reference manual version 2.3



MIB

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Edition: E0801

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#### Safety notices

Any servicing, adjustment, maintenance, or repair must be performed only by authorized service-trained personnel.

#### Format conventions

variable	Indicates that you must supply a value.
output	Denotes text displayed on the screen.
[]	Indicates that the enclosed element is optional and may be left out.
{ }	Indicates that you must specify one of the listed options.
	Separates alternatives.
	Indicates a repetition of the preceding parameter.

Tip Denotes ideas for enhanced product usage.

**Note** Denotes significant concepts or operating instructions.

**CAUTION** Denotes a hazard that can cause hardware or software damage.



**WARNING** Denotes a hazard that can cause personal injury or death.

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# **Revision History**

July 2001

First release.

# **PREFACE**

## **About This Guide**

This guide provides the following information about Management Information Bases (MIBs):

Chapter 1 Provides information about MIB-II

MIB-II Object Types object types.

**Chapter 2** Provides information about Fibre Alliance MIB Object FCMGMT-MIB object types.

Types

**Chapter 3** Provides information about FE-MIB

FC Fabric Element MIB Object object types.

Types

Chapter 4 Provides information about FC Switch

FC Switch MIB Object Types MIB object types.

Appendix A Provides information about how MIB

MIB Functional Groupings object types can be grouped, according to

their function.

**Glossary** Provides definitions for common terms.

**Note** The tables within this document often contain a column labeled Description. This column contains information about those MIB objects that have been modified or in some way require explanation beyond the scope of the standard explanation.

If no information is present in the Description column for a particular MIB object, the standard return values apply.

## **Related Publications**

Related product information can be found in the following publications. Those publications with part numbers are provided as printed copies with your product. The HP Surestore FC Switch 6164 Documentation CD contains all publications listed in the table below and is also provided with your product..

Title	Part Number
HP Surestore FC Switch 6164 Documentation CD	A7326-11011
HP Surestore FC Switch 6164 Installation and Reference Guide	A7326-90902
HP Surestore FC Switch 6164 Quick Start Guide	A7326-90901
Distributed Fabrics User's Guide, version 2.2	Available only on CD
Fabric OS Reference Manual, version 2.4	Available only on CD
Fabric Watch User's Guide, version 2.2	Available only on CD
QuickLoop User's Guide, version 2.3	Available only on CD
Web Tools User's Guide, version 2.3	Available only on CD
Zoning User's Guide, version 2.2	Available only on CD

For information about Fibre Channel standards, visit the Fibre Channel Association web site, located at

http://www.fibrechannel.com.

## **Getting Help**

For support information, visit the HP web site located at:

http://www.hp.com

## **Getting Software Updates**

Firmware and software updates are found on the HP web site at:

http://www.hp.com

New switch firmware can be installed from the following host operating systems:

- UNIX
- Windows NT
- Windows 2000
- Windows 98
- Windows 95

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# **MIB-II OBJECT TYPES**

This chapter provides descriptions and other information specific to MIB-II object types. The object types in MIB-II are organized into the following groupings:

- "System Group" on page 19
- "Interfaces Group" on page 22
- "Address Translation Group" on page 35
- "IP Group" on page 38
- "ICMP Group" on page 59
- "TCP Group" on page 67
- "UDP Group" on page 76
- "EGP Group" on page 79
- "Transmission Group" on page 87
- "SNMP Group" on page 88

## **MIB-II File System Organization**

Figure 1 through Figure 4 depict the organization and structure of the MIB-II file system:

