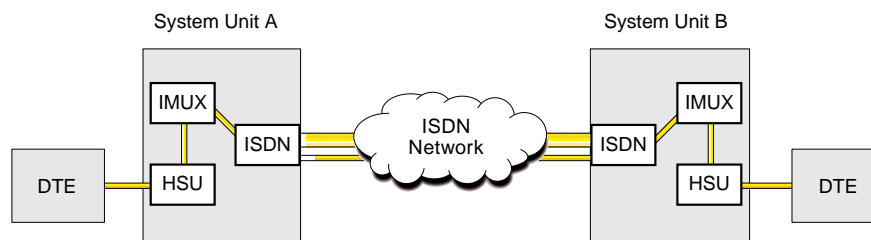


Figure 7-1. Typical IMUX Application



Note: If you have an Enhanced Bus-Connect system (25888 IMUX) and have WAN cards in slots W-3 and W-4, the Inverse Multiplexer card will not work. This warning does not apply to redundant or non-redundant WANs in slots W-1 and W-2.

7.2 Inverse Multiplexer (IMUX) Card Settings

7.2.1 IMUX Card Description (8880)

Similar to the ISDN card main screen, the parameters on the main screen of the IMUX card are for information only, they cannot be changed. Figure 7-2 shows the IMUX card main screen. Table 7-1 shows the settings and values.

7.2.2 IMUX Card Main Screen

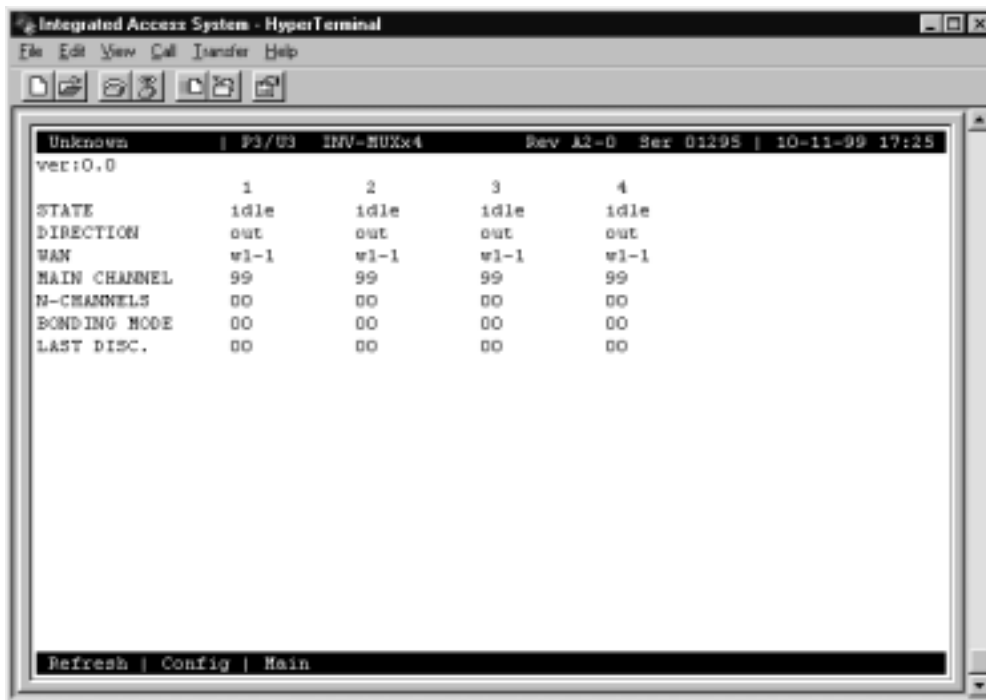


Figure 7-2. The IMUX Card Main Screen

Table 7-1. IMUX Card Main Screen Options and Defaults

Parameter	User Options
STATE	idle busy
DIRECTION	out in
WAN	w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2
MAIN CHANNEL	01-23 01-30 99
N-CHANNELS	01-23 01-30 00
BONDING MODE	00-01
LAST DISC.	01-12 00

STATE

The State parameter shows the activity on this IMUX engine (port). The values are **idle** or **busy**.

DIRECTION

The Direction parameter shows the direction of a **busy** circuit. The values are **out** (a call originated from this location to another) or **in** (a call originated from another location).

WAN

The WAN parameter shows the WAN link used by the busy circuit. The values for this setting are **w1-1** through **w4-2**.

MAIN CHANNEL

The Main Channel parameter shows the timeslot on the WAN link shown on the previous setting that is used for the call to the IMUX primary number or hunt number for this call. Values for this setting are **1-24** for T1 systems or **1-31** for E1 systems. The value **99** is used for unassigned engines.

N-CHANNELS

The N-Channels parameter shows the number of additional timeslots needed to complete the IMUX call. The values for this setting are **1-23** for T1 systems and **1-30** for E1 systems. The value **00** is used for unassigned engines.

BONDING MODE

The Bonding Mode parameter shows the bonding mode used for this call. The values for this setting are **00** (mode0) and **01** (mode1). The bonding mode is selected from the HSU card IMUX screen.

LAST DISC.

The Last Disconnect parameter shows the cause codes for the last disconnect on that port. The values are **01** (no resources available), **02** (channel error), **03** (normal clearing), **04** (bandwidth addition request), **05** (mode not supported), **06** (rate not supported), **07** (information channel or frame alignment word framing lost), **08** (delay equalization unsuccessful), **09** (unknown command or protocol error), **10** (temporary failure, in recovery), **11** (failure, no recovery) and **12** (bandwidth deletion request). The value **00** is used for unassigned engines.

Table 7-2. The IMUX Card Configure Screen of Actions

Action	Function
Refresh	Since IMUX call information is not updated in real time, this command will refresh the screen with new information.
Config	Brings up the Configure screen. See below.
Main	Returns to the main screen.

7.2.3 Configuration Screen

The Configuration screen is accessed by pressing the “C” key from the Main Screen Menu of Actions. This screen controls the availability of the IMUX engines to send or receive calls through the ISDN system. Figure 7-3 shows the IMUX Configuration screen and Table 7-3 shows the settings and options.

Figure 7-3. The IMUX Card Configure Screen



Table 7-3. IMUX Card Configure Screen Options and Defaults

Parameter	User Options	Notes
STATE	stdby atcv	
LB STATE	n/a	

STATE

The State setting determines whether the engine is active or inactive. When assigning IMUX engines, set the State setting to standby (**stdby**) for ports you are not using. Set it to active (**actv**) for ports that are ready for use. Since there is no penalty for having active engines (they do not use system resources), it is suggested that all IMUX ports be set to active.

LB STATE

The Loopback State is not an available option at this time.

Table 7-4. The IMUX Card Configure Screen of Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Updates certain time-related information fields that are not automatically updated (i.e. performance and test data).
Main	Returns to the main screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

7.2.4 IMUX Call Setup

The IMUX card changes the availability to send or receive calls and shows information related to IMUX calls only. The actual call setup procedures are done through the HSU card. Figure 7-4 shows the HSU call profile screen and Table 7-5 shows the settings for the various parameters.



Figure 7-4. The HSU Card Dial Screen

Table 7-5. The HSU Card Dial Screen Settings and Options

Parameter	User Options	Default
PRIMARY #	up to 10 numeric characters	0000000000
HUNT GROUP #	up to 10 numeric characters	0000000000
AUTO ANSWER	yes no	yes
ANSWER TIMEOUT	01-60	01
DIAL TRIGGER	off dtr rs366 v.25b	off
ESCAPE CHAR	* # 5 6 7 9 0 00	*
IMUX PRIMARY #	up to 10 numeric characters	0000000000
IMUX HUNT #	up to 10 numeric characters	0000000000
IMUX ADD #	up to 10 numeric characters	0000000000
CURRENT PROFILE	none loaded	none

PRIMARY

The Primary Number is the main phone number used to route incoming (non-IMUX) calls for this HSU port. This number must be unique throughout all HSU ports in the system. The number must be within the range of numbers assigned by the carrier controlling the ISDN switch.

HUNT GROUP

The Hunt Group number is an optional number that makes the port of this HSU part of a hunt group. The hunt group number is the same for all HSU ports in the hunt group. The system will route any incoming (non IMUX) call placed to the hunt group number to the first available HSU port in the group. A hunt group number must be within the range of numbers assigned by the carrier controlling the ISDN switch.

AUTO ANSWER

The Auto Answer feature allows the HSU port to automatically answer an incoming call for either the primary number or the hunt group number. A value of **yes** means the equipment will always accept the incoming call for a port that is not busy. A value of **no** means the HSU will not answer the call until the attached DTE responds with DTR high. RS530 ports will respond to auto answer with the Ring Indicator lead, V.35 ports must be set to auto answer for this version of the software.

ANSWER TIMEOUT

If the user chooses **no** for Auto Answer (above), the Answer Timeout parameter tells the system how long to wait for the DTE to raise DTR after the call has been sent to the DTE. This parameter is measured in seconds, and the valid choices are **1-60**.

DIAL TRIGGER

The Dial Trigger tells the 8213 HSU card when to initiate dialing. (See Dialing with High Speed Data Cards in the HSU Card chapter.) *In order for dialing to be initiated, there must be a call profile active for this HSU port.* The values are **n/a** (all other HSU cards), **off** (do not dial any calls), **dtr** (dial the active call profile when the DTE raises DTR), **rs366** (trigger dialing on this port when RS366 commands are received on the associated RS366 port) and **v.25b** (trigger dialing on this port when V.25bis commands are received on the associated V.25bis port).

ESCAPE CHARACTER

The Escape Character is the character used by RS366 dialing as a special character to initiate the dialing command (see next section). The options are: *, #, **5**, **6**, **7**, **9**, **0**, **00**.

IMUX PRIMARY

The IMUX Primary Number is the main phone number used to route incoming IMUX calls for this HSU port. This number must be unique throughout all HSU ports in the system. The number must be within the range of numbers assigned by the carrier controlling the ISDN switch.

IMUX HUNT

The IMUX Hunt number is an optional number that makes the port of this HSU part of a hunt group. The hunt group number is the same for all HSU ports in the hunt group. The system will route any incoming IMUX call placed to the hunt group number to the first available HSU port in the group, provided there is an available IMUX engine. A hunt group number must be within the range of numbers assigned by the carrier controlling the ISDN switch.

IMUX ADD

The IMUX Additional Number is the second number used to synchronize IMUX bandwidth. An IMUX call is placed to the primary number which begins to synchronize the call. Part of that synchronizing process is to report the additional number to the calling IMUX card. The calling IMUX card then dials the IMUX additional number to set up the rest of the bandwidth needed before completing the call. If there is no additional number, the IMUX card will synchronize the call on the primary number only.

It is recommended that an IMUX additional number be obtained from the ISDN carrier to avoid call collision that could occur if the IMUX additional number is not present.

CURRENT PROFILE

The Current Profile indicates if a call profile is loaded into this HSU port's dialing memory. The options for this parameter are **none** (indicating that the copy of a call profile template has not been downloaded to this port) or **loaded** (indicating that the copy of a call profile template has been downloaded to this port).

Table 7-6. HSU Dial Screen of Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Updates certain time-related information fields that are not automatically updated (i.e. performance and test data).
proFile	Brings up the call profile screen.
Load	This option loads a profile from the Interface card template. A call profile number must be inserted. Changes the Current Profile parameter from "none" to "loaded."
Main	Returns to the HSU card main screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

7.2.5 HSU Call Profile Screen

Once a call profile is copied from the Interface card templates, it can be used by the DTE on HSU ports for placing calls to other devices throughout the ISDN network. The HSU Call Profile screen is shown as Figure 7-5. Table 7-7 lists the settings and defaults for each parameter.

Once the appropriate information is inserted or changed on the fields of this screen, you can place a call by pressing the "**D**" (Dial) command from the Menu of Actions. When finished, the call can be disconnected by pressing the "**H**" (Hang-up) command from the Menu of Actions.

It is important to note that the HSU port used to dial the call must be in the standby state when the call is placed. The state changes from standby to active after the call has been placed. The system will not allow a call to be placed from an active port.



Note: Any changes made to the loaded call profile will stay with the call profile copy until changed in a future session. Changes made to this copy will not change the call profile template on the Interface card.



Figure 7-5. HSU Card Call Profile Screen

Table 7-7. Settings for HSU Card Call Profile Parameters

Parameter	User Options	Default
DCHAN	01-08	01
CALLED #	telephone number (25 numeric characters)	blank
CALLED # TYPE	natnl intl sbscr	natnl
CALLED # PLAN	unkwn isdn phone print	unkwn
CHANNEL RATE	56u 56r 64u 64r 384u 384r 1536u 1536r MRate	56u
RATE MULTIPLIER	1, 6, 24 2-24 (applies only to MRate)	1
IMUX CALL	no yes	no
SERVICE	service from list set on ISDN card for this D channel (first 7 characters)	blank
CALLING #	telephone number (25 numeric characters)	blank
CALLING # TYPE	natnl intl sbscr	natnl
CALLING # PLAN	unkwn isdn phone print	unkwn
PRESENT.INDCTR	yes no	yes
SCREEN.INDCTR	up-ns	up-ns
BCAST. PHONES	no yes	no

DCHAN

The D Channel number identifies which D Channel to route all outgoing calls that use this call profile. The options are numbers **1-8**.

CALLED

The Called Number is the full telephone number of the device you are calling. Up to 25 numeric characters are allowed, although most calls use only ten digits. This parameter can be overridden on a call-by-call basis when RS366 or V.25bis dialing is used with the Model 8213 HSU card.

CALLED # TYPE

The Called Number Type identifies the type of network used to reach the called phone number. The options are **natnl** for domestic calls, **intl** for international calls, and **sbscr** for Virtual Private Network (VPN) calls. Your carrier will provide more detail about this option.

CALLED # PLAN

The Called Number Plan refers to the type of numbering plan used to reach device you are calling. The options are **unkwn**, **isdn**, **phone** and **privt**. Your carrier will provide more detail about this option.

CHANNEL RATE

The Channel Rate selection specifies the bandwidth to be used by the call. Different carriers support different rates, so it is important to check with your carrier before setting rates greater than 64 Kbps. When using any Channel Rate other than **Mrate**, the system knows the size of the bandwidth required and will automatically select the rate multiplier. If **Mrate** is selected, the rate multiplier must be entered by the user.

The “**u**” and “**r**” in these selections are for unrestricted and restricted data calls. An unrestricted call means the user can send any type of data information in the circuit. A restricted call means the user is responsible for maintaining the ones-density-integrity of the T1 data stream.



***Note:** Channel Rates of 1536r and 1536u require the use of NFAS.*

If the IMUX CALL field is set to **yes** (see below), the channel rate shows either **56**, **64** or **H0** (384K).

RATE MULTIPLIER

The Rate Multiplier parameter is automatically set depending upon the Channel Rate (other than **Mrate** or an IMUX call) chosen in the previous paragraph. Valid entries for Mrate are **2** through **24**. If an incorrect rate multiplier is input, the carrier equipment will reject the call.

If the IMUX CALL field is set to **yes** (see below), valid entries for the rate multiplier are **1-24** for **56** or **64** and **2-3** for **H0** (384K).

IMUX CALL

The IMUX Call field indicates whether this is an IMUX call or a regular ISDN call. The options are **no** and **yes**. If yes is selected, the Channel Rate and Rate Multiplier selections will change, (see above).

Since IMUX calls cannot be broadcast, if IMUX call is **yes**, the user will not be able to use the Broadcast Phones option mentioned below.

SERVICE

The Service parameter is entered only if call-by-call service selection is supported on the D channel selected in the DCHAN parameter above. If call-by-call service selection is provisioned on the selected D channel, the first Service type is entered in this field automatically. Valid service codes are those that were entered for this D channel in the Services subscreen of the D channel configuration screen.

To change this selection, highlight the selection with the cursor and press the <Enter> key. A list of all service options for this D channel will appear at the bottom of the screen. Move the cursor to the appropriate selection using the right and left arrow keys and press the "Enter" key again when the correct choice is highlighted.

CALLING#

The Calling Number is the phone number of the calling party that is presented to the called party when the incoming call is delivered. (This feature is often known as Automatic Number Identification or "ANI").

If the user wants the system's main (billing) number to be presented to the called party, this field must contain a number of up to 25 digits. If the user wants the specific phone number of the HSU port making the call to be presented, this field must be left blank.

CALLING# TYPE

The Calling Number Type identifies the type of network used by the calling party. The options are **natnl** for domestic calls, **intl** for international calls, and **sbscr** for Virtual Private Network (VPN) calls. Your carrier will provide more detail about this option.

CALLING# PLAN

The Calling Number Plan refers to the type of numbering plan used by the calling party. The options are **unkwn**, **isdn**, **phone** and **privt**. Your carrier will provide more detail about this option.

PRESENT.INDCTR

The Present Indicator field determines whether or not the calling number may be displayed to the called party. The selections are **yes** and **no**.

SCREEN. INDCTR

The Screen Indicator field is reserved for future use. The field value **up-ns** cannot be changed.

BCAST. PHONES

The Broadcast Phones parameter allows the user to select the use of the broadcast option. The selections for this parameter are **no** and **yes**. If IMUX call is **yes**, the broadcast option will be automatically set to **no**.

Table 7-8. Call Profile Screen Menu of Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Updates certain time-related information fields that are not automatically updated (i.e. performance and test data).
Dial	Causes the HSU port to dial the number on the original call profile or the changed call profile.
Bcast	Provides access to the Broadcast screen. See the Broadcast section in the HSU card chapter.
Imux	Provides access to the IMUX screen. See the IMUX section below.
sTatus	This command shows the status of both ISDN calls and IMUX calls. Press the key once for ISDN call status, press it a second time for IMUX call status.
Hangup	Causes the HSU port to terminate the current call.
Main	Returns to the HSU card main screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

7.2.6 Inverse Multiplexer - IMUX

Pressing "I" from the Menu of Actions brings up the IMUX screen and allows the user to set the synchronization mode and timer settings used for placing IMUX calls (from Bellcore TR-41). The purpose of these settings is to adjust the parameters of the IMUX card to match those of the carrier providing ISDN service. **If IMUX calls are prematurely terminated, changing these settings might help to correct the problems.** The "I" menu selection works only when the IMUX Call Type parameter in the Call Profile is set to "yes."

Figure 7-6 shows the IMUX screen and Table 7-9 lists the available options with the settings and defaults for this screen.

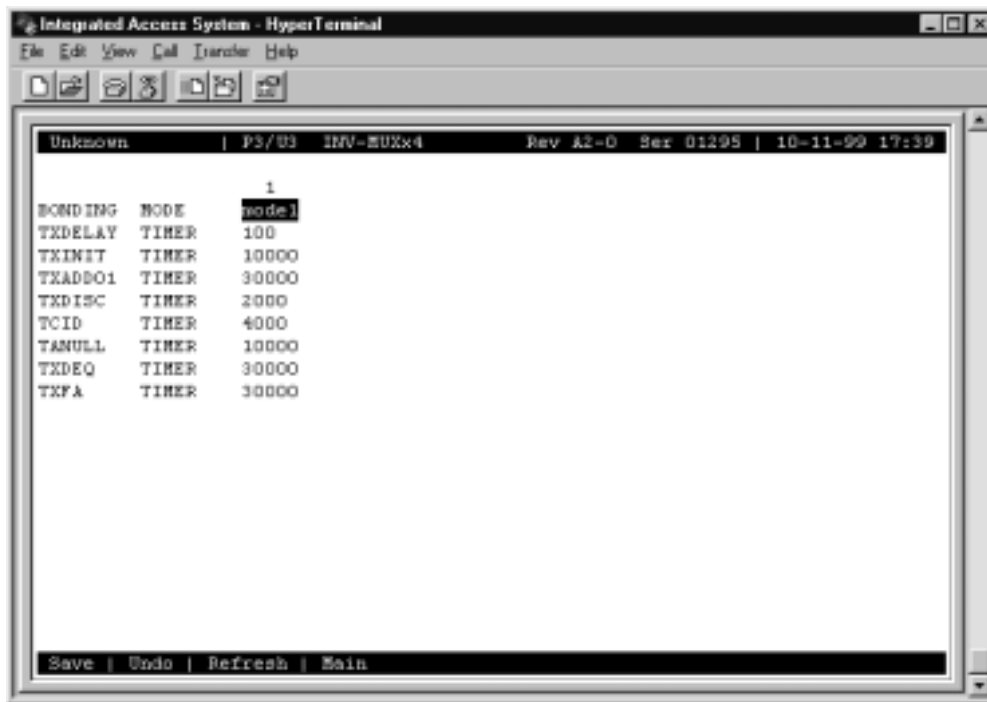


Figure 7-6. IMUX Call Screen

Table 7-9. IMUX Call Screen Settings Options and Defaults

Parameter	User Options	Default
BONDING MODE	mode0 mode1	mode1
TXDELAY TIMER	50 100 250 500	50
TXINIT TIMER	5000 2500 7500 10000	5000
TXDISC TIMER	1000 500 1500 2000	1000
TCID TIMER	1000 2000 3000 4000	1000
TANULL TIMER	5000 2500 7500 10000	5000
TXDEQ TIMER	20000 10000 30000 50000	20000
TXFA TIMER	20000 10000 30000 40000	20000

BONDING MODE

The Bonding Mode setting defines which end of the IMUX call will perform the synchronizing tasks needed to complete the call. The options are **mode0** (the end user equipment will synchronize bandwidth) and **mode1** (the terminating IMUX card will synchronize bandwidth).

Almost all IMUX applications will use mode1 synchronization.

TXDELAY TIMER

The Timer (bothway) Delay setting defines the duration of time for the final delay equalization acknowledgment before allowing the call to commence. The values (in milliseconds) are **50**, **100**, **250** and **500**. This timer is used for mode1 calls.

TXINIT TIMER

The Timer (bothway) Initial Channel setting defines the duration of time necessary for negotiation for the initial 56Kbps, 64Kbps or H0 (384Kbps) channel. The values (in milliseconds) are **5000**, **2500**, **7500** and **10000**. This timer is used for mode0 and mode1 calls.

TXADD01 TIMER

The Timer (both ways) Additional Channel setting defines the duration of time necessary for additional 56Kbps, 64Kbps or H0 (384Kbps) channels to be connected. This value is often called the "call-processing time." The values (in milliseconds) are **60000**, **40000**, **80000** and **120000**. This timer is used for mode0 and mode1 calls.

TXDISC TIMER

The Timer (bothway) Disconnect setting defines the duration of time necessary for sending the disconnect indication prior to disconnecting the call. The values (in milliseconds) are **1000, 2000, 3000** and **4000**. This timer is used for mode1 calls.

TCID TIMER

The Timer Channel Identifier setting defines the duration of time spent by the network looking for secondary B channel allocation information before disconnecting the call. The values (in milliseconds) are **1000, 2000, 3000** and **4000**. This timer is used for mode2 and mode3 calls (when available).

TANULL TIMER

The Timer (answer) Null State setting defines the duration of time spent by the called user looking for bonding information before disconnecting the call. The values (in milliseconds) are **5000, 2500, 7500** and **10000**. This timer is used for mode0 and mode1 calls.

TXDEQ TIMER

The Timer (bothway) Delay Equalization setting defines the duration of time given the called user to complete equalization of the call. The values (in milliseconds) are **20000, 10000, 30000** and **50000**. This timer is used for mode1 calls.

TXFA TIMER

The Timer (bothway) Frame Alignment setting defines the duration of time (per channel) for the called user needs to find frame alignment. The values (in milliseconds) are **20000, 10000, 30000** and **40000**. This timer is used for mode1 calls.

Table 7-10. The IMUX Call Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refresh	Updates certain time-related information fields that are not automatically updated (i.e. performance and test data).
Main	Returns to the HSU call profile screen. If changes are made to settings and not saved, you will be prompted to save or lose changes.

7.3 IMUX Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

7.4 IMUX Card Troubleshooting

On power-up, the IMUX card performs a self-test. This is the only diagnostic available for the IMUX.

The indications that a IMUX is not on-line are:

- Continuous amber alarm LED on front panel AFTER the system has been registered during initial installation. (Prior to registration, the amber LED is an indication that registration needs to occur before the system can be fully operational.
- Inability to communicate with the system by any means (VT-100 Term, Telnet, etc.).

If the IMUX card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

Chapter 8

IPR Card

8.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the IP Router (IPR) Card. This card is labeled as the IPR 10B2 (883060) and IPR 10BT (883160) card on their faceplate ejector.

8.2 IPR Card Descriptions

8.2.1 IPR 10B2 and 10BT Cards Description (883060/883160)

The IPR 10B2 and IPR 10BT cards are functionality the same card except the IPR 10B2 has an Ethernet interface port and uses a coax jack for a 10Base-2 connection and the IPR 10BT card has an Ethernet interface port and uses a modular jack for a 10Base-T connection (RJ48).

The IPR 10B2 and 10BT Cards are IPR routers that route packets based on IP destination address. IPR routes IP datagrams between Ethernet and Frame Relay PVCs. Frame Relay PVCs can be associated with any of the three Frame Relay ports. IPR also has provisions to automatically forward IP packets to and from the host (CPU) IP node of the Integrated Access System that IPR resides in. It automatically takes care of all the IP fragmentation to and from the host (CPU) IP node.

IPRs can also be optionally connected to FRS server card (on the same Integrated Access System), giving the option of concentrating Ethernet traffic in addition to other ports of concentration on the FRS card. The maximum number of bytes that an IPR can handle in a single packet is 1520 bytes regardless whether a packet arrives from Ethernet or Frame Relay interface.

IPR supports SNMP for Ethernet, Frame Relay, IP and Routing MIBs. It uses the standard Ethernet encapsulation, utilizing 14 bytes Ethernet Header: Source Ethernet Address (6 bytes), Destination Ethernet Address (6 bytes), and a Protocol Type (2 bytes). IPR supports RIP (Routing Information Protocol, RFC 1058) for dynamically discovering IP routes from adjacent IP routers on Frame Relay or Ethernet.

The use of simple filtering and forwarding decisions based on the physical layer address allows less processing time per packet. Because of this, bridging provides better WAN bandwidth, compared to routing. IPR will forward packets matching an entry in the MAC addresses table, configured manually by the user.

The IPR will automatically determine when to Bridge packets and when to route them, based on the MAC destination address in the Ethernet header.

IPR will forward packets matching an entry in the addresses table, configured manually by the user. In addition, LAN broadcasts will be forwarded on all bridge PVCs. No spanning tree or learning algorithms is supported.

IPR will forward Ethernet and 802.3 packets regardless of the upper level protocol: IP, DECnet, SNA, AppleTalk, etc. Bridging function is completely “transparent” at IP level, there is no changes to IP address or any other information in the IP header. When accessing the IPR itself, packets will be exchanged in the format as specified in the “encapsulation” setting for the Ethernet port.

The WAN interface is standard encapsulation of Ethernet/802.3 over Frame Relay (RFC 1490).

IPR will provide the capability to deliver IP packets to the CPU hosting the IPR. Assuming an average frame of 256 bytes, IPR maintains LAN to WAN (and WAN to LAN) throughput of 2.048 Mbps.

8.2.1.1 Card Jumpers/Switch Settings

The IPR card does not have any jumpers or switches on its motherboard.

8.2.2 Installing the IPR Cards

Insert the IPR 10B2 or IPR 10BT card into one of the server card chassis slots (P1 to P3). The system can accommodate up to three server cards.

8.3 Frame Relay Network

8.3.1 IPR Connecting IP LANs

The IPR Card can be used for connecting IP LANs together through Frame Relay Network. Figure 8-1 shows a Frame Relay Network between two Ethernet LANs.

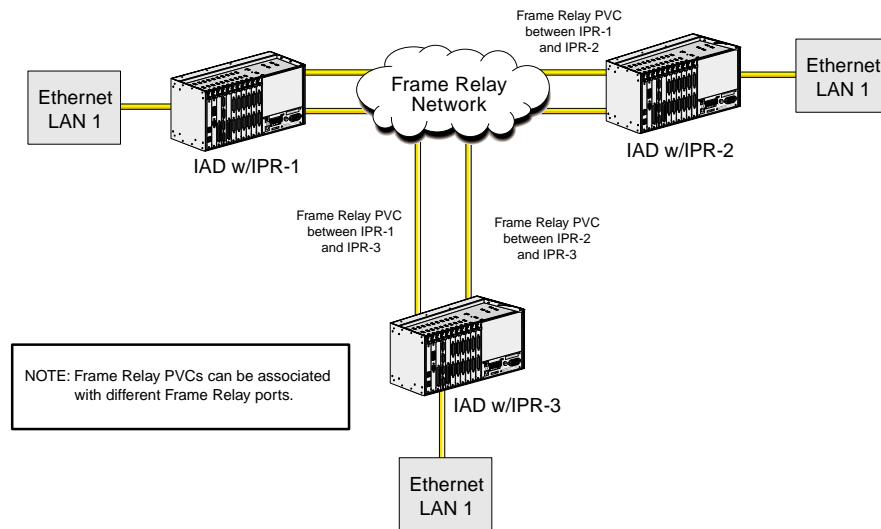


Figure 8-1. IPR Card Connected to IP LANs through Frame Relay Network

8.3.1.1 IPR to the Internet

The IPR card can be used as a gateway to the Internet through Frame Relay Network. Figure 8-2 shows how the IPR is routed through Frame Relay Network to the Internet Router.

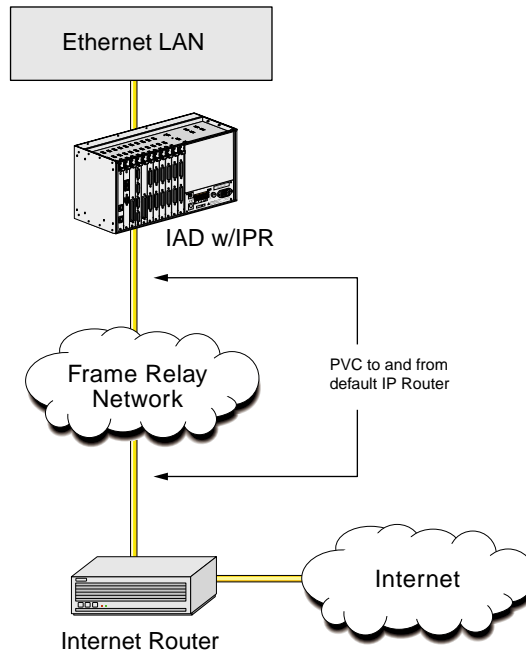


Figure 8-2. IPR Card Routed to the Internet through Frame Relay Network

8.3.1.2 IPR

The IPR Card can be used for connecting IP nodes on Ethernet to the IP nodes on Frame Relay Network. This is used for network management solutions. Figure 8-3 shows how the IPR card is used to connect IP nodes on Frame Relay Network.

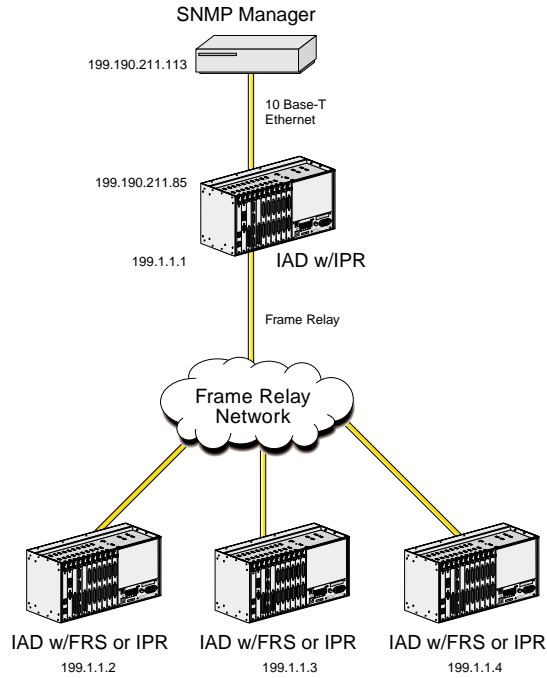


Figure 8-3. IPR Card Connected to IP Nodes on Ethernet to Frame Relay Network

8.4 IPR WAN Routing

IPR is designed to provide a maximum level of flexibility to users with different IP WAN topology requirements. IPR supports hub-and-spoke topology, partially or fully meshed topology, point-to-point IP interfaces, multi-point IP interface, unnumbered IP interfaces or a combination of any of the above. Figure 8-4 shows the Hub-to-Spoke Topology.

8.4.1 Hub-and-Spoke

The Hub-and-Spoke topology is that every “regional” (spoke) router has to go through the same “central-office: (hub) router for every destination IP node that is not local to a spoke router. This topology is very simple to configure: All spoke routers have a hub router as their default gateway (Default gateway is a router that IP nodes go to if they do not know a path to a particular IP network). Hub can be completely passive (from a routing protocol point of view), advertising no routes to spoke router, and the spoke router can be configured with default point at the hub. A spoke router, in its turn, will advertise any locally known or discovered IP networks (if any) through any routing protocol, since routing convergence time is irrelevant. IPR can be both a spoke and/or a hub router.

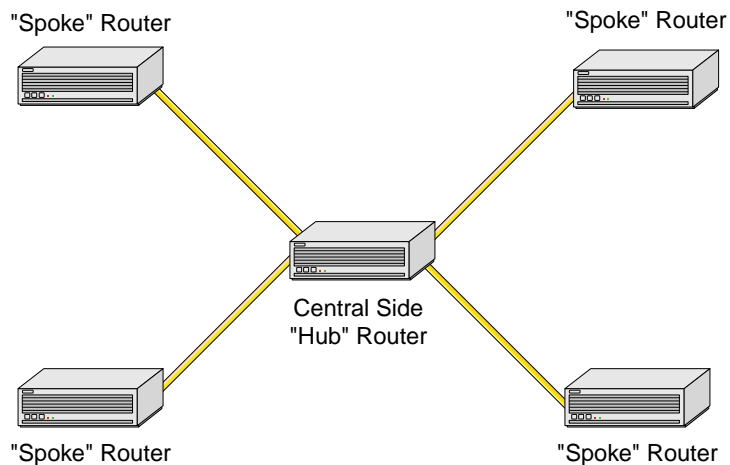


Figure 8-4. Hub-and-Spoke Topology

8.5 Fully Meshed vs. Partially Meshed

8.5.1 Fully Meshed Frame Relay Network

A single IP network number (or subnet) is assigned to an entire Frame Relay network. Most data links (such as Ethernet) assume transitivity on a logical network; that is, if node A can talk to node B, and node B can talk to node C, then node A should be able to talk to node C. This is not true on Frame Relay networks unless they are fully meshed. Figure 8-5 shows an example of a fully meshed frame relay network with full connectivity. All routers have a link to each other.

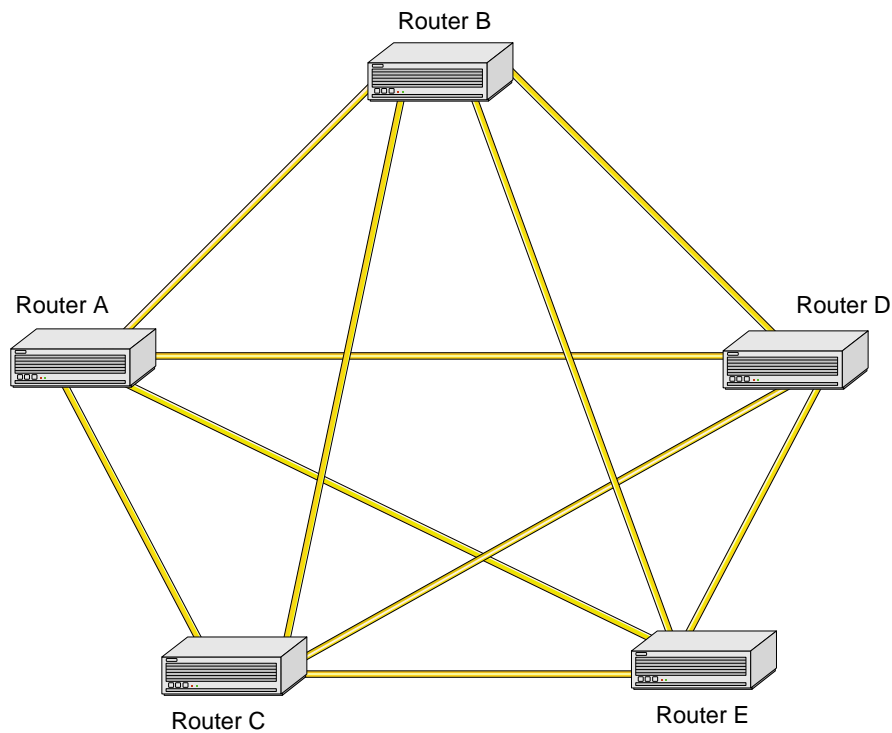


Figure 8-5. Fully Meshed Frame Relay Network with Full Connectivity

8.5.2 Partially Meshed Frame Relay Network (Same IP Network)

In this topology, router E (and all the IP nodes behind it) will not reach routers A, B and C (therefore, all the nodes behind them). This is because there is no direct path between E and A. In addition, all routing updates from router A will not be heard on routers D and E, and therefore routers D and E will have no idea about IP nodes behind router A (as well as B and C). In the real world, IP is rarely fully meshed. Figure 8-6 shows a partially meshed frame relay network without full connectivity with all the nodes on the same IP network.

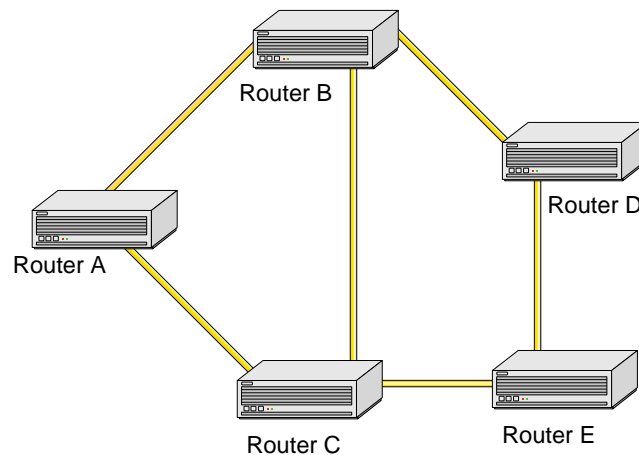


Figure 8-6. Partially Meshed Frame Relay Network without Full Connectivity (Same IP Network)

8.5.3 Partially Meshed Frame Relay Network (Different IP Network)

The Frame Relay router should be able to support different IP networks inside Frame Relay, so that partially meshed Frame Relay networks can be “split” into different full-meshed Frame Relay “subinterfaces.” This IP network comprises of routers A, B and C is called point-to-multipoint (or a group mode WAN interface). A topology between routers B and D, as well as between routers E and D is called point-to-point (or a direct mode WAN interface). Figure 8-7 shows a partially meshed frame relay network with full connectivity using different IP network capabilities with three networks and five locations.

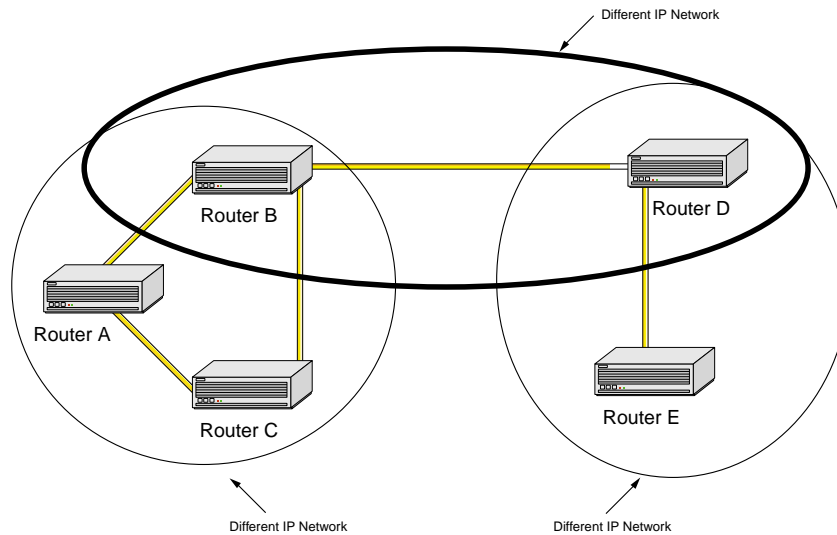


Figure 8-7. Partially Meshed Frame Relay Network with Full Connectivity (Different IP Network)

8.5.4 Unnumbered IP Interface

When using a point-to-point Frame Relay IP interface, it is sometimes very useful for a user not to assign an IP address to this Frame Relay interface, but rather to use an IP address of another interface (e.g. Ethernet) in order to conserve an IP address and reduce the addressing burden that might otherwise occur. Unnumbered interfaces give the customer an opportunity to have just one IP address per whole IPR card, and use this address as a home IP address for all the attached WAN interfaces. IPR can be used as any or a combination of the settings shown in the previous sections described above. The reason for this is due to the fact that an IPR, the customer first defines a logical IP interface, which includes IPRs address on this IP interface and then can plug-and-play specified IP interfaces to any physical interface (Ethernet and/or PVCs). Figure 8-8 below shows an Unnumbered Interface.

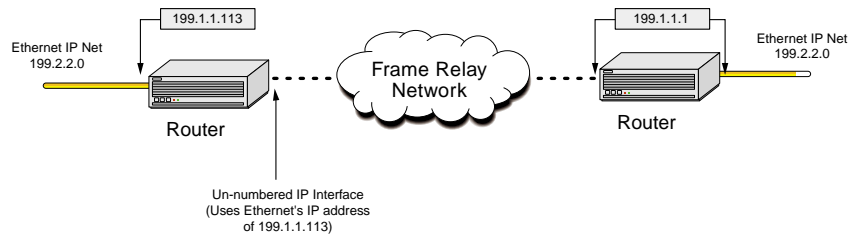


Figure 8-8. Unnumbered Frame Relay IP Interface

8.6 IPR Card Configuration Screens and Settings

8.6.1 IPR 10B2 (883060) and 10BT (883160) Cards Main Screen

IP Interface Menu is the main screen of IPR 10B2 and IPR 10BT cards. It describes all the directly connected logical IP networks that can be associated with any of the physical interfaces (Ethernet and/or Frame Relay PVCs). Figure 8-9 shows a typical IP interface screen for the IPR 10B2 and IPR 10BT cards.

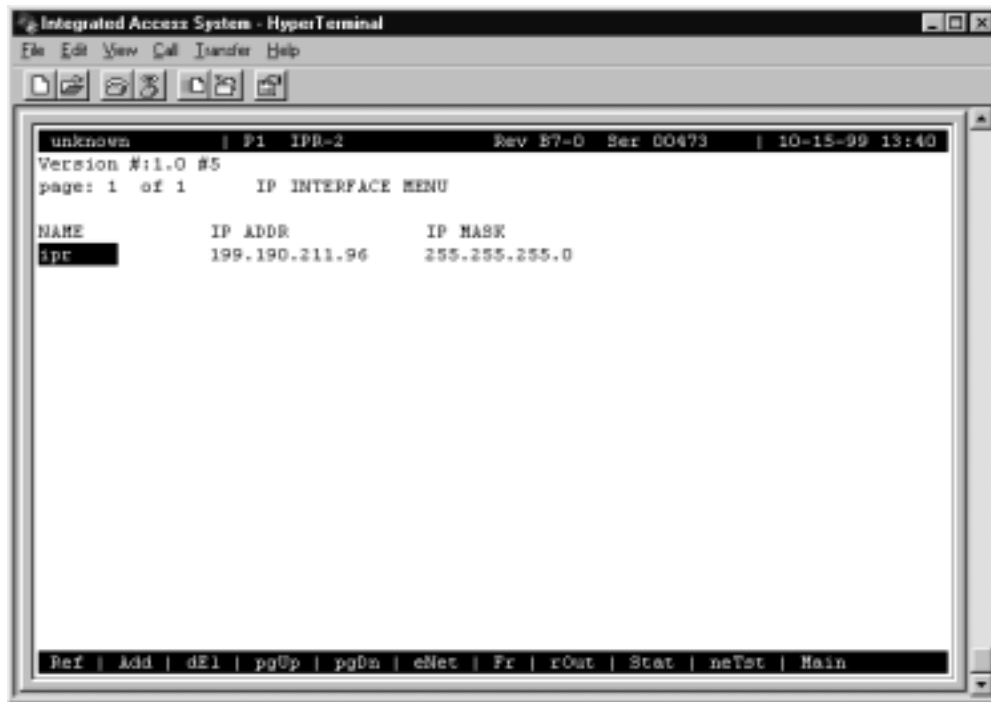


Figure 8-9. IPR 10B2 and 10BT Card Interface Main Screen



Note: All screens shown from this point forward will display the IPR-2 card at the top of the screen. The IPR-T screens are exactly identical.

Table 8-1. IPR 10B2 and 10BT Card Main Screen Actions

Action	Function
Ref	Refresh the current screen.
Add	Add a new IP interface.
dEl	Delete existing IP interface.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
eNet	Go to Ethernet and Default IP screen.
Fr	Go to Frame Relay Ports screen.
rOut	Displays current routing table of this IPR
Stat	Go to Static Route configuration screen.
neTst	Display IP statistics
Brdg	Go to IPR Bridge Interface screen.
Main	Go back to the IP Interface Main Menu Screen.