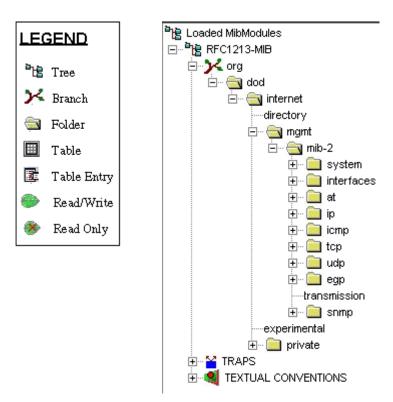


Figure 1. MIB-II Overall Tree Structure



Figure 2. Tree Structure for MIB-II system, interfaces, at, and ip Groups

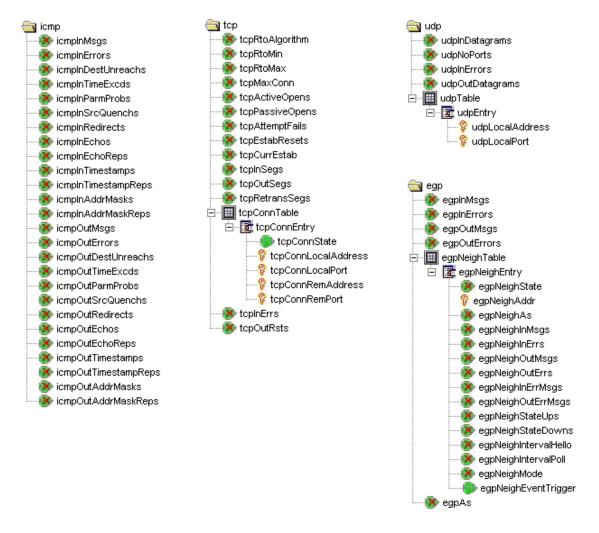


Figure 3. Tree Structure for MIB-II icmp, tcp, udp, and egp Groups

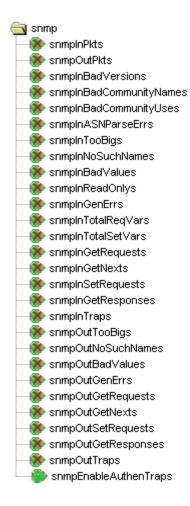


Figure 4. Tree Structure for MIB-II SNMP Group

## **Definitions for MIB-II**

The following definitions are used for MIB-II.

Table 1. MIB-II Conventions

Type Definition	Value	Declaration	Description
Display String	Octet String of size 0 to 255		
PhysAddress	Octet String		

## **Imports**

The following objects are imported from RFC1155-SMI:

- mgmt
- NetworkAddress
- IpAddress
- Counter
- Gauge
- Time Ticks

## **Object Identifiers**

```
• mgmt = { iso org(3) dod(6) internet(1) mgmt(2) }
```

- directory = { internet 1 }
- experimental = { internet 3 }
- private = { internet 4 }
- enterprises = { private 1 }
- mib-2 = { mgmt 1 }

## **System Group**

Implementation of the system group is mandatory for all systems. If an agent is not configured to have a value for any of these variables, a string of length 0 is returned.

### sysDescr

**Syntax** Display String of size 0 to 255

Access Read-only

**Status** Mandatory

**Description** A textual description of the entity.

**Note** This value should include the full name and version identification of the system's hardware type, software operating-system, and networking software. It is mandatory that this contain only printable ASCII characters.

Default Value = fibre channel Switch.

Can be set using the agtcfgSet Telnet command.

## sysObjectID

**Syntax** Object Identifier

Access Read-only

Status Mandatory

**Description** The vendor's authoritative identification of the network management

subsystem contained in the entity.

**Note** This value is allocated within the SMI enterprises subtree (1.3.6.1.4.1) and provides an easy and unambiguous means for determining what kind of box is being managed. For example, if vendor "Flintstones, Inc." was assigned the subtree 1.3.6.1.4.1.4242, it could assign the identifier 1.3.6.1.4.1.4242.1.1 to its "Fred Router".

Default value =

iso.org.dod.internet.private.enterprises.bcsi.commDev.fibrechannel.fcSwit ch.sw

### **sysUpTime**

**Syntax** Time Ticks

Access Read-only

Status Mandatory

**Description** The time (in hundredths of a second) since the network management

portion of the system was last re-initialized.