Table 8-2. IPR 10B2 and 10BT Card Interface Option Settings and Defaults

Parameter	User Options	Default
NAME	Name associated with the IP interface	8 chars.
IP ADDR	IP address of IP network	0000000000
IP MASK	IP netmask for IP network	0000000000

NAME

The name (8 characters max.) of this logical IP interface. This name is referenced when the user associates one of the physical interfaces with this IP interface.

IP ADDR

IPRs own IP address on this IP network. (e.g. 199.190.211.85).

IP MASK

IP net mask for this IP net. (e.g. 255.255.255.0).

8.6.2 Ethernet and Default IP Screen

The Ethernet IP screen activates the Ethernet ports for routing to an IP address. Figure 8-10 shows the Ethernet and Default IP screen. Pressing “P” (**Perf**) from the Ethernet screen the Ethernet Performance screen will display. See Figure 8-11.



Figure 8-10. IPR 10B2 and 10BT Ethernet and Default IP Screen

Table 8-3. IPR 10B2 and 10BT Ethernet and Default IP Screen Actions

Action	Function
Save	Save the parameter settings
Undo	Resets the parameter settings to default
Refresh	Refreshes the current screen
Perf	Displays the Ethernet Port Statistics screen
Arp	Displays the Ethernet ARP Table screen
Main	Go back to the IP Interface Menu screen

Table 8-4. IPR 10B2 and 10BT Ethernet and Default IP Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stdby	stdby
ENCAPSULATION	Ether 802	Ether
IP INTERFACE	<name>	<name>
IP MTU	64-1500	64-1500
RIP	none R T R&T	R&T
SH	yes no	yes
DEFAULT TYPE	none statc dynam host	none
DEFAULT GATEWAY	n/a ipaddr	n/a
PROXY HOST	enabl dsable	dsable

STATE

Activates or deactivates Ethernet port. The settings are **actv** or **stdby**.

ENCAPSULATION

Ethernet encapsulation. The settings are **Ether** or **802**.

IP INTERFACE

IP Interface name from IP Interface screen. This must be a valid IP interface.

IP MTU

IP MTU on Ethernet. The IP MTU can be between **64-1500**.

RIP

RIP parameters. The default is **R&T** (Receive & Transmit). Other options are **R**, **T**, and **none**.

SH

Enables or disables split horizon on Ethernet. Options are yes or no.

DEFAULT TYPE

The Default Type is where the IP is routed through: IP gateway, RIP protocol, or to the host CPU IP node. Options are **statc** (goes to the specified IP gateway), **dynam** (figures it out dynamically through RIP protocol) **host** (sends it to the host CPU IP node) and **none**.

DEFAULT GATEWAY

IP address of the default gateway. Options are **ipaddr** and **none**. This is only used for static type gateway.

PROXY HOST

Enables or disables routing to and from the CPU (host) IP node. Options are **enabl** (enable), and **dsable** (disable). This will either enable or disable routing to and from the CPU host IP node.

8.6.3 Ethernet Performance Screen

The Ethernet Performance screen is displayed by pressing “P” (Perf) from the Ethernet screen. This screen displays the Ethernet Address, and any other additional information for the Ethernet Statistics. Figure 8-11 shows the Ethernet Performance screen.

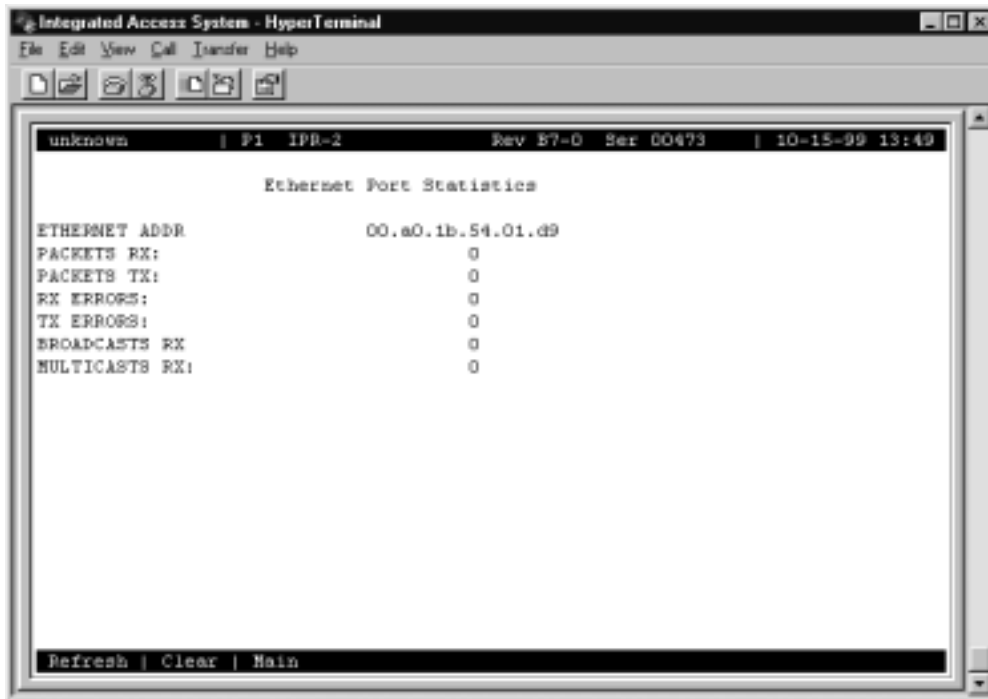


Figure 8-11. IPR 10B2 and 10BT Ethernet Performance Screen

8.6.4 ARP Screen

The ARP screen will display when pressing the “A” (**Arp**) from the Ethernet screen. Figure 8-12 shows the ARP Table screen. This screen will display ARP Entries, Ethernet Addresses, and the State in which each ARP entry (e.g GOOD, BAD, etc.).

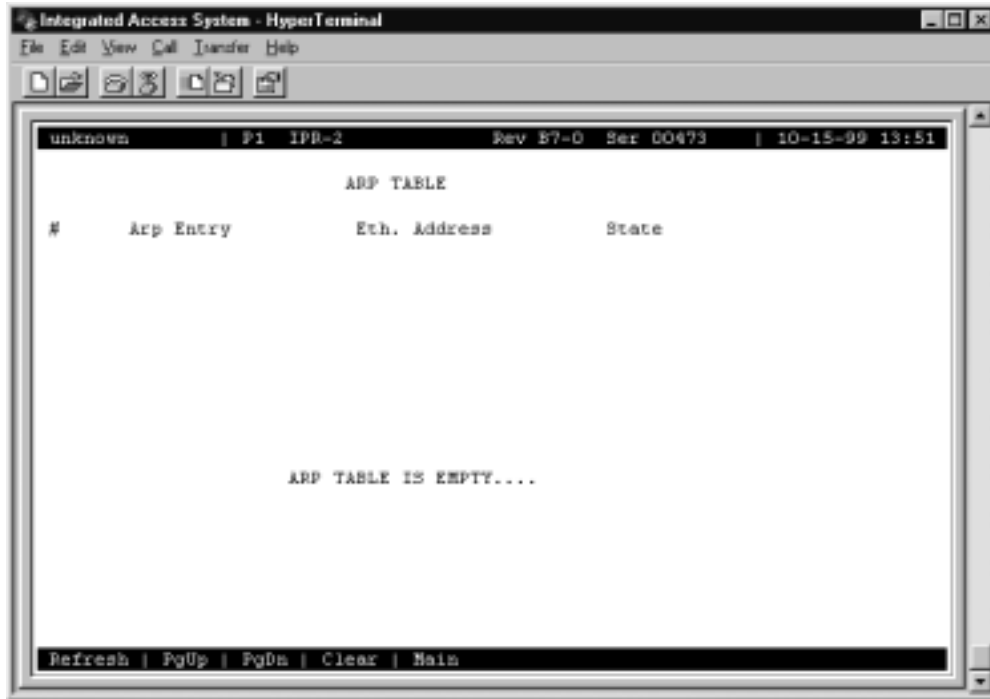


Figure 8-12.IPR 10B2 and 10BT ARP Table Screen

8.6.5 Frame Relay Ports Configuration Screen

The Frame Relay Ports Configuration screen displays when pressing “F” (Fr) from the IP Interface Menu screen. Figure 8-13 shows the Frame Relay Ports Configuration screen. This screen allows the user to activate the Frame Relay ports.

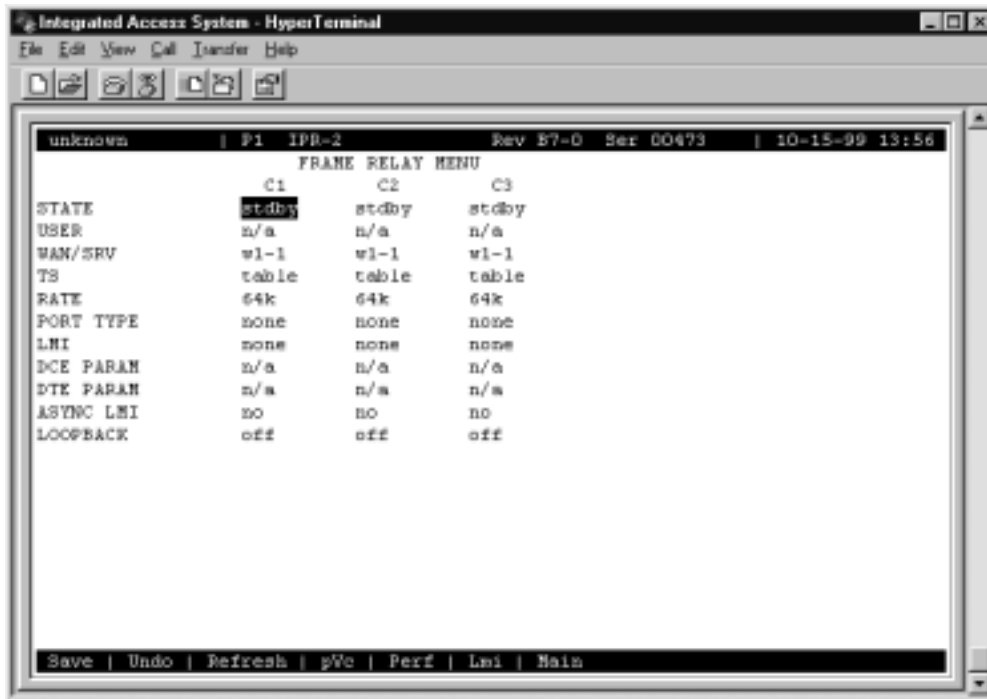


Figure 8-13. IPR 10B2 and 10BT Frame Relay Menu

Table 8-5. IPR 10B2 and 10BT Frame Relay Menu Screen Actions

Action	Function
Save	Saves parameter settings
Refresh	Refreshes current screen
pVc/ip	Goes to the Frame Relay PVC Configuration screen
pvc/Brdg	Goes to the Frame Relay Bridge PVC screen
Perf	Goes to the Frame Relay Port Performance screen
Lmi	Goes to the Frame Relay LMI screen for this port
Main	Returns to the Frame Relay menu screen

Table 8-6. IPR 10B2 and 10BT Frame Relay Menu Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stdby	stdby
USER	n/a	n/a
WAN/SRV	wan (w1-1 through w4-2) serv (P1 through P3)	w1-1
TS	1-24	1-24
RATE	64k	64k
PORT TYPE	u-dte u-dce nni none frad	none
LMI	ansi ccitt lmi none	none
DCE PARAM	DCE T392 N392 N393 LMI	
DTE PARAM	DTE T391 N391 N392 N393	
ASYNC LMI	no yes	no
LOOPBACK	off line local	off

STATE

Activates or disables the Frame Relay port. Options are **actv** (active), or **stdby** (standby).

USER

Displays the attached user. This is a display only parameter. Options are **n/a**.

WAN/SERV

Point to the WAN or Server slot. Options are **wan** (w1-1 through w4-2), and **srv** (P1 through P3).

TS

Can only be set for WAN/SRV case.

RATE

Always 64k.

PORT TYPE

Frame Relay port type. Choices are **u-dte**, **u-dce**, **nni**, **frad**, **none**.

LMI

LMI Encapsulation. Choices are **ansi**, **ccitt**, **lmi**, **none**.

DCE PARAM

DCE parameters: (**DCE T392**, **N392**, and **N393** LMI parameters).

DTE PARAM

DTE parameters: (**DTE T391**, **N391**, **N392**, and **N393** parameter).

ASYNC LMI

Enables or disables asynchronous LMI messages. Options are **yes** or **no**.

LOOPBACK

Enables or disables loopback on this port. Options are **off**, **line**, and **local**.

8.6.6 Frame Relay PVC Configuration Screen

The Frame Relay PVC Configuration screen, Figure 8-14, configures the Frame Relay PVC by entering the PVC name, state, and port in which to activate.

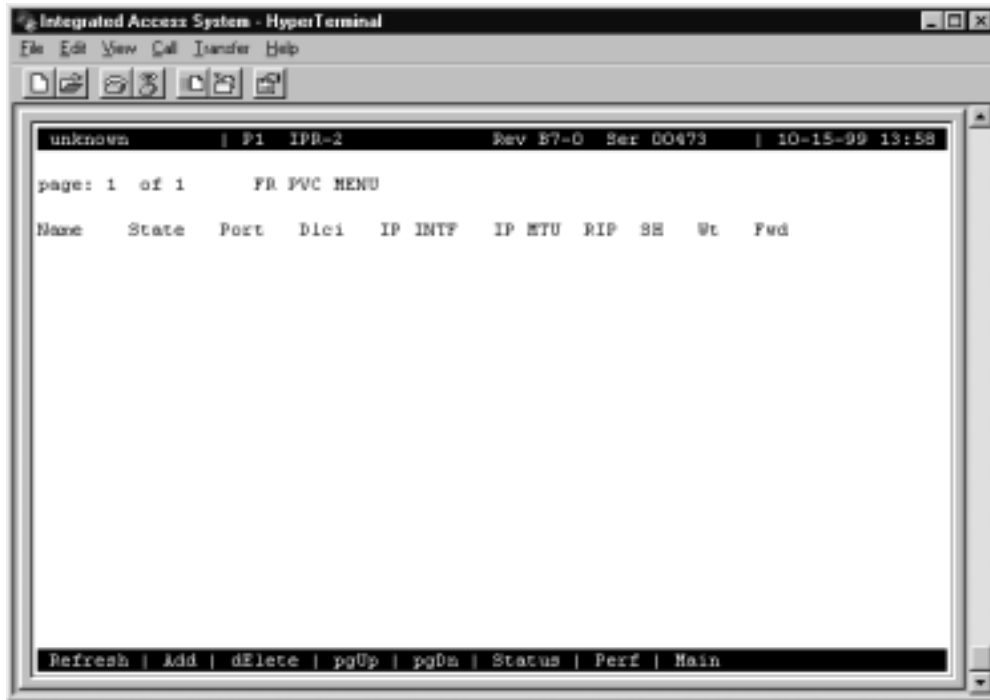


Figure 8-14. IPR 10B2 and 10BT Frame Relay PVC Configuration Screen

Table 8-7. IPR 10B2 and 10BT Frame Relay PVC Configuration Screen Actions

Action	Function
Refresh	Refreshes the current screen
Add	Adds a PVC
dElete	Deletes a PVC
pgUp	Scrolls up one page of information
pgDn	Scrolls down one page of information
Status	Displays the status of the current PVCs
Perf	Displays the performance screen for the current PVC
Main	Returns to the Frame Relay Menu screen

Table 8-8. IPR 10B2 and 10BT FR PVC Configuration Option Settings and Defaults

Parameter	User Options	Default
NAME	8 characters long	xxxxxxx
STATE	actv stdby	stdby
PORT	C1-C3	C1-C3
DLCI	16-1023	16-1023
IP INTF	IP Interface name (7 characters long)	xxxxxxx
IP MTU	64-1500	64-1500
RIP	none R T R&T	R&T
SH	yes no	yes
WT	0-15	0-15
FWD	no yes	yes

NAME

The name of the PVC. The name must be at least 8 characters long.

STATE

This is activate or deactivates the PVC. Options are **actv** (active), and **stdby** (standby).

PORT

Frame Relay port. Options are **C1**, **C2** and **C3**.

DLCI

DLCI number for the current PVC. Options are **16-1023**.

IP INTF

The name of the associated IP interface.

IP MTU

IP MTU for the current PVC. Options are **64-1500**.

RIP

Options are T, T R&T, and none. Options are **none**, **R**, **T**, and **R&T**.

SH

Split Horizon. Options are **yes** or **no**.

WT

Additional route weight for all the routes coming from the current PVC. Options are **0-15**.

FWD

Options are **no** or **yes**.

8.6.7 PVC Performance Screen

The PVC Performance screen, Figure 8-15 is displayed by pressing “P” (Perf) from the FR PVC/Bridge Menu screen or PVC/IP Menu screen. The screen will display 15-minute interval PVC performance history.

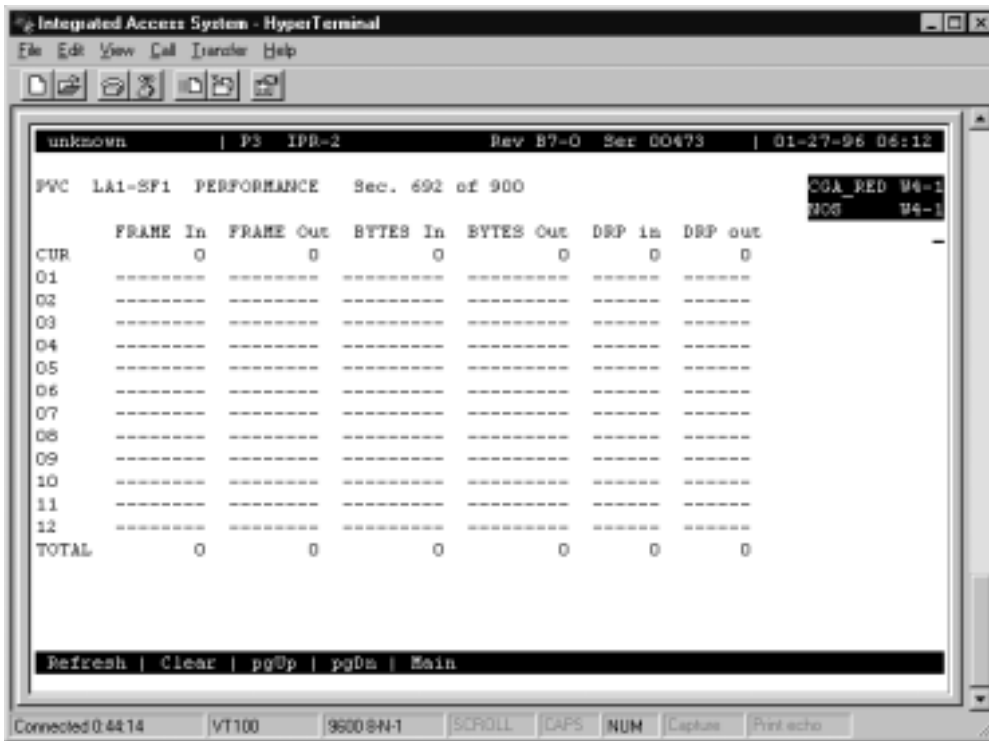


Figure 8-15.IPR 10B2 and 10BT PVC Performance Screen

8.6.8 Frame Relay Port Performance Screen

The Frame Relay Port Performance screen, Figure 8-16 displays when pressing “P” (Perf) from the Frame Relay Menu screen. This will show the status of the Frame transmit and receive history in 15 minute intervals.

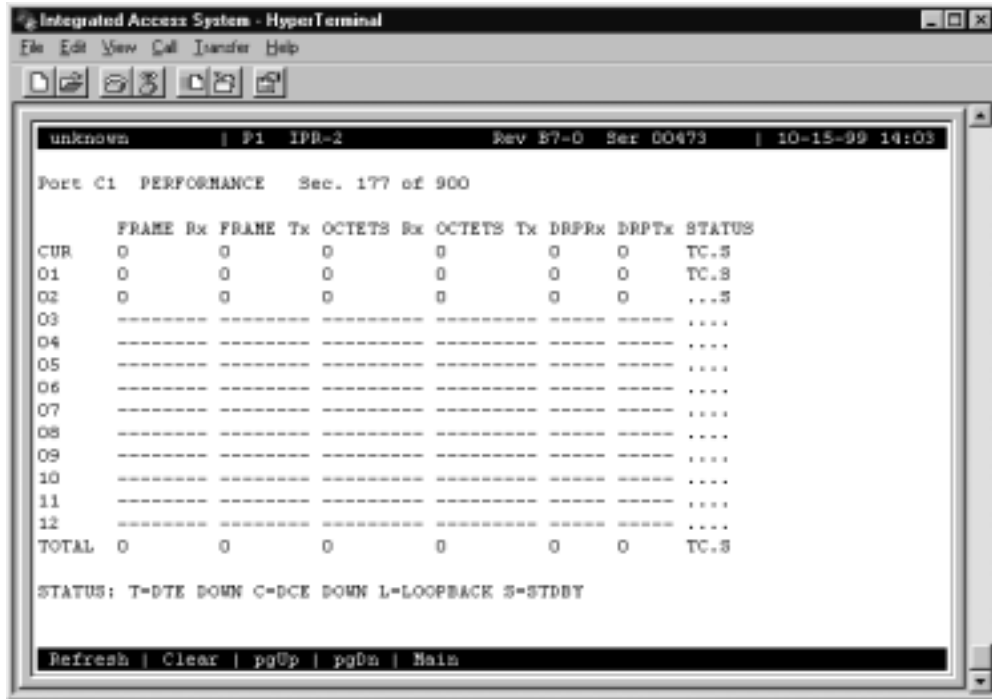


Figure 8-16.IPR 10B2 and 10BT Frame Relay Port Performance Screen

8.6.9 Frame Relay Port LMI Screen

The Frame Relay Port LMI screen Figure 8-17, shown below displays the information relating to the DCE and DTE statistics for port C1-C3 depending on which port is chosen. By pressing the “C”(Clear) key all information displayed on the current screen will be cleared (erased).

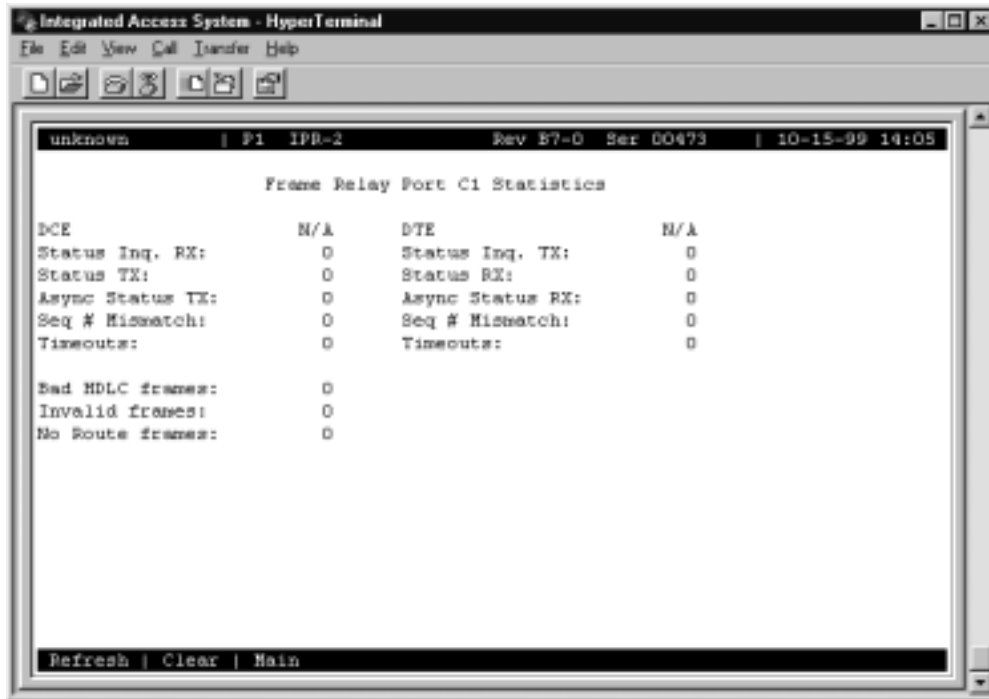


Figure 8-17. IPR 10B2 and 10BT Frame Relay Port LMI Screen

8.6.10 IP Routing Table Screen

The IP Routing Table is a display only screen. Figure 8-18 will display when pressing “O” (rOut) from the IP Interface Menu screen. The current IP routes will display. Under the Interface parameter HOST RT and ETHER are shown. The HOST RT is the CPU host IP node. And the ETHER is the current route pointing to the Ethernet. If the route is pointing to Frame Relay, then Interface will display the name of the PVC to which this route points.

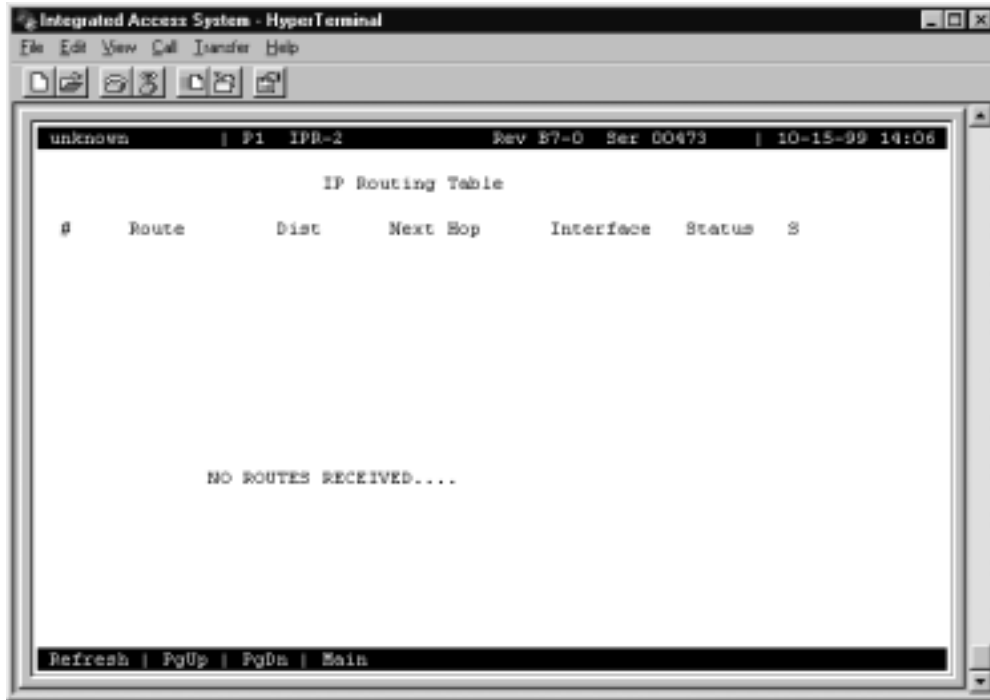


Figure 8-18.IPR 10B2 and 10BT IP Routing Table Screen

8.6.11 Static Routes Configuration Screen

The Static Route Configuration screen, Figure 8-19 displays when pressing “S” (Stat) from the IP Interface Menu screen. The IP Static information can be added by entering a valid IP net address (e.g. 125.15.0.0). The IP Static routes will always be used in distance, instead of the dynamic routes. This distance will be advertised in any routing updates for this static route.



Figure 8-19. IPR 10B2 and 10BT IP Static Routes Configuration Menu Screen

Table 8-9. IPR 10B2 and 10BT IP Static Routes Configuration Table Screen Actions

Action	Function
Refresh	Refreshes the current screen
Add	Adds the selected information on the screen (e.g. IP net, Subnet, etc.)
dElete	Deletes the selected information from the screen
pgUp	Scrolls up through the list of IP static routes
pgDn	Scrolls down through the list of IP static routes
Main	Returns to the IP Interface Menu screen

Table 8-10. IPR 10B2 and 10BT IP Static Routes Configuration Option Settings and Defaults

Parameter	User Options	Default
IP NET	A valid IP address	0.0.0.0.0.0.0
SUBNET	A valid subnet mask	0.0.0.0.0.0.0
GOTO	A valid IP address	0.0.0.0.0.0.0
PVC	<name>	<name>
DIST	1-15	1-15

IP NET

A destination IP network address. Enter a valid IP address (e.g. 125.15.0.0).

SUBNET

A subnet mask. Enter a valid subnet mask (e.g. 255.255.0.0).

GOTO

IP address of the next IP gateway for this static route. Enter a valid IP address gateway (e.g. 0.0.0.0).

PVC

Name of the PVC at which this static route is pointed. No name should be entered for the Ethernet static route. Enter a valid PVC name for the static route to which it points. (e.g. jones).

DIST

Administrative distance (in hops) for this static route.



Note: *The static routes will always be preferred to dynamic routes regardless of the Distance. This Distance will, however, be advertised in any routing updates for this static route.*

8.6.12 IP Performance Screen (Netstats)

The IP Performance screen will display by pressing “T” (neTst) from the IP Interface Menu screen. The IP Traffic Statistics displays the generated, routed, and errors found throughout the IP routing statistics profile while running. Figure 8-20 shows the screen.

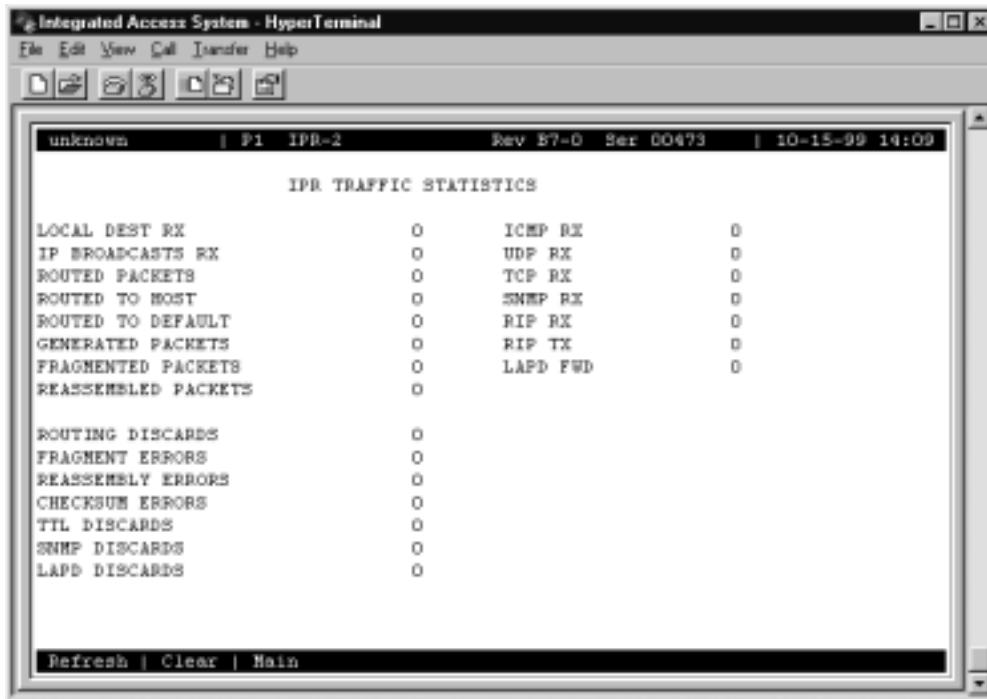


Figure 8-20. IPR 10B2 and 10BT IP Performance Screen (Netstats)

8.7 IPR Card Error Messages

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

8.8 IPR Card Troubleshooting

On power-up, the IPR card performs a self-test. This is the only diagnostic available for the IPR. A “healthy” active IPR will have a green LED lit on the front panel. A “healthy” redundant IPR will flash between green and amber LEDs.

The indications that an IPR is not on-line are:

- Continuous amber alarm LED on front panel AFTER the system has been registered during initial installation. (Prior to registration, the amber LED is an indication that registration needs to occur before the system can be fully operational.
- Inability to communicate with the system by any means (VT-100 Term, Telnet, etc.).

If the IPR card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

8.9 IPR Server Card Specifications

IPR Card (Models 883060 and 883160)

Input/Output	4 maximum (1 10-BaseT Ethernet, 3 Frame Relay Wide-Area Network)
LAN Traffic I/O	10BaseT
Frame Relay Traffic I/O	T1, E1, fT1, fE1, V.35 RS422, EIA530
Frame Relay Port Types	UNI DCE, UNI DTE, NNI
MTU	1500 bytes
Traffic Bandwidth	4Mbps Full Duplex
Total Buffer Space	4 Mb DRAM
Performance	3500 Packets Per Second
No. of PVCs	128
Routing Table	512 entries (up to 128 static entries)
ARP Table	100 entries (LRU)
Card Capacity	Maximum 3 per System
Management	RFC 1315 DTE MIB, Frame Relay Service MIB, SNMP Alarm Traps per RFC 1215
Connectivity	SNMP or TELNET
LMI Options	Q.933 Annex A, ANSI T1.617 Annex D, LMI (Gang of 4), None
Information Rates	CIR = 0 to 2048 Kb/s, Bc = 0 to 2048 Kb, Be = 0 to 2048 Kb
Congestion Handling	FECN, BECN
DCE Parameters	N392, T391, N393 all configurable
DTE Parameters	N392, T391, N393, N391 all configurable
IP Subnet Topologies	Point-to-point, hub-and-spoke, fully/partially meshed subnets, and unnumbered IP interfaces.

Chapter 9

IPR*4 Router Card

IPR*4 Card Basics

9.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the IPR*4 Router Card. This card is labeled as the IPR*4 10/100BT SS (PRM-883270) card on the faceplate ejector.

9.2 IPR*4 Router Card Descriptions

9.2.1 IPR*4 Router 10/100BT Card Description (PRM-883270)

The IPR*4 card provides a PPP or HDLC backbone for customers to extend their communications, command and control capability in an IMACS network. This card extends the capability of the IMACS shelf to expand the range of control in the customers private network.

The IPR*4 card introduces to the IMACS platform a synchronous standard implementation of PPP, RFC 1661. It also provides replacement technology for the MCC card, by the support of HDLC links to the remote shelves.

In order to provide the Ethernet to PPP or HDLC inter-working capability, the IPR*4 10/100BT card has four modular RJ45 interface ports on the faceplate.

The software release level in the card determines the cards capabilities. The following illustrates the current and future direction of this card, and appropriate display names.

Table 9-1. IPR*4 available options

Card Display	Firmware	Faceplate Ethernet Ports	Transport Links	High Speed Ports	Status
IPR*4PPP	1.1.x	Individually Addressable	128 PPP	Yes, 4	2011 Released
IPR*4 PPP HS	1.2.x	Individually Addressable	8 PPP	Yes, 8	2013 Planned
IPR*4HDLC	2.0.x	Individually Addressable	128 HDLC	Yes, 4	2012 Released
IPR*4FR	3.x.y	Individually Addressable	128 FR	Yes, 4	TBD

The IPR*4 10/100BT Cards are IP routers that route packets based on IP destination addresses. IPR*4 routes IP datagrams between Ethernet and PPP T1's, or HDLC framed T1's.

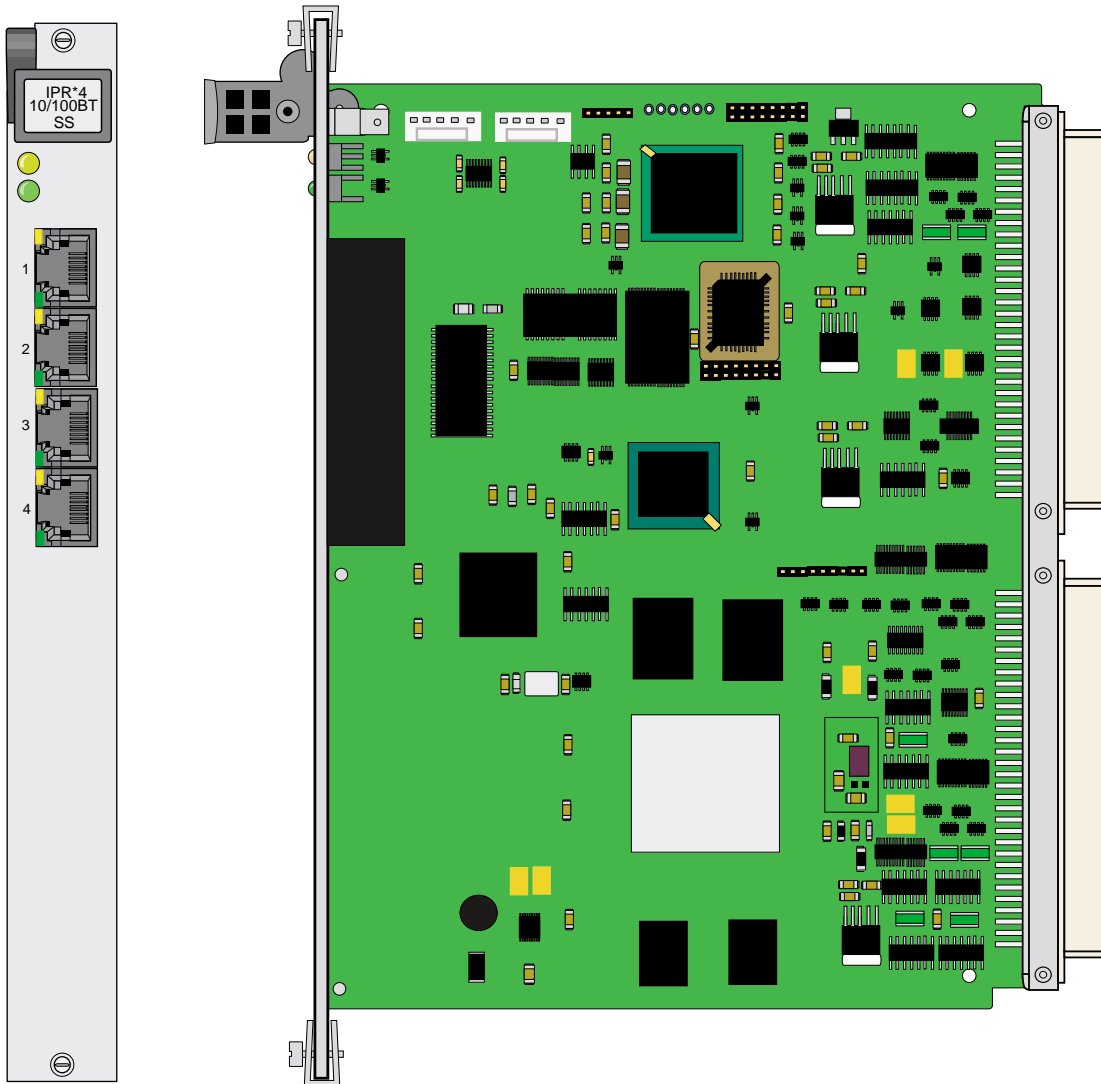
IPR*4 supports SNMP for Ethernet, IP and Routing MIBs. It uses the standard Ethernet encapsulation, utilizing 14 bytes Ethernet Header: Source Ethernet Address (6 bytes), Destination Ethernet Address (6 bytes), and a Protocol Type (2 bytes). The IPR*4 card supports RIP (Routing Information Protocol, RFC 1058) as well as RIPv2, used for dynamically discovering IP routes from adjacent IP routers.

The WAN interface is standard encapsulation of IP datagrams over a PPP link, or over an HDLC link.

The IMACS IPR*4 card does not support PPP authentication. The IPR*4 card is not designed to be a general purpose enterprise router, but rather is designed to extend the IMACS network of command and control applications contained within the customers T1/E1 network.

IPR*4 provides the capability to deliver IP packets to the CPU hosting the IPR*4. Assuming an average frame of 256 bytes, IPR*4 maintains LAN to WAN (and WAN to LAN) throughput of 2.048 Mbps.

Figure 9-1. IPR*4 Card Layout



9.2.1.1 Card Jumpers/Switch Settings

The IPR*4 card does not have any jumpers or switches on the motherboard.

9.2.2 Installing the IPR*4 Cards

Insert the IPR*4 10/100BT card into one of the server card chassis slots (P1 to P3). The system can accommodate one IPR*4 server card.

9.3 IPR*4 configuration in a PPP or HDLC Network

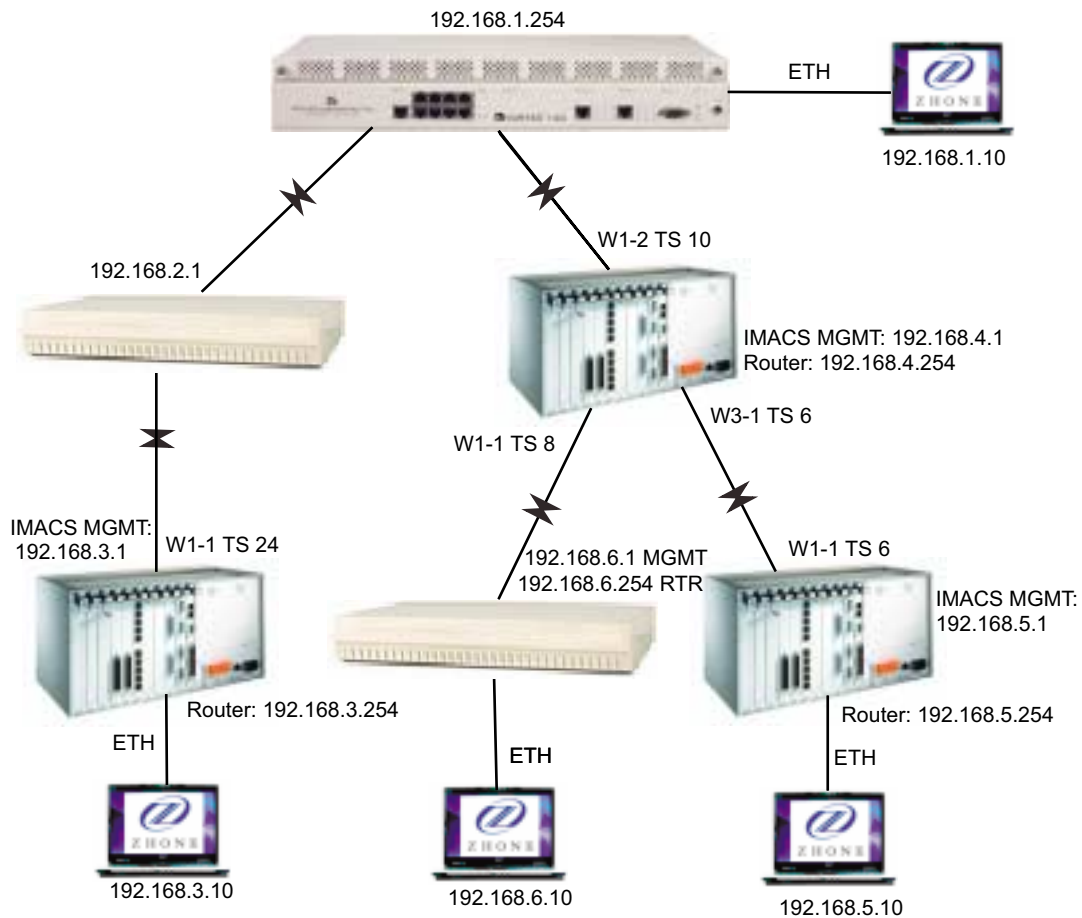
In the IPR*4 1.1.x release, the four ethernet ports are individually addressable and the card supports 128 PPP links. With 1.1.x loaded on the IPR*4 card, it displays IPR*4PPP.

In the IPR*4 2.0.x release, the four ethernet ports are individually addressable and the card supports 128 HDLC links. With 2.0.x loaded on the IPR*4 card, it displays IPR*4HDLC.

9.3.1 IPR*4 Connecting IP LANs

The IPR*4 Card can be used for connecting IP LANs together through a PPP or HDLC Network. Figure 9-2 shows a T1 PPP or HDLC network between three Ethernet LANs.

Figure 9-2. IPR*4 Card Connected to IP LANs through a PPP Network



9.4 IPR*4 Card Configuration Screens and Settings

9.4.1 IMACS Main Screen

```

ZhoneIMACS | 03-24-11 1
Slot      Installed      Status
C1        CPU XCON        asss
C2        CPU XCON        RDNT
P1/U1     IPR*4S          aaaa
P2/U2     IPR*4PPP        REJ
P3/U3     DSM-4           ssss
U4/U4     E&M 4Wx8-6     ssssssss
W1/U5     DSX+DSX         aa
W2/U6     DSX+DSX         aa
W3/U7     DSX+DSX         aa
W4/U8     DSX+DSX         rr
IF        INTF-Sync
S1        PS1
S2
RI

The UI will update when the ACCEPT command has completed.

Alarms | Config | Del | accept | Xcon | sYs | Logout | sEr | Oos | cpusWtc

```

Figure 9-3. IPR*4 card interactions

The IPR*4 card displays the four ethernet ports and their current status on the main login screen. The WAN PPP or HDLC link ports are not displayed at this level.

The IPR*4 card supports 128 PPP or HDLC WAN links. The interface on the WAN links - either PPP or HDLC - is determined by the software loaded on the card. The first four of these WAN links can be provisioned to transport a full T1 or E1 range of available DS0's. When utilizing these four high-speed links, the DS0 assignment must be contiguous. Because of the WAN interface to 128 T1 or E1 ports, the IPR*4 card takes longer than other IMACS server cards to initialize on power-up and restarts. As shown in Figure 9-3, system interactions take longer when dealing with the IPR*4 card as in the case of accepting the card from a rejected state (REJ). This particular action causes the user interface (UI) updates to cease as the IMACS provisions and establishes the 128 PPP or HDLC WAN link configuration. The IMACS continues to operate during this time, however the UI cannot be updated until the task completes.