## **sysContact**

Syntax 1 3 2 Display String of size 0 to 255

Access Read-write

Status Mandatory

Description The textual identification of the contact person for this managed node,

together with information on how to contact this person.

**Note** Default value = Field Support.

Can be set using the agtcfgSet Telnet command.

## **sysName**

**Syntax** Display String of size 0 to 255

**Access** Read-write

**Status** Mandatory

**Description** An administratively-assigned name for this managed node. By convention,

this is the node's fully-qualified domain name.

**Note** Default value = pre-assigned name of the switch.

## sysLocation

**Syntax** Display String of size 0 to 255

**Access** Read-write

**Status** Mandatory

**Description** The physical location of this node, (for example, telephone closet, 3rd

floor).

**Note** Default value = End User Premise.

Can be set using the agtcfgSet Telnet command.

## **sysServices**

**Syntax** Integer of size 0 to 127

Access Read-only

### **Description**

A value that indicates the set of services that this entity primarily offers.

The value is a sum. This sum initially takes the value zero. Then, for each layer (L) in the range 1 through 7, which this node performs transactions for, 2 raised to (L - 1) is added to the sum.

For example, a node that primarily performs routing functions has a value of 4 ( $2^{3-1}$ ). In contrast, a node that is a host and offers application services, has a value of 72 ( $2^{4-1} + 2^{7-1}$ ). Note that in the context of the Internet suite of protocols, values should be calculated accordingly:

### **Layer Functionality**

1 = physical. (For example, repeaters)

2 = datalink/subnetwork. (For example, bridges)

3 = internet. (For example, IP gateways)

4 = end-to-end. (For example, IP hosts)

7 =applications. (For example, mail relays)

**Note** For systems including OSI protocols, layers 5 and 6 can also be counted.

The return value is always 79.

## **Interfaces Group**

Implementation of the interfaces group is mandatory for all systems.

### **ifNumber**

Syntax Integer

Access Read-only

**Description** The number of network interfaces (regardless of their current state) present

on this system.

Note When running FCIP, the return value is always 3. If not running

FCIP, the value is 2.

## **Interfaces Table**

The interfaces table contains information on the entity's interfaces. Each interface is thought of as being attached to a subnetwork. Note that this term should not be confused with subnet which refers to an addressing partitioning scheme used in the Internet suite of protocols.

### ifTable

**Syntax** Sequence of IfEntry

**Access** Not accessible

**Status** Mandatory

**Description** A list of interface entries. The number of entries is given by the value of

ifNumber.

## ifEntry [ifTable]

**Syntax** IfEntry

**Access** Not accessible

**Status** Mandatory

**Description** An interface entry containing objects at the subnetwork layer and below,

for a particular interface.

## **Index** ifIndex

Table 2. IfEntry Objects and Object Types

IfEntry Objects	See Page	Object Types
ifIndex	25	Integer
ifDescr	25	Display String
ifType	26	Integer
ifMtu	27	Integer
ifSpeed	28	Gauge
ifPhysAddress	29	PhysAddress
ifAdminStatus	29	Integer
ifOperStatus	30	Integer
ifLastChange	30	Time Ticks
ifInOctets	31	Counter
ifInUcastPkts	31	Counter
ifInNUcastPkts	31	Counter
ifInDiscards	31	Counter
ifInErrors	32	Counter
ifInUnknownProtos	32	Counter
ifOutOctets	32	Counter
ifOutUcastPkts	33	Counter
ifOutNUcastPkts	33	Counter
ifOutDiscards	33	Counter
ifOutErrors	34	Counter
ifOutQLen	34	Gauge
ifSpecific	34	Object Identifier

## ifIndex [ifTable]

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** A unique value for each interface.