9.4.2 IMACS Management Through the IPR*4 Card

```

ZhoneIMACS | C1 CPU XCON | Rev C2-0 Ser 01373 | 08-16-10 1
1
HOST IP STATE      actv
HOST IP ADDR       172.16.73.113
HOST NETMASK       255.255.255.0
HOST TYPE          host
DEFAULT IP PORT    servr
DEFAULT IP SLOT    P2
DEFAULT IP UNIT    n/a
DEFAULT GATEWAY    n/a
RPT1 IP ADDR       0.0.0.0
RPT1 COMMUN STR
RPT2 IP ADDR       0.0.0.0
RPT2 COMMUN STR
RPT3 IP ADDR       0.0.0.0
RPT3 COMMUN STR

Ping | Netstat | rOute | Save | Undo | Refresh | nX64 | Main

```

Figure 9-4. Setting the CPU management through the IPR*4 card

The system can be configured in such a way as to allow the IMACS management port to come over the PPP or HDLC link. Figure 9-4 shows the setup to manage this IMACS node through the IPR*4 card. The default IP port noted in the figure is pointed to the IPR*4 server card, which in this example resides in slot P2. Please note that when managing the IMACS through the IPR*4 card, a change to the IMACS host CPU IP address may require that the IPR*4 card be restarted (placed OOS) in order for the new IMACS IP address to be accessible.

9.4.3 IPR*4 10/100BT (883270) Card Main Screen

The main screen of the IPR*4 screen gives the operator the current interface setup of the card by displaying the current routing table for the card. This main screen is shown in Figure 9-5.

Node 13		P1	IPR*4PPP	Rev A0-0	Ser 10000	03-25-11 13:39	
Version #:1.1.0							
IP Router Routing Table							
#	Route	Dist	Next Hop	Interface	Status	S	
1	172.16.55.0	1	172.16.55.55	13_PC	D....	G	
2	172.16.13.0	1	172.16.55.55	NODE23	D....	G	
3	172.16.73.23	2	172.16.13.13	NODE23R	G	
4	172.16.73.13	1	172.16.73.13	HOST RT	..H..	G	
Total # Of IP Routes : 4							
STATUS :		D=DIRECT	S=STATIC	H=HOST	F=DEFAULT	R=RIP	
S(STATE):		G = GOOD	P = SUSPECT	B = BAD			
Refresh	pgUp	pgDn	eNet	Stat	porT	Intf name	nEtst Ping

Figure 9-5. IPR*4 10/100BT Card Interface Main Screen

The default IPR*4 screen shows the current software level of the IPR*4 card, as well as all the routes visible to the IPR*4 card. The Interface column displays the interface name as assigned either in the Intf name window or from PPP discovery messages. In addition it displays the way that this information was obtained, either by rip or static entries. Finally, the display indicates if the route is good, bad, or suspect. A GOOD route is one that has recently been updated. A SUSPECT route is one that the system has not had a RIP update for 90 seconds. A BAD route is one that has passed the suspect stage, and is declared BAD after the lapse of an additional 30 seconds. Once a BAD route has existed for an additional 30 seconds, it will be deleted from the routing table.

Table 9-2. IPR*4 10/100BT Card Main Screen Actions

Action	Function
Refresh	Refresh the current screen.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
eNet	Go to Ethernet and Default IP screen.
Stat	Go to Static Route configuration screen.
Port	Go to the PPP Port provisioning screen.
Intf name	Define the Interface name and associate it to an IP address
Ping	Allows for sending a ping out from the IPR*4 card
Main	Go back to the IP Interface Main Menu Screen.

The 1.1.x software release of the IPR*4 card is a PPP interface device. These four RJ-45 ethernet ports are independently addressable, and the card can interface with up to 128 PPP WAN links. In order to provision and control the interface, the use of the settings on the IPR*4 main screen needs to be defined. As shown in Table Table 9-2 and figure Figure 9-5, these parameters are **eNet**, **Stat**, **porT** and **INTF NAME**. For the PPP port-side interface, the **INTF NAME** screen is not used as discovery messages on the PPP link will associate an IP address to the link.

The 2.x.y software release of the IPR*4 card is an HDLC interface device. Similar to the PPP interface, the four ethernet ports are also independently addressable, as well as having 128 HDLC WAN links. As with the PPP implementation, the first four HDLC ports (port 1 through 4) are high speed (up to a full T1 or E1 each) links, while the remaining 124 links are single DS0 entities.

9.4.4 IPR*4 provisioning card setup

The basic premise of the IPR*4 card is to connect IP addressable entities from the four provided ethernet RJ-45 jacks on the faceplate of the card to a remote management system over T1 or E1 links. For this purpose, the setup of the card takes place in two venues: the ethernet side (**eNet**) and in the T1 or E1 port (**porT**) side. Connectivity occurs due to the IPR*4 card being able to associate IP addresses via RIP, RIPv2, static provisioning, PPP discovery, etc. The ethernet side always requires that the user describe this interface in the **INTF NAME** screen. This associates an IP address to a ethernet jack on the faceplate of the card.

On the T1/E1 side, similar association between an IP address and a link is required for the HDLC interface. An IP address is associated with a name in the **INTF NAME** screen in order to properly route packets. For the PPP interface - this association is not needed. The PPP interface discovers the far-end IP address through IPCP discovery messaging, and therefore an IP address association is made through the PPP protocol. Although the **INFT NAME** association is not needed, the ability to name a port for ease of discovery by the customer is provided in the PPP screen.

The card provisioning setup then is slightly different for PPP and HDLC systems, and the provisioning actions are summarized below.

Step 1: Add IP address to name associations in the **INTF NAME** screen for the four ethernet ports on the router card.

Step 2: Use the ethernet screen (**eNet**) to turn up in-service and provision the four ethernet ports. The name in step one is required to turn up the ethernet ports.

Step 3: For PPP links, skip to step 5. The card displays IPR*4PPP and router load indicates 1.x.y.

Step 4: For HDLC links - the card displays IPR*4HDLC and the router load indicates 2.x.y. Assign additional **INTF NAME** and IP address associations in the **INTF NAME** screen. The IP addresses entered correspond to the existing IP addresses that are to be managed at the far-end of the HDLC link.

Step 5: Go to the porT screen, and assign the WAN connections to the remote systems. For HDLC system, enter the name from the **INTF NAME** screen that contains the definition of the far-end IP address. For PPP systems, the IP address will be automatically discovered. You can provide a name on the porT screen to help locate the appropriate link later.

Step 6: Turn-up the porT, and the status should change to UP if all provisioning and WAN links are in the appropriate state and provisioned correctly.

9.5 IPR*4 Card Download

Most versions of the IPR*4 card will allow the downloading of new software onto the card. The initial release, 1.0.0, does not have this capability and must be returned to the factory for upgrading. All other releases of the IPR*4 software allows for the card to be field upgraded.

The currently running card software can be confirmed in one of two ways. Entering into the card main level, as seen in Figure 9-5 on page 9-7 shows the currently running software release on the top left-hand corner of the screen.

The second way to validate the currently running software release is covered in this section.

Care should be taken when downloading new code, as different code levels will impact the basic operation of the card.

The cards are set up in such a way as to provide new releases and fixes within the same code base. In order to further explain this, refer to Table 9-1 on page 9-2. The 1.0.x, 1.1.x, 2.x.y and 3.x.y loads contain basic functionality differences between the various streams, and this affects the provisioning of the card from the resident IMACS host code. For example, a 1.0.x card should normally only be updated with code from the 1.0.x family. Changing to the 1.1.x family of code will alter the basic function of the card, and down time will ensue since new provisioning will be required. Prior to upgrading the card, please take the time to ensure you are utilizing the correct code for the functionality that is required in the network.



Note: *If the first two digits of the load you are downloading do not match the existing load on the card, then basic functionality of the card will change, causing an outage on the card as new provisioning will be required!*

As with other downloadable cards, navigate the cursor to the card to be upgraded - in this case the IPR*4 card. Hit 'P' for program, and a window similar to Figure 9-6 will appear.

```

Flash Screen | P1/U1 IPR*4PPP | Rev A0-0 Ser 00010 | 03-25-11 1
BLOCK NUMBER:      1
STATUS              actv
MODEL              IPR*4PPP
VERSION            1.1.0
I.D.               1
CHKSUM             0x11FD6BEC

Kernel 1.1, Checksum 0x11FD6BEC

actv   deactv   dnload
Copy | Refresh | Main

```

Figure 9-6. IPR*4 download screen

The currently running IPR*4 software level is displayed in the VERSION field above.

Upon entry into this programming level, the cursor is positioned on the status of the card, the 'actv' field. To place new code in the IPR*4 card, depress the carriage return or enter key in this field. The three options shown above will appear as illustrated in the figure. Use the arrow keys to select '**dnload**', and hit carriage return to select the download option. As soon as the download option has been selected, an upgrade alarm will appear as shown in Figure 9-8.

9.5.1 tftp and xmodem upgrades

Traditionally, downloading allowed for two options: **xmodem** and **tftp**. New in the 6.1.4 release is the **xpress** option. The IPR*4 load is over four megabits in size. Although the xmodem method is offered, it is strongly recommended that the tftp option be selected. Choosing the xmodem method will work, but will take several hours to complete. The **tftp** and **xpress** selections offer downloading through the traditional interaction with the IMACS CPU, through the ethernet port on the CPU. The **tftp** process is the preferred process, as it provides user status indications and automated processes. Following are the questions and the appropriate responses in order to tftp a new load into the IPR*4 card:

- Mismatch retries: (1 - 40). Leave at the default of 20 and hit carriage return.
- Timeout retries: (1 - 10). Leave at default of 4 and hit carriage return

- IP Address of server: In the box provided, denote the IP address of the device running the tftp server software.
- File name: Enter in the box provided the load file to be retrieved. This will resemble something like iptr_1.1.00.bin.

If the loadname selected will results in a functionality change, then the user will be prompted that they will need to reprovision services as noted in Figure 9-7.

```
Flash Screen | P1 IPR*4HDLCL Rev A0-0 Ser 00006 | 09-23-11 17:04
BLOCK NUMBER: 1 | UPGRADE P1
STATUS Full
MODEL IPR*4HDLCL
VERSION 2.0.0
I.D. 1
CHKSUM 0x120C7C40

Kernel 2.0, Checksum 0x120C7C40

WARNING: This download will change the cardtype.
And you will lose all your provisioning.
Continue (y/n)?

Copy | Refresh | Main
```

Figure 9-7. Configuration change - reprovisioning needed

Once the proper values have been set up, and communications to the tftp server has been established, then the load size still to be transferred will begin to decrement in the window as shown in Figure 9-8.


```
Flash Screen | P1/U1 IPR*4PPP Rev A0-0 Ser 00010 | 03-25-11 13:10
BLOCK NUMBER:      1                                UPGRADE P1
STATUS              full
MODEL               IPR*4PPP
VERSION            1.1.0
I.D.               1
CHKSUM             0x11FD6BEC

Kernel 1.1, Checksum 0x11FD6BEC

Press CTRL-X to abort transfer...
Bytes left: 4862376
Copy | Refresh | Main
```

Figure 9-8.An in-process IPR*4 card download

For a clean connection, this download should take less than five minutes. If during the transfer process it is determined that this action is not desired, simply executing ctrl-x during the download will stop the download process and return the card to executing the current code level. After the download has completed, the system will calculate the load checksum that was transferred, in order to assure that the load has been delivered successfully. Should the checksum fail, then the download process will need to be started once again. Normally the checksum validation passes, and then the IPR*4 card will begin to place the new software into its' on-board flash. This action performed by the card will make the newly downloaded code the running operating software. This step taken by the card cannot be interrupted, and doing so can cause programming issues on the IPR*4 card, requiring it to be returned to the factory. This next step is illustrated in Figure 9-9. Please note the cautions associated with this step!

```
Flash Screen | P1/U1 IPR*4PPP Rev A0-0 Ser 00010 | 03-25-11 13:37
BLOCK NUMBER:      1                                UPGRADE P1
STATUS              full
MODEL               IPR*4PPP
VERSION             1.1.0
I.D.                1
CHKSUM              0x11FD6BEC

Kernel 1.1, Checksum 0x11FD6BEC

IPR*4 download has completed. The IPR*4 card takes up to
15 minutes to update its flash. The UPGRADE alarm will
clear when the upgrade is complete.
You will not be able to change the status of this IPR*4 card!
The card will restart automatically when completed.

Copy | Refresh | Main
```

Figure 9-9. Checksum passed, writing load to flash.

WARNING! Once the card begins to write to flash, any disruption in this process could cause the card to become inoperable, and would require the card to be returned to Zhone for repair. DO NOT remove the card during this time! DO NOT attempt to change the status of the card! DO NOT drop power on the IMACS shelf!

After the IPR*4 card completes writing to flash, the card will reboot and the upgrade alarm will be cleared. The new code is now executing on the IPR*4 card.

Should the card now have new functionality (one of the first two load digits has changed), then the card will be placed into the rejected (REJ) state as illustrated in Figure 9-3 on page 9-5. Once the card is in this state, then select 't' to accept the new card and provision the new capability as described earlier in this section.

If the customer has stayed within the same software base (the first two load digits have remained the same), then the card is now operational and running the new software release.

9.5.2 xpress upgrade option

New in the 6.1.4 software release is the **xpress** option. This option allows for downloading through the faceplate of the IPR*4 card using one of the four ethernet ports. This option provides a stream-lined method to upgrade. Using the existing tftp and xmodem options have their disadvantages. The xmodem option is very slow. The tftp option, though quick, must communicate to the CPU card installed and has limitations when activity is going on to the host CPU (such as telnet, pings, and other ethernet activity destined for the host CPU). Should a collision occur during the download, a 'dpram timeout' occurs, and depending on activity could prove insurmountable to the completion of the upgrade process. This xpress option allows for loading through the front of the IPR*4 card, but bypasses many of the statistics and updates that occur to and through the CPU. This option can only be used when the tftp server is connected to the IPR*4 card through the front of the IPR*4 card.

Once the download command has been chosen, select the **xpress** option, as seen in Figure 9-10. If the user decides to load a software image that the first two digits of the load do not match the currently running load (for example: x.y.zz - any load where 'x' and 'y' are not equal to the currently running load) then the card will change functionality and a reprovision of the card will be necessary.

```
Flash Screen | P3 IPR*4PPP Rev A0-0 Ser 10005 | 09-15-11 17:21
BLOCK NUMBER:      1
STATUS              actu
MODEL               IPR*4PPP
VERSION             1.1.0
I.D.                1
CHKSUM              0x11FD2012

Kernel 1.1, Checksum 0x11FD2012

Via:  xmodem  tftp  xpress
Copy | Refresh | Main
```

Figure 9-10.xpress download of IPR*4 card

Prior to beginning the download, the user will be prompted to confirm the location for the tftp server and the filename, as illustrated in Figure 9-11.

```
Flash Screen | P3 IPR*4PPP Rev A0-0 Ser 10005 | 09-15-11 17:23
BLOCK NUMBER:      1
STATUS              actv
MODEL               IPR*4PPP
VERSION             1.1.0
I.D.                1
CHKSUM              0x11FD2012

Kernel 1.1, Checksum 0x11FD2012

Download from IP: 172.16.73.213  Filename: ipr_2.0.00.bin <y/n>?
Copy | Refresh | Main
```

Figure 9-11.Download Confirmation

Caution should be exercised when confirming the download. Once the process begins, it cannot be stopped. Ensure that the tftp server is ready to receive the request, and that the IP address and file name are correct prior to confirming the action!

If the loadname selected will results in a functionality change, then the user will be prompted that they will need to reprovision services as noted in Figure 9-12.

```

Flash Screen | P1 IPR*4HDLCL Rev A0-0 Ser 00006 | 09-23-11 17:04
BLOCK NUMBER: 1 UPGRADE P1
STATUS Full
MODEL IPR*4HDLCL
VERSION 2.0.0
I.D. 1
CHKSUM 0x120C7C40

Kernel 2.0, Checksum 0x120C7C40

WARNING: This download will change the cardtype.
And you will lose all your provisioning.
Continue (y/n)?

Copy | Refresh | Main

```

Figure 9-12. Configuration change - reprovisioning needed

Once the user has confirmed the download, then the loading through the IPR*4 faceplate will commence as shown in Figure 9-13. An alarm indicating the loading process is raised, and the upgrade function starts locally on the card. Once the process completes, then the card will automatically reboot and the alarm will clear.

```

Flash Screen | P3 IPR*4PPPL Rev A0-0 Ser 10005 | 09-15-11 17:23
BLOCK NUMBER: 1 UPGRADE P3
STATUS actu
MODEL IPR*4PPPL
VERSION 1.1.0
I.D. 1
CHKSUM 0x11FD2012

Kernel 1.1, Checksum 0x11FD2012

Downloading ....
File transfer has started. Your screen will be locked
until the transfer has completed. This process may take
up to ten minutes to complete.
Copy | Refresh | Main

```

Figure 9-13.xpress download in Progress

WARNING! Once the card begins to write to flash, any disruption in this process could cause the card to become inoperable, and would require the card to be returned to Zhone for repair. DO NOT remove the card during this time! DO NOT attempt to change the status of the card! DO NOT drop power on the IMACS shelf!

Should the card now have new functionality (one of the first two load digits has changed), then the card will be placed into the rejected (REJ) state as illustrated in Figure 9-3 on page 9-5. Once the card is in this state, then select 't' to accept the new card and provision the new capability as described earlier in this section.

9.6 IPR*4 Card Alarm and Upgrade Events

A new log has been added for the IPR*4 card. An entry has been added for a Heart Beat (HB) fault. In the event of a heart beat failure, the card will be automatically restarted by the CPU.

```
23644 P3 IPR*4 I HB FAIL 08-25 13:30:41 08-25 13:30:41
```

A new alarm and log event has been added to the IPR*4 card. When the customer begins to download new software to the IPR*4 card, the system will raise an UPGRADE alarm. This alarm will note the server slot that is being upgraded. This alarm will clear once the download fails, or after the card reboots following a successful download.

Refer to Appendix B in the System Reference Guide for further information on Error Messages regarding this card.

9.7 IPR*4 Card Troubleshooting

On power-up, the IPR*4 card performs a self-test. This is the only diagnostic available for the IPR*4 card. A “healthy” active IPR will have a green LED lit on the front panel. The IPR*4 card can take a couple of minutes to come up in-service and active.

The indications that an IPR*4 is not on-line are:

- Continuous amber alarm LED on front panel AFTER the system has been registered during initial installation. (Prior to registration, the amber LED is an indication that registration needs to occur before the system can be fully operational).
- Inability to communicate with the system by any means (VT-100 Term, Telnet, etc.).
- The routing table is blank, even though a network device is connected.
- When accessing any of the card screens, the response “card not responding” indicates a failure on the IPR*4 card. Place the card OOS to restart the IPR*4.

Communications on the IPR*4 card can be observed by looking at the user screens provided. Should the IPR*4 card not be able to be seen, common things to look at are:

- Look at the main IPR*4 screen. Do you see the distant end IP address? Use the refresh function (r) to see updated information.
- Check the T1 connection. Is the T1/E1 up with no alarms?
- Look at the port side of the card, and check the status. Is the port that is needed in an UP state (use the r [refresh] key to see the state several times, as it is possible it is going up and down).
- As a last resort, OOS the card from the IMACS main screen to restart the IPR*4 card remotely.
- Call your next level of support.

If the IPR*4 card is determined to be faulty, replace it and return the faulty unit for repair to the location specified by your distributor.

IPR*4PPP Configuration

9.8 Introduction

The IPR*4 card provides a PPP backbone for customers to extend their communications, command and control capability in an IMACS network. This card extends the capability of the IMACS shelf to expand the range of control in the customers private network.

The IPR*4 card introduces the IMACS platform with the first PPP synchronous standard implementation of PPP, RFC 1661.

In order to provide the Ethernet to PPP inter-working capability, the IPR*4 10/100BT card has four modular RJ-45 interface jacks on the faceplate.

The software release level in the card determines the cards capabilities. The following illustrates the current and future direction of this card, and appropriate display names.

Table 9-3. IPR*4 PPP option

Card Display	Firmware	Faceplate Ethernet Jacks	Transport Links	High Speed Ports
IPR*4PPP	1.1.x	Individually Addressable	128 PPP	Yes, 4
IPR*4 PPP HS	1.2.x	Individually Addressable	8 PPP	Yes, 8
IPR*4HDLC	2.0.x	Individually Addressable	128 HDLC	Yes, 4

The IPR*4 10/100BT Cards are IP routers that route packets based on IP destination addresses. IPR*4 routes IP datagrams between Ethernet and PPP framed T1 or E1s.

IPR*4 will support SNMP for Ethernet, IP and Routing MIBs. It uses the standard Ethernet encapsulation, utilizing 14 bytes Ethernet Header: Source Ethernet Address (6 bytes), Destination Ethernet Address (6 bytes), and a Protocol Type (2 bytes). The IPR*4 card supports RIP (Routing Information Protocol, RFC 1058) as well as RIPv2, used for dynamically discovering IP routes from adjacent IP routers.

The WAN interface is standard encapsulation of IP datagrams over a PPP link.

The IMACS IPR*4 card does not support PPP authentication. The IPR*4 card is not designed to be a general purpose enterprise router, but rather is designed to extend the IMACS network of command and control applications contained within the customers T1/E1 network.

IPR*4 provides the capability to deliver IP packets to the CPU hosting the IPR*4. Assuming an average frame of 256 bytes, IPR*4 maintains LAN to WAN (and WAN to LAN) throughput of 2.048 Mbps.

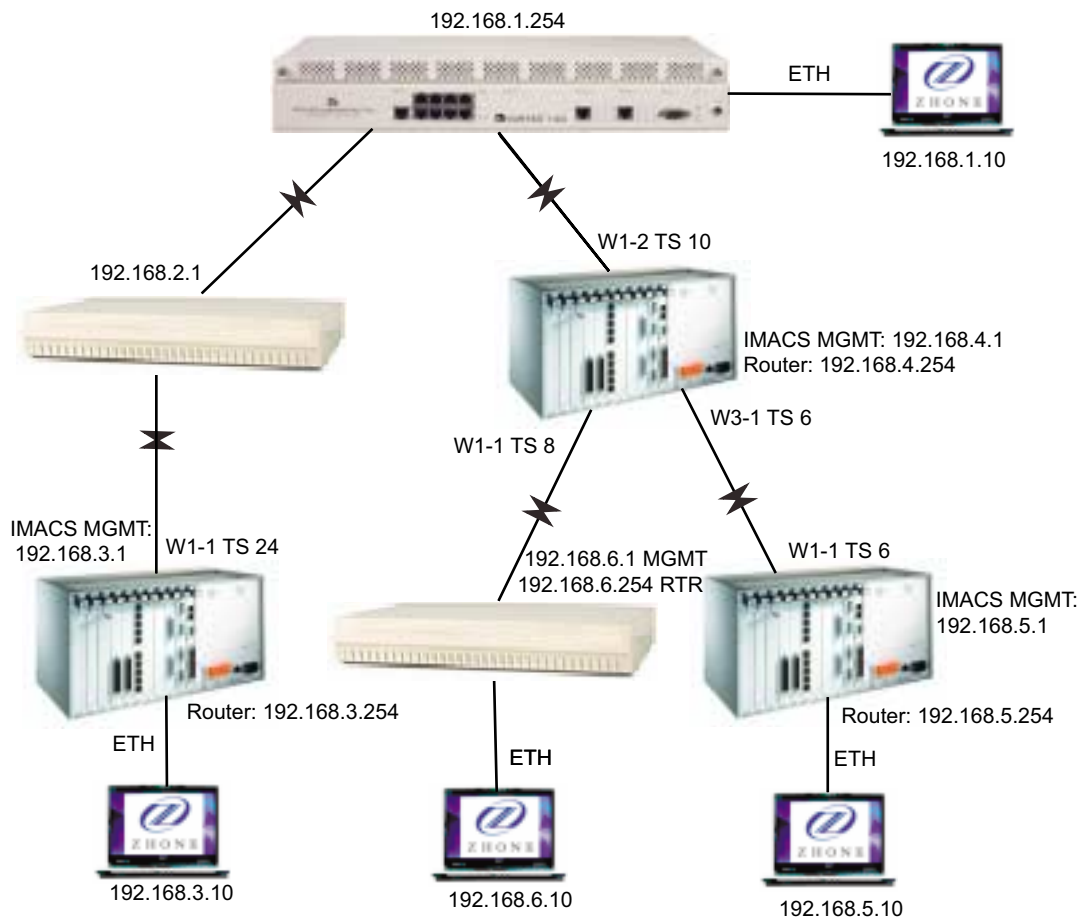
9.9 IPR*4 configuration in a PPP Network

In the IPR*4 1.1.x release, the four ethernet ports are individually addressable and the card supports 128 PPP links. With 1.1.x loaded on the IPR*4 card, it displays IPR*4PPP.

9.9.1 IPR*4 Connecting IP LANs

The IPR*4 Card can be used for connecting IP LANs together through a PPP Network. Figure 9-2 shows a T1 PPP network between three Ethernet LANs.

Figure 9-14. IPR*4 Card Connected to IP LANs through a PPP Network



9.10 IPR*4PPP Configuration Screens and Settings

The IPR*4 card displays the four ethernet ports and their current status on the main login screen. The PPP link ports are not displayed at this level.

The IPR*4PPP card has 128 provisionable PPP WAN links available. Because of the interface to 128 T1 or E1 ports, the IPR*4PPP cards take about a minute to initialize on power-up and restarts. Some system interactions take longer than other cards when dealing with the IPR*4PPP card such as in the case of accepting the card from a rejected (REJ) state. This action will cause the user interface (UI) updates to cease as the IMACS provisions and establishes the 128 WAN link configuration. The IMACS continues to operate during this time, however the UI cannot be updated until the task completes.

The system can be configured in such a way as to allow the IMACS management port to come over the PPP link. Figure 9-4 on page 9-6 shows the setup to manage this IMACS node through the IPR*4 card. The default IP port noted in the figure is pointed to the IPR*4 server card, which in this example resides in slot P1. Please note that when managing the IMACS through the IPR*4 card, a change to the IMACS host CPU IP address may require that the IPR*4 card be restarted (placed OOS) in order for the new IMACS IP address to be accessible.

9.10.1 IPR*4 10/100BT (883270) Card Main Screen

The main screen of the IPR*4 screen gives the operator the current interface setup of the card by displaying the current routing table for the card. This main screen is shown in Figure 9-5.

```

ZhoneIMACS | P1 IPR*4PPP Rev A0-0 Ser 10008 | 02-16-12 10:43
Version #:1.1.1
IP Router Routing Table
#      Route          Dist      Next Hop      Interface      Status      S
1  13.13.13.0         1      13.13.13.13   NODE13         D....      G
2  192.168.1.0        1      192.168.1.12  GOVMNT         D....      G
3  192.168.5.0        1      192.168.5.1   CENTRAL        D....      G
4  192.168.10.0       1      192.168.10.1  REMOTE         D....      G
5  172.16.73.13       1      13.13.13.13   HOST RT        .H...      G
6  192.168.15.0       1      192.168.5.1   CENTRAL        .S...      G
7  23.23.23.0         1      13.13.13.13   DOWNTN         D....      G
8  172.16.73.23       2      23.23.23.23   DOWNTN        ....R      G

Total # Of IP Routes : 8

STATUS :   D=DIRECT   S=STATIC   H=HOST   F=DEFAULT   R=RIP
S(STATE):  G = GOOD    P = SUSPECT B = BAD

Refresh | pgUp | pgDn | eNet | Stat | port | Intf name | Ping | Main

```

Figure 9-15. IPR*4 10/100BT Card Interface Main Screen

The default IPR*4 screen shows the current software level of the IPR*4 card, as well as all the routes visible to the IPR*4 card. The Interface column displays the interface name as assigned either in the **INTF NAME** window or from PPP discovery messages. In addition it displays the way that this information was obtained, either by rip or static entries. Finally, the display indicates if the route is good, bad, or suspect. A **GOOD** route is one that has recently been updated. A **SUSPECT** route is one that the system has not had a RIP update for 90 seconds. A **BAD** route is one that has passed the suspect stage, and is declared **BAD** after the lapse of an additional 30 seconds. Once a **BAD** route has existed for an additional 30 seconds, it will be deleted from the routing table.

Table 9-4. IPR*4 10/100BT Card Main Screen Actions

Action	Function
Refresh	Refresh the current screen.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
eNet	Go to Ethernet and Default IP screen.
Stat	Go to Static Route configuration screen.
Port	Go to the PPP Port provisioning screen.
Intf name	Define the Interface name and associate it to an IP address
Ping	Allows for sending a ping out from the IPR*4 card
Main	Go back to the IP Interface Main Menu Screen.

The 1.x.y software release of the IPR*4 card is a PPP interface device. In this software stream, the four RJ-45 ethernet jacks are independently addressable, and the card can interface with up to 128 PPP WAN links. In order to provision and control the interfaces, the use of the settings on the IPR*4 main screen need to be defined. As shown in Table Table 9-2 and figure Figure 9-5, these parameters are **eNet**, **Stat**, **porT** and **INTF NAME**. For the PPP WAN link interface, the **INTF NAME** screen is not used as discovery messages on the PPP link will associate an IP address to the link.

9.10.2 IPR*4 provisioning card setup

The basic premise of the IPR*4 card is to connect IP addressable entities from the four provided RJ-45 ethernet jacks on the faceplate of the card to a remote management system over T1 or E1 WAN links. For this purpose, the setup of the card takes place in two venues: the ethernet side (**eNet**) and in the T1 or E1 port (**porT**) side. Connectivity occurs due to the IPR*4 card being able to associate IP addresses via RIP, RIPv2, static provisioning, PPP discovery, etc. from the faceplate of the card to the appropriate WAN PPP link. The ethernet side always requires that the user describe this interface in the **INTF NAME** screen. This associates an IP address to a ethernet jack on the faceplate of the card.

On the T1/E1 side, the PPP interface discovers the far-end IP address through IPCP discovery messaging, and therefore an IP address association is made through the PPP protocol. Due to this automatic association, an entry in the **INTF NAME** screen is not needed. To give the user a recognizable entity that can be found, the IPR*4 provides a name to be assigned on the PPP **porT** screen.

The card provisioning setup for the PPP interface is summarized below.

1. Add IP addresses to name associations in the **INTF NAME** screen for the four ethernet jacks on the router card.
2. Use the ethernet screen (**eNet**) to turn up in-service and provision the four ethernet jacks. The name entered in step one is required to turn up the four ethernet jacks.

3. Go to the **porT** screen, and assign the WAN connections to the remote systems. The IP address that exists at the far-end of the PPP link will be automatically discovered through IPCP messaging. You will need to enter a name on the **porT** screen to help locate the appropriate link later using the **Find** command functions.
4. Turn-up the **porT**, and the status should change to UP if all provisioning and WAN links are in the appropriate state and provisioned correctly.

9.10.3 IPR*4 INTF NAME screen

The **INTF NAME** screen is where associations are defined between an IP address and the ethernet jacks on the front of the card. This interface should **not** be used to define the PPP links; this association will be added on the **porT** screen itself. The **INTF NAME** screen is shown in Figure 9-16

```
ZhoneIMACS | P1 IPR*4PPP Rev A0-0 Ser 10008 | 02-16-12 09:54
page: 1 of 1      IP ROUTER INTERFACE MENU
NAME           IP ADDR           IP MASK
NODE13         13.13.13.13       255.255.255.0
GOVMNT         192.168.1.12      255.255.255.0
CENTRAL        192.168.5.1       255.255.255.0
REMOTE         192.168.10.1      255.255.255.0

Ref | Add | dEl | pgUp | pgDn | Find | find Next | Main
```

Figure 9-16.INTF Name Screen

Table 9-5. IPR*4 Interface Name Screen Action

Action	Function
Ref	Refresh the current screen.
Add	Adds a new Interface name
dEl	Deletes the currently selected Interface name if not in use.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
Find	Searches to find an interface name
find Next	When searching for a name, uses the same Find parameters but locates the next occurrence in the Interface name table.
Main	Go back to the IP Interface Main Menu Screen.

Add

The add command allows the user to add a new ethernet port interface name and IP address association, or a new HDLC port IP address and name association. PPP IP address associations should not be added here.

Del

Del allows the user to delete the IP address to name association, as long as that association is not in use.

Find

Provides the user the ability to find a particular string in a name. For example, if the user knew that the string ATL was in use then the user could use the find function and search for the string "ATL". Similarly, the user could search simply for "A".

Find next

The find next command allows the system to scroll to the next occurrence of the string entered in the Find command. With 128 addressable ports, this is a useful function to locate end points through potentially several pages of entries without having to use the page up and down functions.

9.10.4 IPR*4 Ethernet Connectivity Screen

Once the interface name and associated address has been described, then the individual jacks on the ethernet side can be setup. The IPR*4 card has four ethernet RJ-45 jacks, and these are individually addressable. The eNet screen is shown in Figure 9-17. This screen will display all four ethernet jacks available on the faceplate of the card. Depending on the card software

release in use, some of the field actions (such as State, Interface name and/or Default gateway) will update all four jacks. The system will prompt to apply the change to all the affected jacks when the change taking place affects all four jacks.

	1	2	3	4
STATE	actv	actv	actv	actv
DEFAULT GATEWAY	ip	ip	ip	ip
INTERFACE NAME	NODE13	GOVMNT	CENTRAL	REMOTE
SPEED	auto	100	auto	10
DUPLEX	half	full	half	full
IP MTU	1500	1500	1500	1500
RIP Rx	on	off	on	on
RIP Tx	v2	v2	v1	off
SH	yes	yes	yes	yes

Save | Undo | Refresh | Perf | Arp | Main

Figure 9-17. Ethernet screen for IPR*4 card

The IPR*4 card uses ethernet jack 1 as the base address for the router card. The first ethernet jack interface must have an IP address assigned to it, and be active. **Changing the status of the first ethernet jack will result in a card restart.** This restart is required to allow for proper handling of messages to and from the card. The system will prompt when placing the first ethernet jack into a standby or active status that the card will perform a restart. This restart is executed automatically by the system once the jack is made active, and the change is saved. The other three jacks - numbered 2 through 4 - do not have this constraint, and can be removed and placed back in service without the need to reset the entire card.

Table 9-6. IPR*4 10/100BT Ethernet Menu Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stdby	stdby
DEFAULT GATEWAY	IP address - 0.0.0.0	0.0.0.0
INTERFACE NAME	user selectable	none
SPEED	10 100 auto	auto
DUPLEX	half full	half
IP MTU	1500	1500
RIP Rx	off on	on
RIP Tx	off v1 v2	v2
SH	yes no	yes

State

Activates or deactivates Ethernet jack. The settings are **actv** or **stdby**. Placing jack 1 into a **stdby** state will result in the restart of the IPR*4 card once it is placed back into the **actv** state.

Default Gateway

The default gateway is used to set the default route that unknown packets should be sent. The gateway will be common for all four ethernet jacks. The default gateway must be a reachable address, on the same subnet as the router card. **Changing the default gateway to an in-service card will require a card restart.** This restart is executed by the system once a change to this field is saved. If the default gateway is not immediately accessible, then the default gateway should remain at 0.0.0.0.

Interface name

The interface name is used to define the IP interface, as set by the **INTF NAME** screen from the IPR*4 main screen. The four jacks must be set to four independent IP subnets.

Speed

The default for the jacks is **auto**, but they can be set independently to **10BT** or **100BT**.

Duplex

The default for the jacks is **half**, but they can be set independently to **full**.

IP MTU

The only current option is 1500.

RIP Rx

Set each jack to turn RIP receive **on** or **off**, the default is **on**. This option can be disabled by setting it to **off**.

RIP Tx

Set each jack to transmit RIP packets in **v1** or **v2** mode - or turn it **off**. **v2** is the default.

SH

Enables or disables split horizon on Ethernet. Options are **yes** or **no**. Split-horizon route advertisement is a method of preventing routing loops in distance-vector routing protocols (such as RIP) by prohibiting a router from advertising a route back onto the interface from which it was learned.

9.10.4.1 IPR*4 Ethernet Connectivity Screen - Perf

The IPR*4 ethernet connectivity screen allows the user to look at packet statistics provided by the system. Figure 9-18 shows data displayed by entering this option.

```

ZhoneIMACS | P1 IPR*4PPP Rev A0-0 Ser 00006 | 02-13-12 17:29
IP Router Ethernet Port Statistics
ETHERNET ADDR          00.a0.1b.54.00.07
PACKETS RX:            20630
PACKETS TX:            61305
RX ERRORS:              174
TX ERRORS:              0
BROADCASTS RX          48
MULTICASTS RX          182

Refresh | Clear | Main

```

Figure 9-18. IPR*4 Ethernet Performance Screen

9.10.4.2 IPR*4 Ethernet Connectivity Screen - ARP

The ARP screen will display when pressing the “**A**” (**Arp**) from the Ethernet screen. shows the ARP Table screen. This screen will display ARP Entries, Ethernet Addresses, and the State in which each ARP entry (e.g GOOD, BAD, etc.). Figure 9-19 shows an ARP table gathered on a working system.

The ARP screen will display when pressing the “**A**” (**Arp**) from the Ethernet screen. Figure 9-19 shows the ARP Table screen. This screen will display ARP Entries, Ethernet Addresses, and the State in which each ARP entry (e.g GOOD, BAD, etc.).

```
Simul_C_CB1 : P1 IPR*4PPP Rev A0-0 Ser 00006 : 08-31-11 13:22
                                     IP Router ARP TABLE
#      Arp Entry                      Eth. Address      State
1  172.16.73.254                      40.55.39.ac.51.4a  GOOD
2  172.16.73.213                      00.b0.d0.84.3f.48  GOOD

                                     Total # Of ARP Entries : 2
Inverse ARP Received : 0              Inverse ARP Replied : 0

Refresh : PgUp : PgDn : Clear : Main
```

Figure 9-19.IPR*4 10/100BT ARP Table Screen

9.10.5 IPR*4 Port Screen

Once the ethernet side of the IPR*4 card has been setup, then the PPP T1/E1 WAN link side can be setup using the **porT** option from the IPR*4 anchor window. The card can support up to 128 links, with the first four of these links having the ability to handle higher bandwidth. Ports one through four can be assigned up to an entire T1 or E1 worth of bandwidth per port. When using multiple DS0 timeslots on the first four ports, the selected DS0 ports must be contiguous. The port interface for the IPR*4PPP shown in Figure 9-20.

ZhoneIMACS P1 IPR*4PPP Rev A0-0 Ser 10008 02-16-12 10:27				
	1	2	3	4
STATE	actv	actv	stdby	stdby
INTF NAME	DOWNTN	UPTN		
WAN	w4-1	w3-1	none	none
TS	table	table	table	table
PROTOCOL	ppp	ppp	ppp	ppp
RIP Rx	on	on	on	on
RIP Tx	v2	v2	v2	v2
SH	yes	yes	yes	yes
LINK ST	UP	UP	DOWN	DOWN

Save | Undo | Refresh | Copy | < | > | porT | Find | find Next | Perf

Figure 9-20. IPR*4PPP Port Display

When defining the ports for the PPP interface, the IP address is determined through the use of IPCP discovery messages when the T1/E1 WAN link is coming up in-service. Since the IP address is determined by the link itself, the **porT** provisioning provides a descriptive field called INTF NAME for the customer to name the particular T1/E1 interface. This allows for a descriptive and meaningful identifier to be associated with the WAN link interface in order to be found later using the **Find** and **find Next** functions.

Table 9-7. IPR*4 Port Menu Option Settings and Defaults

Action	Function
Save	actv stdby
Undo	Removes any items marked to be saved.
Refresh	Refresh the current screen.
Copy	Copies the data on the given port to the next port.
<	Scroll down to the previous four PPP ports
>	Scroll up to the next four PPP ports
porT	Access the information for a given port number
Find	Searches to find an interface name
find Next	When searching for a name, uses the same Find parameters but locates the next occurrence in the Interface name table.
Main	Go back to the IPR*4 Interface Main Screen.

Find

Provides the user the ability to find a particular string in a name. For example, if the user knew that the string ATL was in use then the user could use the find function and search for the string “ATL”. Similarly, the user could search simply for “A”.

Find next

The find next command allows the system to scroll to the next occurrence of the string entered in the Find command. With 128 addressable ports, this is a useful function to locate end points through potentially several pages of entries without having to use the page up and down (< and >, respectively) functions.

Table 9-8. IPR*4 10/100BT port Menu Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stbby	stdby
INTF NAME	Unique 7-character string to identify the far end.	blank
WAN	none w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	none
TS	1-32	1-32
PROTOCOL	ppp	ppp
RIP Rx	off on	on
RIP Tx	off v1 v2	v2
SH	yes no	yes
LINK ST	Display Only n/a UP or DOWN	n/a

State

Activates or deactivates the PPP port. The settings are **actv** or **stdby**.

INTF NAME

Enter a seven character string to identify the remote end of the link. This name is entered to assist the customer by naming the port. The actual IP address in the PPP application is discovered on the link itself. Once the link reaches the UP status with the remote end, pressing carriage return on this field will reveal the IP address and netmask of the remote end.

WAN

This field points to the WAN slot to carry the PPP WAN link. Options are **wan** (w1-1 through w4-2).

TS

Ports 1 through 4 can be set for any number of contiguous timeslots, up to 24 for T1 (DSX) WAN and 32 for E1 (CEPT) WAN. For ports 5 through 128, these can set for a single DS0 only.

PROTOCOL

Display only, set for PPP.

RIP Rx

Set each port to turn RIP receive **on** or **off**, the default is **on**. This option can be disabled by setting it to **off**.

RIP Tx

Set each port to transmit RIP packets in **v1** or **v2** mode - or turn it **off**. **v2** is the default.

SH

Enables or disables split horizon on Ethernet. Options are **yes** or **no**. Split-horizon route advertisement is a method of preventing routing loops in distance-vector routing protocols (such as RIP) by prohibiting a router from advertising a route back onto the interface from which it was learned.

LINK ST

This display-only field shows the state of the LCP (Link Communications Protocol) internal status. In order for PPP to properly initialize, the LCP negotiation between the near end and far end must complete, and display an **UP** value. A DS1 circuit that is in-service at both ends, will not be able to carry PPP traffic if the LCP link status is **DOWN**. If there is no provisioning, or there is a communication issue to the IPR*4 card, then the default of **n/a** is displayed.

9.10.6 IPR*4 Static Route Screen

```

ZhoneIMACS | P1 IPR*4PPP Rev A0-0 Ser 10008 | 02-16-12 10:10
page: 1 of 1      IP Router STATIC MENU
IP Net      Subnet      GoTo      Dist
192.168.15.15 255.255.255.0 192.168.5.1 1
Refresh | Add | dElete | pgUp | pgDn | Main

```

Figure 9-21.IPR*4 Static Route Entry

Table 9-9. IPR*4 10/100BT IP Static Routes Configuration Table Screen Actions

Action	Function
Refresh	Refreshes the current screen
Add	Adds the selected information on the screen (e.g. IP net, Subnet, etc.)
dElete	Deletes the selected information from the screen
pgUp	Scrolls up through the list of IP static routes
pgDn	Scrolls down through the list of IP static routes
Main	Returns to the IP Interface Menu screen

When adding a static route, the following input is required:

IP NET

A destination IP network address. Enter a valid IP address (e.g. 125.15.0.0).

SUBNET

A subnet mask. Enter a valid subnet mask (e.g. 255.255.0.0).

GOTO

IP address of the next IP gateway for this static route. Enter a valid IP address gateway (e.g. 192.168.1.254).

DIST

Administrative distance (in hops) for this static route.



Note: *The static routes will always be preferred to dynamic routes regardless of the Distance. This Distance will, however, be advertised in any routing updates for this static route.*

IPR*4HDLC Configuration

9.11 Introduction

The IPR*4 card provides a HDLC backbone for customers to extend their communications, command and control capability in an IMACS network. This card extends the capability of the IMACS shelf to expand the range of control in the customers private network.

In order to provide the Ethernet to HDLC inter-working capability, the IPR*4 10/100BT card has four modular RJ-45 interface jacks on the faceplate.

The software release level in the card determines the cards capabilities. The following illustrates the current and future direction of this card, and appropriate display names.

Table 9-10. IPR*4 available options

Card Display	Firmware	Faceplate Ethernet Ports	Transport Links	High Speed Ports
IPR*4PPP	1.1.x	Individually Addressable	128 PPP	Yes, 4
IPR*4 PPP HS	1.2.x	Individually Addressable	8 PPP	Yes, 8
IPR*4HDLC	2.0.x	Individually Addressable	128 HDLC	Yes, 4

The IPR*4 10/100BT Cards are IP routers that route packets based on IP destination addresses. IPR*4 routes IP datagrams between Ethernet and HDLC framed T1 or E1s.

IPR*4 will support SNMP for Ethernet, IP and Routing MIBs. It uses the standard Ethernet encapsulation, utilizing 14 bytes Ethernet Header: Source Ethernet Address (6 bytes), Destination Ethernet Address (6 bytes), and a Protocol Type (2 bytes). The IPR*4 card supports RIP (Routing Information Protocol, RFC 1058) as well as RIPv2, used for dynamically discovering IP routes from adjacent IP routers.

The WAN interface is standard encapsulation of IP datagrams over a HDLC link.

The IPR*4 card is not designed to be a general purpose enterprise router, but rather is designed to extend the IMACS network of command and control applications contained within the customers T1/E1 network.