**Note** The values range between 1 and the value of ifNumber. The value for each interface must remain constant at least from one re-initialization of the entity's network management system to the next re-initialization.

The number of entries inside the switch is shown below:

SW2010/40/50: 1 to 3 for FCIP, otherwise the value is 1 or 2

SW2400: 1 to 3 for FCIP, otherwise the value is 1 or 2 SW2800: 1 to 3 for FCIP, otherwise the value is 1 or 2

## ifDescr [ifTable]

**Syntax** Display String of size 0 to 255

Access Read-only

Status Mandatory

**Description** A textual string containing information about the interface.

**Note** This string should include the name of the manufacturer, the product name, and the version of the hardware interface.

SW2010/40/50: fei0, lo0, fc0 SW2400: fei0, lo0, fc0

SW2800: fei0, lo0, fc0

## ifType [ifTable]

# Syntax

Table 3.

Value	Declaration	Description			
Interger	1 (other)	None of the following			
	2 (regular1822)				
	3 (hdh1822)				
	4 (ddn-x25)				
	5 (rfc877-x25)				
	6 (ethernet-csmacd)				
	7 (iso88023-csmacd)				
	8 (iso88024-tokenBus)				
	9 (iso88025-tokenRing)				
	10 (iso88026-man)				
	11 (starLan)				
	12 (proteon-10Mbit)				
	13 (proteon-80Mbit)				
	14 (hyperchannel)				
	15 (fddi)				
	16 (lapb)				
	17 (sdlc)				
	18 (ds1)	T-1			
	19 (e1) European equivaler				
	20 (basicISDN)				
	21 (primaryISDN) Proprietary serial				
	22 (propPointToPointSeria	al)			
	23 (ppp)				

Table 3. (continued)

Value	Declaration Description		
Integer	24 (softwareLoopback)		
	25 (eon)	CLNP over IP [11]	
	26 (ethernet-3Mbit)		
	27 (nsip)	XNS over IP	
	28 (slip)	Generic SLIP	
	29 (ultra)	Ultra Technologies	
	30 (ds3)	T-3	
	31 (sip)	SMDS	
	32 (frame-relay)		

Access Read-only

**Status** Mandatory

### **Description**

The type of interface, designated by the physical and link protocols immediately below the network layer in the protocol stack.

**Note** fei0 maps to 6 (ethernet-csmacd).

lo0 maps to 24 (softwareLoopback).

fc0 maps to 56.

## ifMtu [ifTable]

Syntax Integer

**Access** Read-only

**Description** 

The size (in octets) of the largest datagram that can be sent and received on the interface.

**Note** For interfaces that are used to transmit network datagrams, the value is the size of the largest network datagram that can be sent on the interface.

fei0 returns 1500.

lo0 returns 4096.

fc0 returns 1500.

## ifSpeed [ifTable]

Syntax Gauge

Access Read-only

Status Mandatory

Description

An estimate (in bits per second) of the interface's current bandwidth.

**Note** For interfaces that do not vary in bandwidth or interfaces for which no accurate estimation can be made, this object should contain the nominal bandwidth.

fei0 returns 10<sup>7</sup>.

lo0 returns 0.

fc0 returns  $10^9$ .

## ifPhysAddress [ifTable]

Syntax PhysAddress

**Access** Read-only

**Status** Mandatory

**Description** The interface's address at the protocol layer immediately below the

network layer in the protocol stack.

**Note** For interfaces that do not have such an address (for example, a serial line), this object should contain an octet string of zero length.

fei0 returns MAC address of the Ethernet.

lo0 returns null.

fc0 returns MAC address of the Ethernet.

## ifAdminStatus [ifTable]

## **Syntax**

Table 4.

Value	Declaration	Description	
Integer	1 (up)	Ready to pass packets	
	2 (down)	Not ready to pass packets	
	3 (testing)	In some test mode	

**Access** Read-write

**Status** Mandatory

**Description** The desired state of the interface.

**Note** The 3 (testing) state indicates that no operational packets can be passed.

### ifOperStatus [ifTable]

### **Syntax**

#### Table 5.

Value	Declaration	Description
Integer	1 (up)	Ready to pass packets
	2 (down)	Not ready to pass packets
	3 (testing)	In some test mode

Access Read-only

**Status** Mandatory

**Description** The current operational state of the interface.

**Note** The 3 (testing) state indicates that no operational packets can be passed.

## ifLastChange [ifTable]

**Syntax** Time Ticks

**Access** Read-only

**Status** Mandatory

**Description** The value of sysUpTime at the time the interface entered its current

operational state. If the current state was entered prior to the last re-initialization of the local network management subsystem, this object

contains a zero value.

## ifInOctets [ifTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of octets received on the interface, including framing

characters.

### ifInUcastPkts [ifTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of subnetwork-unicast packets delivered to a higher-layer

protocol.

## ifInNUcastPkts [ifTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of nonunicast packets (for example, subnetwork-broadcast or

subnetwork-multicast) delivered to a higher-layer protocol.

## ifInDiscards [ifTable]

Syntax Counter

Access Read-only

**Description** The number of inbound packets that were chosen to be discarded, even

though no errors had been detected to prevent the packets being deliverable

to a higher-layer protocol.

**Note** One possible reason for discarding such a packet could be to free up buffer space.

## ifInErrors [ifTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of inbound packets that contained errors, which thereby

prevented them from being deliverable to a higher-layer protocol.

## ifInUnknownProtos [ifTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of packets received, using the interface, that were discarded

because of an unknown or unsupported protocol.

## ifOutOctets [ifTable]

Syntax Counter

**Access** Read-only

**Description** The total number of octets transmitted out of the interface, including

framing characters.

## ifOutUcastPkts [ifTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of packets that were requested, by higher-level protocols,

to be transmitted to a subnetwork-unicast address, including those that were

discarded or not sent.

## ifOutNUcastPkts [ifTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of packets that were requested, by higher-level protocols,

to be transmitted to a nonunicast address (for example, a

subnetwork-broadcast or subnetwork-multicast), including those that were

discarded or not sent.

## ifOutDiscards [ifTable]

Syntax Counter

**Access** Read-only

**Description** The number of outbound packets that were chosen to be discarded, even

though no errors had been detected to prevent the packets being

transmitted.

**Note** One possible reason for discarding such a packet could be to free up

buffer space.

## ifOutErrors [ifTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of outbound packets that could not be transmitted because of

errors.

## ifOutQLen [ifTable]

**Syntax** Gauge

**Access** Read-only

**Status** Mandatory

**Description** The length of the output packet queue (in packets).

ifSpecific [ifTable]

**Syntax** Object Identifier

**Access** Read-only

### Description

A reference to MIB definitions specific to the particular media being used to realize the interface.

For example, if the interface is realized by an Ethernet, the value of this object refers to a document defining objects specific to Ethernet. If this information is not present, its value should be set to the Object Identifier 0 0, which is a syntactically valid object identifier, and any conferment implementation of ASN.1 and BER must be able to generate and recognize this value.

Note fei0 returns null OID.

lo0 returns null OID.

fc0 returns null OID.

## **Address Translation Group**

Implementation of the address translation group is mandatory for all systems. Note however that this group is deprecated by MIB-II. That is, it is being included solely for compatibility with MIB-I nodes, and will most likely be excluded from MIB-III nodes. From MIB-II and later, each network protocol group contains its own address translation tables.

## **Address Translation Table**

The address translation group contains one table that is the union across all interfaces of the translation tables, for converting a NetworkAddress (for example, an IP address) into a subnetwork-specific address. For lack of a better term, this document refers to such a subnetwork-specific address as a physical address.