IPR*4 provides the capability to deliver IP packets to the CPU hosting the IPR*4. Assuming an average frame of 256 bytes, IPR*4 maintains LAN to WAN (and WAN to LAN) throughput of 2.048 Mbps.

| Management to the IMACS-200 is supported with the HDLC firmware.

9.12 IPR*4 configuration in a HDLC Network

In the IPR*4 2.0.x release, the four ethernet jacks are individually addressable and the card supports 128 HDLC links. With 2.0.x loaded on the IPR*4 card, it displays IPR*4HDLC.

9.12.1 IPR*4 Connecting IP LANs

The IPR*4 Card can be used for connecting IP LANs together through a HDLC Network.

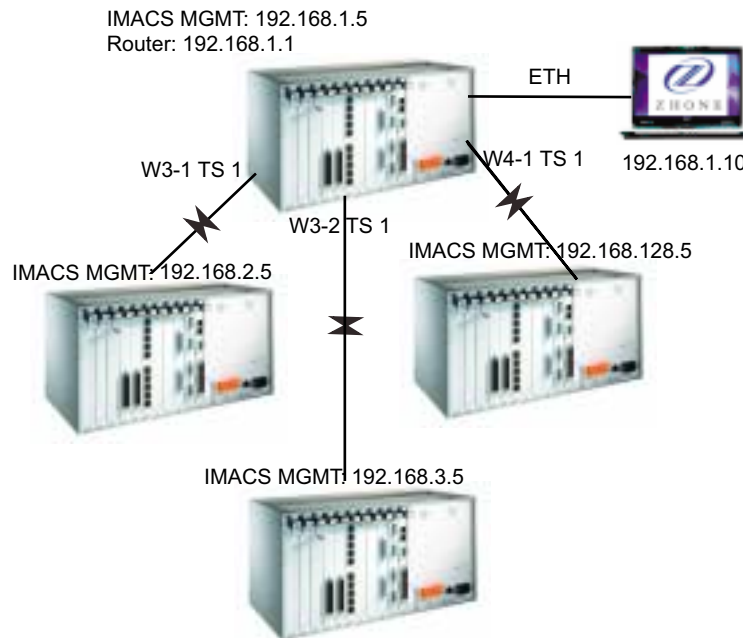


Figure 9-22. IPR*4HDLC IMACS node Management

For simplicity, the IMACS diagram illustrates the HDLC management links being dispersed over different WANS. Use of a DACS or similar T1/E1 grooming device would allow for each DS0 to be sent to different destinations. Also for simplicity, only one ethernet device is shown connected to the four available ethernet jacks.

9.13 IPR*4HDLC Configuration Screens and Settings

The IPR*4 card displays the four ethernet jacks and their current status on the main login screen. The HDLC link ports are not displayed at this level.

The IPR*4HDLC card has 128 provisionable HDLC WAN links available. Because of the interface to 128 T1 or E1 ports, the IPR*4HDLC card takes about a minute to initialize on power-up and restarts. Some system interactions take longer than other server cards such as in the case of accepting the card from a rejected (REJ) state. This action causes the user interface (UI) updates to cease as the IMACS provisions and establishes the 128 WAN link configuration. The IMACS continues to operate during this time, however the UI is not updated until the provisioning task completes.

The system can be configured in such a way as to allow the IMACS management port to come over the HDLC link. Figure 9-4 on page 9-6 shows the setup to manage this IMACS node through the IPR*4 card. The default IP port noted in the figure is pointed to the IPR*4 server card, which in this example resides in slot P1. Please note that when managing the IMACS through the IPR*4 card, a change to the IMACS host CPU IP address may require that the IPR*4 card be restarted (placed OOS) in order for the new IMACS IP address to be accessible.

9.13.1 IPR*4 10/100BT (883270) Card Main Screen

The main screen of the IPR*4 screen gives the operator the current interface setup of the card by displaying the current routing table for the card. This main screen is shown in Figure 9-5.

ZhongMACS		P1	IPR*4HDLC	Rev A0-0	Ser 00006	02-13-12 16:23	
Version #:2.0.0							
IP Router Routing Table							
#	Route	Dist	Next Hop	Interface	Status	S	
1	172.16.73.0	1	172.16.73.84	IPR_INC	D..F.	G	
2	172.16.73.83	1	172.16.73.84	HOST_RT	..H..	G	
3	172.16.93.0	1	172.16.93.93	93	D....	G	
4	172.16.170.0	1	172.16.170.170	170	D....	G	
5	172.16.109.0	1	172.16.109.109	109	D....	G	
6	172.16.128.0	1	172.16.128.128	128	D....	G	
7	172.16.129.0	1	172.16.129.129	129	D....	G	
8	172.16.111.0	1	172.16.111.111	111	D....	G	
9	172.16.55.0	1	172.16.55.55	55	D....	G	
10	172.16.46.0	1	172.16.46.46	46	D....	G	
Total # Of IP Routes : 10							
STATUS :	D=DIRECT	S=STATIC	H=HOST	F=DEFAULT	R=RIP		
S(STATE):	G = GOOD	P = SUSPECT	B = BAD				
Refresh	pgUp	pgDn	eNet	Stat	porT	Intf name	Ping Main

Figure 9-23. IPR*4HDLC 10/100BT Card Interface Main Screen

The default IPR*4 screen shows the current software level of the IPR*4 card, as well as all the routes visible to the IPR*4 card. The Interface column displays the interface name as assigned in the **INTF NAME** window. In addition it displays the way that this information was obtained, either by rip or static entries. Finally, the display indicates if the route is good, bad, or suspect. A GOOD route is one that has recently been updated. A SUSPECT route is one that the system has not had a RIP update for 90 seconds. A BAD route is one that has passed the suspect stage, and is declared BAD after the lapse of an additional 30 seconds. Once a BAD route has existed for an additional 30 seconds, it will be deleted from the routing table.

Table 9-11. IPR*4 10/100BT Card Main Screen Actions

Action	Function
Refresh	Refresh the current screen.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
eNet	Go to Ethernet and Default IP screen.
Stat	Go to Static Route configuration screen.
Port	Go to the PPP Port provisioning screen.
Intf name	Define the Interface name and associate it to an IP address
Ping	Allows for sending a ping out from the IPR*4 card
Main	Go back to the IP Interface Main Menu Screen.

The 2.x.y software release of the IPR*4 card is a HDLC interface device. In this software stream, these four ethernet jacks are independently addressable, and the card can interface with up to 128 HDLC links. In order to provision and control the interfaces, the use of the settings on the IPR*4 main screen need to be defined. As shown in Table Table 9-2 and figure Figure 9-5, these parameters are **eNet**, **Stat**, **porT** and **INTF NAME**.

9.13.2 IPR*4 provisioning card setup

The basic premise of the IPR*4 card is to connect IP addressable entities from the four provided RJ-45 ethernet jacks on the faceplate of the card to a remote management system over T1 or E1 WAN links. For this purpose, the setup of the card takes place in two venues: the ethernet side (**eNet**) and in the T1 or E1 port (**porT**) side. Connectivity occurs due to the IPR*4 card being able to associate IP addresses via RIP, RIPv2, static provisioning, etc. from the faceplate of the card to the appropriate WAN HDLC link. The ethernet side always requires that the user describe this interface in the **INTF NAME** screen. This associates an IP address to a ethernet jack on the faceplate of the card.

On the T1/E1 side, the HDLC interface is also provisioned on the **INTF NAME** screen.

The card provisioning setup for the HDLC interface is summarized below.

1. Add IP address to name associations in the **INTF NAME** screen for the four ethernet jacks on the router card.
2. Add IP address to name associations in the **INTF NAME** screen for up to 128 HDLC WAN link connections.
3. Use the ethernet screen (**eNet**) to turn up in-service and provision the four ethernet jacks. The name in step one is required to turn up the ethernet jacks.
4. Go to the **porT** screen, and assign the WAN connections to the remote systems. You will need to enter the appropriate interface name on the **porT** screen as defined in step 2 above.

5. Turn-up the **porT**, and the status should change to UP if all provisioning and WAN links are in the appropriate state and provisioned correctly.

9.13.3 IPR*4 INTF NAME screen

The **INTF NAME** screen is where associations are defined between an IP address and the ethernet jacks on the front of the card. This interface is also used to define the HDLC link names with PI addresses. The **INTF NAME** screen is shown in Figure 9-17.

```
ZhoneIMACS | P1 IPR*4HDLC Rev A0-0 Ser 00006 | 02-13-12 16:26
page: 1 of 2      IP ROUTER INTERFACE MENU
NAME            IP ADDR          IP MASK
93              172.16.93.93     255.255.255.0
170             172.16.170.170   255.255.255.0
109             172.16.109.109   255.255.255.0
128             172.16.128.128   255.255.255.0
129             172.16.129.129   255.255.255.0
IPR_INC         172.16.73.84     255.255.255.0
111             172.16.111.111   255.255.255.0
55              172.16.55.55     255.255.255.0
46              172.16.46.46     255.255.255.0
CENTRAL         192.168.1.17     255.255.255.0

Ref | Add | dEl | pgUp | pgDn | Find | find Next | Main
```

Figure 9-24.INTF Name Screen

Table 9-12. IPR*4 Interface Name Screen Action

Action	Function
Ref	Refresh the current screen.
Add	Adds a new Interface name
dEl	Deletes the currently selected Interface name if not in use.
PgUP	Scrolls up one page.
PgDn	Scrolls down one page.
Find	Searches to find an interface name
find Next	When searching for a name, uses the same Find parameters but locates the next occurrence in the Interface name table.
Main	Go back to the IP Interface Main Menu Screen.

Add

The add command allows the user to add a new ethernet port interface name and IP address association, or a new HDLC port IP address and name association. PPP IP address associations should not be added here.

Del

Del allows the user to delete the IP address to name association, as long as that association is not in use.

Find

Provides the user the ability to find a particular string in a name. For example, if the user knew that the string ATL was in use then the user could use the find function and search for the string "ATL". Similarly, the user could search simply for "A".

Find next

The find next command allows the system to scroll to the next occurrence of the string entered in the Find command. With 128 addressable ports, this is a useful function to locate end points through potentially several pages of entries without having to use the page up and down functions.

9.13.4 IPR*4 Ethernet Connectivity Screen

Once the interface name and associated address has been described, then the individual jacks on the ethernet side can be setup. The IPR*4 card has four ethernet RJ-45 jacks, and these are individually addressable ethernet jacks. The eNet screen is shown in Figure 9-17. This screen will display all four ethernet jacks available on the faceplate of the card. Depending on the

card software release in use, some of the field actions (such as State, Interface name and/or Default gateway) will update all four ports. The system will prompt to apply the change to all the affected ports when the change taking place affects all four jacks.



Figure 9-25. Ethernet screen for IPR*4 card

The IPR*4 card uses ethernet port 1 as the base address for the router card. The first ethernet jack interface must have an IP address assigned to it, and be active. **Changing the status of the first ethernet jack will result in a card restart.** This restart is required to allow for proper handling of messages to and from the card. The system will prompt when placing the first ethernet jack into a standby or active status that the card will perform a restart. This restart is executed automatically by the system once the port is made active, and the change is saved. The other three jacks - numbered 2 through 4 - do not have this constraint, and can be removed and placed back in service without the need to reset the entire card.

Table 9-13. IPR*4 10/100BT Ethernet Menu Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stdby	stdby
DEFAULT GATEWAY	IP address - 0.0.0.0	0.0.0.0
INTERFACE NAME	user selectable	none
SPEED	10 100 auto	auto
DUPLEX	half full	half
IP MTU	1500	1500
RIP Rx	off on	on
RIP Tx	off v1 v2	v2
SH	yes no	yes

State

Activates or deactivates Ethernet jack. The settings are **actv** or **stdby**. Placing jack 1 into a **stdby** state will result in the restart of the IPR*4 card once it is placed back into the **actv** state.

Default Gateway

The default gateway is used to set the default route that unknown packets should be sent. The gateway will be common for all four ethernet jacks. The default gateway must be a reachable address, on the same subnet as the route card. **Changing the default gateway to an in-service card will require a card restart.** This restart is executed by the system once a change to this field is saved. If the default gateway is not immediately accessible, then the default gateway should remain at 0.0.0.0.

Interface name

The interface name is used to define the IP interface, as set by the **INTF NAME** screen from the IPR*4 main screen. The four jacks must be set to four independent IP subnets.

Speed

The default for the jacks is **auto**, but they can be set independently to **10BT** or **100BT**.

Duplex

The default for the jacks is **half**, but they can be set independently to **full**.

IP MTU

The only current option is 1500.

RIP Rx

Set each jack to turn RIP receive **on** or **off**, the default is **on**. This option can be disabled by setting it to **off**.

RIP Tx

Set each jack to transmit RIP packets in **v1** or **v2** mode - or turn it **off**. **v2** is the default.

SH

Enables or disables split horizon on Ethernet. Options are **yes** or **no**. Split-horizon route advertisement is a method of preventing routing loops in distance-vector routing protocols (such as RIP) by prohibiting a router from advertising a route back onto the interface from which it was learned.

9.13.4.1 IPR*4 Ethernet Connectivity Screen - Perf

The IPR*4 ethernet connectivity screen allows the user to look at packet statistics provided by the system. Figure 9-18 shows data displayed by entering this option.

```

ZhoneIMACS | P1 IPR*4HDLC Rev A0-0 Ser 00006 | 02-13-12 17:29
IP Router Ethernet Port Statistics
ETHERNET ADDR          00.a0.1b.54.00.07
PACKETS RX:             20630
PACKETS TX:             61305
RX ERRORS:              174
TX ERRORS:               0
BROADCASTS RX           48
MULTICASTS RX:          182

Refresh | Clear | Main

```

Figure 9-26.IPR*4 Ethernet Performance Screen

9.13.4.2 IPR*4 Ethernet Connectivity Screen - ARP

The ARP screen will display when pressing the “A” (**Arp**) from the Ethernet screen. shows the ARP Table screen. This screen will display ARP Entries, Ethernet Addresses, and the State in which each ARP entry (e.g GOOD, BAD, etc.). Figure 9-19 shows an ARP table gathered on a working system.

```
ZhoneIMACS | P1 IPR*4HDLC Rev A0-0 Ser 00006 | 02-13-12 17:27
IP Router ARP TABLE
#      Arp Entry      Eth. Address      State
1  172.16.73.254      40.55.39.ac.51.4a  GOOD
2  172.16.73.180      00.b0.d0.7d.bd.82  GOOD
3  172.16.73.150      00.03.ba.1f.88.ab  GOOD

Total # Of ARP Entries : 3
Inverse ARP Received : 0      Inverse ARP Replied : 0
Refresh | PgUp | PgDn | Clear | Main
```

Figure 9-27. IPR*4 10/100BT ARP Table Screen

9.13.5 IPR*4 Port Screen

Once the ethernet side of the IPR*4 card has been setup, then the HDLC T1/E1 WAN link side can be setup using the **port** option from the IPR*4 anchor window. The card can support up to 128 links, with the first four of these links having the ability to handle higher bandwidth. Ports one through four can be assigned up to an entire T1 or E1 worth of bandwidth per port. When using multiple DS0 timeslots on the first four ports, the selected DS0 ports must be contiguous. The port interface for the IPR*4HDLC shown in Figure 9-20.

ZhoneIMACS P1 IPR*4HDLC Rev A0-0 Ser 00006 02-13-12 17:07					
	1	2	3	4	
STATE	actv	actv	actv	actv	
INTF NAME	93	170	109	128	
WAN	w1-2	w2-2	w3-1	w3-2	
TS	table	table	table	table	
PROTOCOL	hdlc	hdlc	hdlc	hdlc	
RIP Rx	on	on	on	on	
RIP Tx	v2	v2	v2	v2	
SH	yes	yes	yes	yes	
LINK ST	UP	UP	UP	UP	

Save | Undo | Refresh | Copy | < | > | porT | Find | find Next | Perf

Figure 9-28. IPR*4HDLC Port Display

The INTF NAME field must match the interface name previously entered into the INTF NAME screen for the far-end destination.

Table 9-14. IPR*4 Port Menu Option Settings and Defaults

Action	Function
Save	actv stdby
Undo	Removes any items marked to be saved.
Refresh	Refresh the current screen.
Copy	Copies the data on the given port to the next port.
<	Scroll down to the previous four HDLC ports
>	Scroll up to the next four HDLC ports
porT	Access the information for a given port number
Find	Searches to find an interface name
find Next	When searching for a name, uses the same Find parameters but locates the next occurrence in the Interface name table.
Perf	See performance data for the HDLC port
Main	Go back to the IPR*4 Interface Main Screen.

Find

Provides the user the ability to find a particular string in a name. For example, if the user knew that the string ATL was in use then the user could use the find function and search for the string “ATL”. Similarly, the user could search simply for “A”.

Find next

The find next command allows the system to scroll to the next occurrence of the string entered in the Find command. With 128 addressable ports, this is a useful function to locate end points through potentially several pages of entries without having to use the page up and down functions.

PERF

New in the 6.1.4 release is the gathering and display of Performance statistics on a per-port basis. The Receive and Transmit packets to a destination are shown, as well as the errors that may have occurred in the respective direction. This new screen is displayed in Figure 9-29.

ZhongIMACS		P1 IPR*4HDLC Rev A0-0 Ser 00006			02-13-12 17:10	
IP Router Port Statistics						
	1	2	3	4		
PACKETS RX:	0	0	0	0		
PACKETS TX:	0	0	0	0		
RX ERRORS:	0	0	0	0		
TX ERRORS:	0	0	0	0		

Refresh | Clear | Main

Figure 9-29. IPR*4HDLC port Performance Monitoring

This screen has been added, but presently the performance monitoring command does not retrieve any information. This will be added in a future CPU and router card release.

Table 9-15. IPR*4 10/100BT port Menu Option Settings and Defaults

Parameter	User Options	Default
STATE	actv stbby	stdby
INTF NAME	Unique 7-character string to identify the far end.	blank
WAN	none w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	none
TS	1-32	1-32
PROTOCOL	hdlc	hdlc
RIP Rx	off on	on
RIP Tx	off v1 v2	v2
SH	yes no	yes
LINK ST	Display Only n/a UP or DOWN	n/a

State

Activates or deactivates the HDLC port. The settings are **actv** or **stdby**.

INTF NAME

Enter a seven character string to identify the remote end of the link. For HDLC links, this name must be in the **INTF NAME** screen to associate the IP address with a name. Once the link reaches the UP status with the remote end, pressing carriage return on this field will reveal the IP address and netmask of the remote end.

WAN

This field points to the WAN slot to carry the HDLC link. Options are **wan** (w1-1 through w4-2).

TS

Ports 1 through 4 can be set for any number of contiguous timeslots, up to 24 for T1 (DSX) WAN and 32 for E1 (CEPT) WAN. For ports 5 through 128, these can set for a single DS0 only.

PROTOCOL

This display-only field indicates HDLC.

RIP Rx

Set each port to turn RIP receive **on** or **off**, the default is **on**. This option can be disabled by setting it to **off**.

RIP Tx

Set each port to transmit RIP packets in **v1** or **v2** mode - or turn it **off**. **v2** is the default.

SH

Enables or disables split horizon on Ethernet. Options are **yes** or **no**. Split-horizon route advertisement is a method of preventing routing loops in distance-vector routing protocols (such as RIP) by prohibiting a router from advertising a route back onto the interface from which it was learned.

LINK ST

This display-only field shows the state of the HDLC T1/E1 carrier facility. This field denotes the state of UP if the facility is in-service with no alarms, TRBL if the facility is in-service and in alarm, and DOWN if the facility is in a standby state. If there is no provisioning, or there is a communication issue to the IPR*4 card, then the default of **n/a** is displayed.

9.13.6 IPR*4 Static Route Screen

```

ZhoneIMACS | P2 IPR*4HDLC Rev A0-0 Ser 12345 | 02-13-12 17:10
page: 1 of 1      IP Router STATIC MENU
IP Net          Subnet          GoTo          Dist
192.168.1.1    255.255.255.0    164.16.7.0   1
Refresh | Add | dElete | pgUp | pgDn | Main

```

Figure 9-30. IPR*4 Static Route Entry

Table 9-16. IPR*4 10/100BT IP Static Routes Configuration Table Screen Actions

Action	Function
Refresh	Refreshes the current screen
Add	Adds the selected information on the screen (e.g. IP net, Subnet, etc.)
dElete	Deletes the selected information from the screen
pgUp	Scrolls up through the list of IP static routes
pgDn	Scrolls down through the list of IP static routes
Main	Returns to the IP Interface Menu screen

When adding a static route, the following input is required:

IP NET

A destination IP network address. Enter a valid IP address (e.g. 125.15.0.0).

SUBNET

A subnet mask. Enter a valid subnet mask (e.g. 255.255.0.0).

GOTO

IP address of the next IP gateway for this static route. Enter a valid IP address gateway (e.g. 192.168.1.254).

DIST

Administrative distance (in hops) for this static route.



***Note:** The static routes will always be preferred to dynamic routes regardless of the Distance. This Distance will, however, be advertised in any routing updates for this static route.*

Chapter 10

Analog Bridging Server Card

10.1 Introduction

This chapter provides installation, configuration, and troubleshooting information for the Analog Bridging Server Card, (885070).

10.2 Analog Bridging Server Card Description (885070)

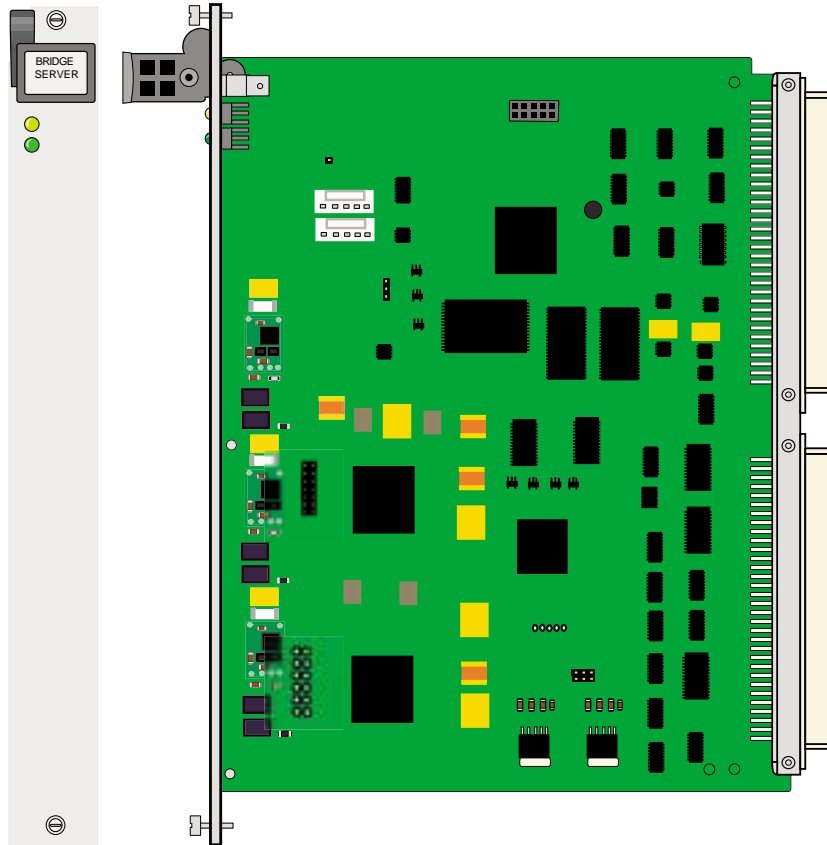
The Analog Bridging Server Card is a plug-in server card which allows the analog voice band signals from up to thirty two voice circuits to be combined (bridged). In the case of the IMACS application, each analog circuit is a DS0 channel carrying analog traffic from an access card port such as a FXS, 4W E&M, 2W E&M or from a WAN port. Although this traffic originates as an analog signal, it is bridged digitally in the Analog Bridge card after it has been digitalized into a DS0. The bridge itself is set up via the provisioning interface on the IMACS maintenance terminal. Once the bridge is set up, the circuits remain permanently bridged until the provisioning is changed. There is no supervision (on/hook or off/hook) or signaling (digit dialing) involved with circuits that are bridged. End-users can not dynamically add or delete themselves from the bridge, making this a permanent telephone conference bridge with no dynamic end-user control.