Examples of such translation tables include the following:

- For broadcast media where ARP is in use.
- The translation table is equivalent to the ARP cache.
- On an X.25 network where nonalgorithmic translation to X.121 addresses is required, the translation table contains the NetworkAddress to X.121 address equivalences.

#### **atTable**

**Syntax** Sequence of AtEntry

**Access** Not accessible

**Status** Deprecated

**Description** The address translation tables contain the NetworkAddress to physical

address equivalences. Some interfaces do not use translation tables for determining address equivalences (for example, DDN-X.25 has an algorithmic method); if all interfaces are of this type, the address translation

table is empty, and therefore has zero entries.

## atEntry

Syntax At Entry

**Access** Not accessible

Status Deprecated

**Description** Each entry contains one NetworkAddress to physical address equivalence.

#### **Index** atIfIndex, atNetAddress

Table 6. At Entry Objects and Object Types

At Entry Objects	See Page	Object Types
atIfIndex	37	Integer
atPhysAddress	37	PhysAddress
atNetAddress	38	NetworkAddress

#### atlfIndex

**Syntax** Integer

**Access** Read-write

Status Deprecated

**Description** The interface on which this entry's equivalence is effective. The interface

identified by a particular value of this index is the same interface as

identified by the same value of ifIndex.

#### atPhysAddress

Syntax PhysAddress

Access Read-write

**Status** Deprecated

**Description** The media-dependent physical address.

Note Setting this object to a null string (one of zero length) invalides the corresponding entry in the atTable object. That is, the string effectively disassociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant atPhysAddress object.

#### atNetAddress

Syntax NetworkAddress

**Access** Read-write

Status Deprecated

**Description** The NetworkAddress (for example, the IP address) corresponding to the

media-dependent physical address.

# **IP Group**

Implementation of the IP group is mandatory for all systems.

#### **ipForwarding**

#### **Syntax**

Value	Declaration	Description
Integer	1 (forwarding)	Acting as a gateway
2 (not forwarding)		Not acting as a gateway

**Access** Read-write

Status Mandatory

#### **Description**

The indication of whether this entity is acting as an IP gateway in respect to the forwarding of datagrams received by, but not addressed to, this entity. IP gateways forward datagrams. IP hosts do not (except those source-routed using via the host).

**Note** For some managed nodes, this object can take on only a subset of the values possible. Accordingly, it is appropriate for an agent to return a "badValue" response if a management station attempts to change this object to an inappropriate value.

#### **ipDefaultTTL**

**Syntax** Integer

**Access** Read-write

Status Mandatory

**Description** The default value inserted into the time-to-live (TTL) field of the IP header

of datagrams originated at this entity, whenever a TTL value is not supplied

by the transport layer protocol.

### **ipInReceives**

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of input datagrams received from interfaces, including

those received in error.

#### **ipInHdrErrors**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of input datagrams discarded due to errors in their IP headers,

including bad checksums, version number mismatch, other format errors, time-to-live exceeded, errors discovered in processing their IP options, and

so on.

### **ipInAddrErrors**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of input datagrams discarded because the IP address in their IP

header's destination field was not a valid address to be received at this entity. This count includes invalid addresses (for example, 0.0.0.0) and addresses of unsupported classes (for example, Class E). For entities that are not IP gateways and therefore do not forward datagrams, this counter includes datagrams discarded because the destination address was not a

local address.

### **ipForwDatagrams**

Syntax Counter

**Access** Read-only

**Description** The number of input datagrams for which this entity is not their final IP

destination, resulting in an attempt to find a route to forward them to that final destination. In entities that do not act as IP gateways, this counter includes only those packets that have been source-routed using this entity,

and the source-route option processing has been successful.

#### **ipInUnknownProtos**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of locally-addressed datagrams received successfully but

discarded because of an unknown or unsupported protocol.

**ipInDiscards** 

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of input IP datagrams for which no problems are encountered

to prevent their continued processing, but which are discarded (for

example, for lack of buffer space).

**Note** This counter does not include any datagrams discarded while waiting for re-assembly.

#### **ipInDelivers**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of input datagrams successfully delivered to IP

user-protocols (including ICMP).

#### **ipOutRequests**

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of IP datagrams that local IP user-protocols (including

ICMP) have supplied to IP in requests for transmission. Note that this counter does not include any datagrams counted in ipForwDatagrams.

#### **ipOutDiscards**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of output IP datagrams for which no problem is encountered to

prevent their transmission to their destination, but which are discarded (for

example, for lack of buffer space).

Note This counter includes datagrams counted in ipForwDatagrams, if any

such packets meet this (discretionary) discard criterion.

#### **ipOutNoRoutes**

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of IP datagrams discarded because no route can be found to

transmit them to their destination.

**Note** This counter includes any packets counted in ipForwDatagrams that meet this "no-route" criterion. Note that this includes any datagrams that a host cannot route because all its default gateways are down.

### **ipReasmTimeout**

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The maximum number of seconds, that received fragments are held while

waiting for re-assembly at this entity.

#### **ipReasmReqds**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of IP fragments received that need to be re-assembled at this

entity.

### **ipReasmOKs**

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of IP datagrams successfully re-assembled.

#### **ipReasmFails**

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of failures detected by the IP re-assembly algorithm (for any

reason, timed out, errors, and so on).

**Note** This is not necessarily a count of discarded IP fragments, because some algorithms (notably the algorithm in RFC 815) can lose track of the

number of fragments by combining them as they are received.

### **ipFragOKs**

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of IP datagrams that have been successfully fragmented at this

entity.

#### **ipFragFails**

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of IP datagrams that have been discarded because they need to

be fragmented at this entity but cannot; for example, because their don't

fragment flag was set.

#### **ipFragCreates**

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of IP datagram fragments that have been generated due to

fragmentation at this entity.

**IP Address Table** 

The IP address table contains this entity's IP addressing information.

**ipAddrTable** 

**Syntax** Sequence of IpAddrEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of addressing information relevant to this entity's IP addresses.

#### **ipAddrEntry**

**Syntax** IpAddrEntry

**Access** Not accessible

**Status** Mandatory

**Description** The addressing information for one of this entity's IP addresses.

Index ipAdEntAddr

Table 7. IpAddrEntry Objects and Object Types

IpAddrEntry Objects	See Page	Object Types
ipAdEntAddr	46	IpAddress
ipAdEntIfIndex	46	Integer
ipAdEntNetMask	47	IpAddress
ipAdEntBcastAddr	47	Integer
ipAdEntReasmMaxSize	47	Integer of size 0 to 65535

## **ipAdEntAddr**

Syntax IpAddress

**Access** Read-only

Status Mandatory

**Description** The IP address pertaining to this entry's addressing information.

## **ipAdEntIfIndex**

**Syntax** Integer

Access Read-only

**Description** The index value that uniquely identifies the interface to which this entry is

applicable. The interface identified by a particular value of this index is the

same interface as identified by the same value of ifIndex.

#### **ipAdEntNetMask**

Syntax IpAddress

Access Read-only

Status Mandatory

**Description** The subnet mask associated with the IP address of this entry. The value of

the mask is an IP address with all network bits set to 1, and all host bits set

to 0.

#### **ipAdEntBcastAddr**

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The value of the least-significant bit in the IP broadcast address used for

sending datagrams on the (logical) interface, associated with the IP address of this entry. For example, when the Internet standard all-ones broadcast address is used, the value is 1. This value applies to both the subnet and network broadcast addresses used by the entity on this (logical) interface.

#### **ipAdEntReasmMaxSize**

**Syntax** Integer of size 0 to 65535

Access Read-only

**Description** The size of the largest IP datagram that this entity can re-assemble from

incoming IP fragmented datagrams received on this interface.