The 885070 Analog Bridging card can support up to 240 total DS0 circuits. There are 80 bridges available, and each bridge is capable of joining 32 subscribers. Echo cancellation and half duplex options are available.

10.2.0.1 Card Jumper/Switch Settings

The Analog Bridge Server Card has no jumpers. The card illustrated in Figure 10-1 below.

Figure 10-1. Analog Bridge Server



10.2.0.2 Installing the Analog Bridge Server Card

Insert the Analog Bridge Server card into any server card slot. These slots are P1 to P3 on the two-sided chassis or the front-loading chassis with power supplies on top (800 or 900 shelf), or P1 to P3 and U1 to U3 on the front-loading chassis with power supplies on the side (600 shelf).

Each system can have up to two Analog Bridge Server cards installed. The Analog bridge card also offers a redundant option, enabling the bridges to have a protection mechanism.

10.3 Analog Bridge Server Card User Screens and Settings

10.3.1 Analog Bridge Provisioning

Bridge setup and participant provisioning is done from the Analog Bridge card itself. To start potential bridge participants should be in an un-provisioned state, or in stdby mode at the card/port level.

10.3.2 Analog Bridge Server Card Main Configuration Screen

On the Analog Bridge card main configuration screen, all the bridges will show up initially in standby mode. When a Bridge is in standby mode, all ports on that particular bridge will be turned off automatically. The bridge must be active in order to activate the individual ports.

To enter the provisioning screen, position on the Bridge card from the main IMACS window and depress carriage return. A screen similar to Figure 10-2 below appears.

Analog Bridge	P3	BRIDGE	Rev A1-0	Ser 00005	06-06-12 09:21			
Version #:1.0.4								
	1	2	3	4	5	6	7	8
BRIDGE ST.	actv	actv	actv	actv	stdby	stdby	stdby	stdby
MAX PORTS	16	8	6	19	0	0	0	0
PORTS USED	3	3	3	3	0	0	0	0
BRDG TYPE	voice	voice	voice	voice	voice	voice	voice	voice
GAIN	0dB	0dB	0dB	0dB	0dB	0dB	0dB	0dB
Save	Undo	Refr	Copy	<	>	sWitch	Ports	All ports
Goto	Main							

Figure 10-2. Analog Bridge Server main screen

The bottom highlighted line of this screen shows various actions that you can perform from this screen. You perform the desired action by pressing the associated uppercase key. Table 10-1 summarizes these actions. For example, after you configure the Analog Bridge Card ports, press “s” to save your settings.

Table 10-1. Analog Bridge Main Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.
Refr	Refresh - Updates certain time-related information fields that are not automatically updated (i.e., test status). Refresh will also compact and reorder all the ports in the LogUNIT sequence.

Copy	Copies the contents of the current column to the next column. Useful if you change a lot of entries in one column and want to repeat those changes in subsequent columns.
<	View the previous eight bridges
>	View the next eight bridges
sWitch	Switch the card with the redundant card
Ports	Displays the Ports assigned to the selected Bridge.
All ports	Displays all Ports assigned to any bridge.
Goto	Goto a user specified bridge number
Main	returns to the Systems Main Screen. If changes are made to settings and not saved, you will be prompted to either save or lose your changes.

Table 10-2 summarizes the configuration settings for the Analog Bridge Server Card, along with the available and factory-default option settings. The parameters and settings are also described in the following paragraphs.

Table 10-2. Analog Bridge Main Screen Option Settings and Defaults

Parameter	User Options	Default
BRIDGE ST.	stdby actv rdnt	stdby
MAX PORTS	Provision the bridge with up to 32 participants	0
PORTS USED	This field is Display Only, from 0 to 30 ports	n/a
BRDG TYPE	voice	voice
GAIN	0dB -3dB -6dB	0dB

BRIDGE ST.

The State setting determines whether the Bridge is active or inactive. An inactive Bridge does not occupy a time slot on a WAN link. Set the state setting to **stdby** (standby) for Bridges that are not being used or have not yet been configured. Set it to **actv** (active) for Bridges that are ready for use.

MAX PORTS

This number is set by the user to define the number of ports to assign to the bridge, from 2 to 32.

NOTE: increasing this number requires that the bridge be taken out of service. If a bridge may grow one day, it may be advisable to over-provision the number of ports. If a three-port bridge is needed, the operator could see the potential for growth and set this number to five. If in the future a fourth and fifth participant needs to be added, then this can be done without taking the bridge out of service since the max ports setting allows for growth. If however max ports is set to match the current requirement of three, then the bridge would need to be taken out of service for a fourth participant to be added.

PORTS USED

The Ports Used field is a display-only field. It reflects the number of ports (subscribers) that are assigned to the particular Bridge.

BRDG TYPE

This is for fur future development, currently only **voice** is supported.

GAIN

The gain setting allows for a specified gain to be applied to the bridge itself. All subscribers will be attenuated to the assigned settings. Valid settings are: **0dB**, **-3dB** and **-6dB**

When provisioning a bridge, keep in mind that to expand the size of the bridge (max ports) the bridge must be put into standby mode before making the bridge larger to add a new participant. Placing an active bridge to stdby mode will not only put the bridge in standby, but will also automatically place into standby all the participants on the bridge. As this action takes the bridge out of service, it may be advisable to over-provision a bridge in order to accommodate for growth. For example, let's say bridge number one will have three participants. Max ports can therefore be set to three. If however a new participant needs to be added, the bridge will need to be put into standby mode and then max ports changed to four participants. On the other hand, if the initial setting for Max ports was four or higher, then the new participant could be added to the bridge without taking the bridge down first, as this number had already been engineered for growth. Any change made to the bridge as a whole (Gain, Max ports or the bridge type) requires that the bridge be taken to the standby status.

```

Analog Bridge | P1/U1 BRIDGE          Rev A1-0 Ser 00023 | 02-21-12 06:00
Version #:1.0.4
          1          2          3          *5          6          7          8
BRIDGE ST.  stdby  stdby  stdby  stdby  actv  stdby  stdby  stdby
MAX PORTS  0      0      0      0      30   0      0      0
PORTS USED 0      0      0      0      0    0      0      0
BRDG TYPE  voice  voice  voice  voice  voice  voice  voice  voice
GAIN       0dB   0dB   0dB   0dB   0dB   0dB   0dB   0dB

Enter number <0 - 32>: 30

Save | Undo | Refr | Copy | < | > | sWitch | Ports | All ports | Goto | Main
```

Figure 10-3. Configuring a bridge - bridge 5

In the example shown in Figure 10-3 above, the user is setting up bridge five to contain 30 participants. To save the information and provision the new bridge, the user simply hits 'S' for save. Once done, this bridge has been defined and is ready for adding participants.

10.3.3 Port Provisioning on the Bridge

In order to provision the participants for the bridge, the user should position on the bridge to be edited, and depress the 'p' key for Ports. This will take the user to a screen similar to the one seen below in Figure 10-4

Node 13		P2 BRIDGE		Rev A2-0		Ser 00078		12-18-12 12:42	
Version #: 1.0.5									
	*1	*2	*3	4	5	6	7	8	
STATE	actv	actv	actv	stdby	stdby	stdby	stdby	stdby	
BRIDGE	05	05	05	05	05	05	05	05	
USER	U4	none	U8	none	none	none	none	none	
WAN	none	w3-1	none	none	none	none	none	none	
TS/PORT	08	21	07	n/a	n/a	n/a	n/a	n/a	
SIG MODE	none	none	none	none	none	none	none	none	
CODING	n/a	u-law	n/a	n/a	n/a	n/a	n/a	n/a	
SUB CHAN	n/a	1	n/a	n/a	n/a	n/a	n/a	n/a	
RX MODE	hdplx	hdplx	hdplx	hdplx	hdplx	hdplx	hdplx	hdplx	
TX MODE	na	na	na	na	na	na	na	na	
ECHO CAN	disab	disab	disab	disab	disab	disab	disab	disab	
GAIN	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
logUNIT	xx	xx	xx	xx	xx	xx	xx	xx	
Save Undo Refresh Copy Bridges Names < > Main									

Figure 10-4. Bridge Port Screen

In Figure 10-4 above, we are now looking at the participant list for bridge five. All ports allocated to this bridge have the bridge number (05) assigned to them, with ports four through eight reflecting the default setting for unassigned participants. On ports one, two and three some participants are being provisioning for use on the bridge. As can be seen, ports one and three are going to user cards in slot U4 port 8 and U8 port 7, respectively. Port two above shows the addition of a participant being added into the bridge from a WAN timeslot, in this case WAN 3-1 and timeslot 21. This information can then be saved, and these three participants are now combined into an active bridge. This information is in turn reflected at the main bridge screen as shown in Figure 10-5 where the bridge in use reflects the three active participants out of thirty-two possible.

Table 10-3. Analog Bridge Port Screen Actions

Action	Function
Save	Saves changes to settings.
Undo	Returns all settings to the last saved state.

Analog Bridging Server Card Analog Bridge Server Card User Screens and

Refresh	Refresh - Updates certain time-related information fields that are not automatically updated (i.e., test status). Refresh will also compact and reorder all the ports in the LogUNIT sequence.
Copy	Copies the contents of the current column to the next column. Useful if you change a lot of entries in one column and want to repeat those changes in subsequent columns.
Bridges	Selecting bridges goes back to the main bridge screen.
Names	This field (introduced in 7.1.2) allows the user to name the bridge participant with a fourteen character strings.
<	View the previous eight bridges
>	View the next eight bridges
Main	returns to the Systems Main Screen. If changes are made to settings and not saved, you will be prompted to either save or lose your changes.

Table 10-4 summarizes the configuration settings for the Analog Bridge Server Card, along with the available and factory-default option settings. The parameters and settings are also described in the following paragraphs.

Table 10-4. Analog Bridge Port Screen Option Settings and Defaults

Parameter	User Options	Default
STATE	stdby actv	stdby
BRIDGE	Display only	01
USER	none U1 U2 U3 U4 U5 U6 U7 U8	none
WAN	none w1-1 w1-2 w2-1 w2-2 w3-1 w3-2 w4-1 w4-2	none
TS/PORT	01 through 32	n/a
SIG MODE	none e&m to	none
CODING	u-law a-law adpcm g729b modem	n/a
SUB CHAN	1 through 5	n/a
RX MODE	hdplx fdplx	hdplx
TX MODE	na	na
ECHO CAN	disab enabl	disab
GAIN	-15.0 through 7.5	0.0
logUNIT	Display Only	xx

STATE

This field displays the currently set port state, either active or standby

BRIDGE

This field is a display-only field that shows the bridge number the port is assigned to. At this level, all the bridges will display the same number.

USER

This field can be chosen to add a participant from a User card, U1 through U8.

WAN

This field is used to choose to add to a bridge a WAN port. Available are WAN 1-1 through WAN 4-2.

TS/PORT

This field is used to identify the timeslot (in the case of a WAN) or port in the case of a User card that is assigned to the bridge. From 01 through 32. For user ports, 1 through 8 are selectable. If WAN, then the maximum number will be 24 for T1, and 32 for E1 mode.

SIG MODE

The signaling mode is set to either E&M or TO. Currently signaling is not supported on the bridge.

CODING

For future development. Currently u-law and a-law will be filled in if the subscriber is using T1 or E1 mode, respectively.

SUB CHAN

For packed DS0's when using compression, the user can select the sub channel. Currently not used.

RX MODE

The user can select half for full duplex mode. Half duplex prevents the user from hearing their own input into the bridge, and is the default setting.

TX MODE

The TX mode is for future use, only na is available.

ECHO CAN

Echo cancellation is used to prevent feedback disturbances on the parties line. The default is set to disable.

GAIN

The gain for circuits can be set from this screen. Valued individual port gain settings are -15dB to +7.5dB

logUNIT

This display-only field shows the logical unit assigned to this port, useful when using the all ports sub-menu.

When a port is assigned to a bridge and saved, the three participants seen in Figure 10-4 are now combined into an active bridge. This information is in turn reflected at the main bridge screen as shown below in Figure 10-5 where the bridge in use reflects the three active participants out of thirty-two possible.

Analog Bridge	P1/U1	BRIDGE	Rev	A1-0	Ser	00023	02-21-12	0		
Version #:1.0.4										
BRIDGE ST.	1	2	3	4	5	6	7	8		
	stdby	stdby	stdby	stdby	actw	stdby	stdby	stdby		
MAX PORTS	0	0	0	0	30	0	0	0		
PORTS USED	0	0	0	0	3	0	0	0		
BRDG TYPE	voice	voice	voice	voice	voice	voice	voice	voice		
GAIN	0dB	0dB	0dB	0dB	0dB	0dB	0dB	0dB		
Save	Undo	Refr	Copy	<	>	sWitch	Ports	All ports	Goto	Ma

Figure 10-5. Bridge 5 - three ports in use

The normal display of the individual user cards in use on a bridge will indicate their inclusion on a bridge as a participant as seen in Figure 10-6 below. The information seen in the figure below is noted as being bridge participants in the WAN/SRV field. The nomenclature is the server slot location as the first two digits (1P, 2P or 3P), followed by the three-digit identifier of the port. In the case of port 7 (which we have added to bridge 5), this port indicates it is in use on the card in the first server slot (1P), and is assigned to the logical port number on the server card slot to number 008. We can also see from this user card display that ports one and two are also assigned to a bridge on the first server slot.

Analog Bridge W4/U8 FXS 2Wx8-6 Rev A2-0 Ser 07183 04-13-12 15:14								
	1	2	3	4	5	6	7	8
STATE	actv	actv	stdby	stdby	stdby	stdby	actv	stdby
WAN/SRV	1P001	1P002	none	none	none	none	1P008	none
TS	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
MODE	e&m	e&m	e&m	e&m	e&m	e&m	e&m	e&m
R2 TYPE	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Rx TLP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Tx TLP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
CODING	u-law	u-law	u-law	u-law	u-law	u-law	u-law	u-law
TC CGA	idle	idle	idle	idle	idle	idle	idle	idle
LB	off	off	off	off	off	off	off	off
PATTRN	none	none	none	none	none	none	none	none
HYBRID	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
SIG CONV	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
RATE	64K	64K	64K	64K	64K	64K	64K	64K
ADPCM	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Save Undo Refresh Copy Test Dial Main								

Figure 10-6.E&M card screen

10.3.4 All ports Screen

Keeping with the example running through this document, one can view and/or validate the provisioning information through the use of the All ports option. This command displays all ports available to the Bridge card itself (there are 240 logical ports available) and displays them in groups of eight. Looking at the previous illustration shown in Figure 10-6, we have some interest in ports on the first Bridge card, and logical ports 001, 002 and 008. (1P001, 1P002 and 1P008). Below in Figure 10-7 is the display at the Bridge card, using the All ports command.

Analog Bridge		P1/U1	BRIDGE	Rev A1-0	Ser 00023	02-21-12 06:31		
Version #:1.0.4								
	1	2	3	4	5	6	7	8
STATE	actv	actv	stdby	stdby	actv	actv	actv	actv
BRIDGE	14	14	14	14	14	05	05	05
USER	U8	U8	none	none	U5	U4	none	U8
WAN	none	none	w2-1	w3-1	none	none	w3-1	none
TS/PORT	01	02	01	01	01	08	21	07
SIG MODE	e&m	e&m	none	none	e&m	e&m	none	e&m
CODING	n/a	n/a	u-law	a-law	n/a	n/a	a-law	n/a
SUB CHAN	n/a	n/a	1	1	n/a	n/a	1	n/a
RX MODE	fdplx	fdplx	hdplx	hdplx	fdplx	fdplx	fdplx	fdplx
TX MODE	na	na	na	na	na	na	na	na
ECHO CAN	disab	disab	disab	disab	disab	disab	disab	disab
GAIN	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
logUNIT	001	002	003	004	005	006	007	008
Save Undo Refresh Copy Delete Bridges < > Goto Main								

Figure 10-7. Bridge All Ports command

Figure 10-7 shows ports 001, 002 and 008 in the logUNIT field being connected to User card U8. We can also see that the seventh port displayed is connected to our newly provisioned bridge number 5, and shows us that ports 1 and 2 on card U8 are connected to Bridge number 14. In addition, we can see that all the ports here are assigned to either bridge 5 or 14 and go to various cards and WAN busses. We can also see that some are active and others are in standby along with their respective services which they carry.

Once ports have been assigned to the bridge, placing them standby allows changes on these lines, but they will still be part of the assigned bridge and taking up resources. The illustration seen below in Figure 10-8 shows the port screen for bridge 14. It shows two active E&M lines on card U8 (participant 1 and 2), and three connections that are part of bridge 14 even though they are in standby status (participants 3, 4 and 5). These bridge resources are still active participants, as they have a logUNIT assigned, as seen in the circled data. At the main screen, the bridge count for bridge number 14 will show five ports in use - even though some (participants 3, 4 and 5) are in the standby status. In order to remove these participant resources from the bridge, the port must first be put into standby mode here in the ports screen, and then the user can remove the participant from the bridge at the All ports screen.

Analog Bridge P1/U1 BRIDGE Rev A1-0 Ser 00023 02-22-12 03:54								
Version #:1.0.4								
	1	2	3	4	5	6	7	8
STATE	actv	actv	stdby	stdby	stdby	stdby	stdby	stdby
BRIDGE	14	14	14	14	14	14	14	14
USER	U8	U8	none	none	U5	none	none	none
WAN	none	none	w2-1	w3-1	none	none	none	none
TS/PORT	01	02	01	01	01	n/a	n/a	n/a
SIG MODE	e&m	e&m	none	none	e&m	none	none	none
CODING	n/a	n/a	u-law	a-law	n/a	n/a	n/a	n/a
SUB CHAN	n/a	n/a	1	1	n/a	n/a	n/a	n/a
RX MODE	fdplx	fdplx	hdplx	hdplx	fdplx	fdplx	fdplx	fdplx
TX MODE	na	na	na	na	na	na	na	na
ECHO CAN	disab	disab	disab	disab	disab	disab	disab	disab
GAIN	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
logUNIT	001	002	003	004	005	xx	xx	xx
Save Undo Refresh Copy Bridges < > Main								

Figure 10-8. Bridge 14 display - ports on the bridge

To remove a participant and the resource from a bridge, you must use the delete function at the All ports level. From the All ports level, the user can either set the bridge number on the ports to be removed to zero (00), or use the delete command to remove them from the bridge. This is illustrated below in Figure 10-9, where logUNIT port 6 shows no assignment in any bridge, as circled. This action makes this logical port ready for assignment into another bridge, and as can be seen below - all other ports here are part of bridges and taking up bridge resources. Logical ports 7 and 8 below are still active participants on bridge number 05, even though they are in standby mode.

Analog Bridging Server Card Analog Bridge Server Card User Screens and

Analog Bridge	P1/U1	BRIDGE	Rev A1-0	Ser 00001	04-13-12 08:56			
Version #:1.0.4	1	2	3	4	5	6	7	8
STATE	actv	actv	actv	actv	actv	stdby	stdby	stdby
BRIDGE	14	14	14	14	14	xx	05	05
USER	U8	U8	U5	U5	U5	none	none	U8
WAN	none	none	none	none	none	none	w3-1	none
TS/PORT	01	02	01	02	03	n/a	21	07
SIG MODE	e&m	e&m	e&m	e&m	e&m	none	none	e&m
CODING	n/a	n/a	n/a	n/a	n/a	n/a	a-law	n/a
SUB CHAN	n/a	n/a	n/a	n/a	n/a	n/a	1	n/a
RX MODE	fdplx	fdplx	fdplx	fdplx	fdplx	fdplx	fdplx	fdplx
TX MODE	na	na	na	na	na	na	na	na
ECHO CAN	disab	disab	disab	disab	disab	disab	disab	disab
GAIN	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
logUNIT	001	002	003	004	005	006	007	008

Save | Undo | Refresh | Copy | Delete | Bridges | < | > | Goto | Main

Figure 10-9.All ports - delete a port

Performing the action in the All ports screen of setting the bridge number to zero or deleting them will result in the circled field displaying the logUNIT numbers to transition to 'xx' as seen on logical port 6 above. This action deallocates the port from any bridge, making it available for future use.

10.4 Analog Bridge Server Card Specifications

Analog Bridge Card (885070)

Physical Interface (Model 885070)

Card Height	8 inches (20 cm)
Card Width	15/18 inches (2.35 cm)
Card Depth	7.5 inches (18.75 cm)
Power Consumption	6.74 Watts
BTU per hour	23.0
Operating Temperature	0 to 50 C, 32 to 122 F
Storage Temperature	-20 to 80 C, -4 to 176 F
Humidity	0 to 95% humidity, non-condensing

IMACS Platform Support

IMACS Chassis	891630 IMACS 600 891830 IMACS 800 891930 IMACS 900
Control CPU Support	880370 or 880770 cross-connect CPU with Ethernet support
Software Requirement	6.2.2 , 7.1.0 or later
Interface Card Support	892260, 892360 or 892460 for CPU-6, 893270, 893370 or 893470 for CPU-7
Power Supply Options	All AC/DC power supplies are supported

Card Interface

Input Voice Channels	Any 2-wire or 4-wire voice card, or from a DS0 on a WAN (E1/T1) Mu-law 64Kbps PCM only is supported.
Maximum Card count	2 per shelf
Bridge Maximum	Maximum of eighty per card
Maximum DS0's per Shelf	Two hundred and forty per bridge
Maximum Bridged DS0's per shelf	Sixty-two DS0's can be bridged in a shelf (see note)