### **IP Routing Table**

The IP routing table contains an entry for each route presently known to

this entity.

#### **ipRouteTable**

**Syntax** Sequence of IpRouteEntry

**Access** Not accessible

**Status** Mandatory

**Description** This entity's IP routing table.

### **ipRouteEntry**

**Syntax** IpRouteEntry

**Access** Not accessible

**Status** Mandatory

**Description** A route to a particular destination.

**Index** ipRouteDest

Table 8. IpRouteEntry Objects and Object Types

IpRouteEntry Objects	See Page	Object Types
ipRouteDest	49	IpAddress
ipRouteIfIndex	50	Integer

Table 8. IpRouteEntry Objects and Object Types (continued)

IpRouteEntry Objects	See Page	Object Types
ipRouteMetric1	50	Integer
ipRouteMetric2	50	Integer
ipRouteMetric3	51	Integer
ipRouteMetric4	51	Integer
ipRouteNextHop	52	IpAddress
ipRouteType	52	Integer
ipRouteProto	53	Integer
ipRouteAge	54	Integer
ipRouteMask	54	IpAddress
ipRouteMetric5	55	Integer
ipRouteInfo	55	Object Identifier

### **ipRouteDest**

Syntax IpAddress

Access Read-write

**Status** Mandatory

**Description** The destination IP address of this route.

**Note** An entry with a value of 0.0.0.0 is considered a default route. Multiple routes to a single destination can appear in the table, but access to such multiple entries is dependent on the table-access mechanisms defined by the network management protocol in use.

#### **ipRoutelfIndex**

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

**Description** The index value that uniquely identifies the local interface through which

the next hop of this route should be reached.

**Note** The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

#### ipRouteMetric1

**Syntax** Integer

**Access** Read-write

Status Mandatory

**Description** The primary routing metric for this route.

**Note** The semantics of this metric are determined by the routing protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

#### ipRouteMetric2

Syntax Integer

**Access** Read-write

**Description** An alternate routing metric for this route.

**Note** The semantics of this metric are determined by the routing protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

#### ipRouteMetric3

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

**Description** An alternate routing metric for this route.

**Note** The semantics of this metric are determined by the routing protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

#### ipRouteMetric4

**Syntax** Integer

**Access** Read-write

Status Mandatory

**Description** An alternate routing metric for this route.

**Note** The semantics of this metric are determined by the routing protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

#### **ipRouteNextHop**

Syntax IpAddress

**Access** Read-write

**Status** Mandatory

**Description** The IP address of the next hop of this route. (In the case of a route bound to

an interface that is realized using a broadcast media, the value of this field

is the agent's IP address on that interface.)

#### **ipRouteType**

#### **Syntax**

Value	Declaration	Description
Integer	1 (other)	None of the following
	2 (invalid)	An invalidated route—route to directly
	3 (direct)	Connected (sub)network—route to a nonlocal
	4 (indirect)	Host/network/subnetwork

Access Read-write

**Status** Mandatory

**Description** The type of route.

**Note** The values direct (3) and indirect (4) refer to the notion of direct and indirect routing in the IP architecture.

Setting this object to the value invalid (2) invalidates the corresponding entry in the ipRouteTable object. That is, the value effectively disassociates the destination identified with said entry from the route identified with said entry. It is an implementation-specific matter as to whether the agent

removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant ipRouteType object.

### **ipRouteProto**

#### **Syntax**

Value	Declaration	Description
Integer	1 (other)	None of the following nonprotocol information, for example, manually configured
	2 (local)	localEntries set using a network
	3 (netmgmt)	netmgmtManagement protocol obtained using ICMP
	4 (icmp)	icmpFor example, redirect the remaining values to all gateway routing protocols
	5 (egp)	
	6 (ggp)	
	7 (hello)	
	8 (rip)	
	9 (is-is)	
	10 (es-is)	
	11 (ciscoIgrp)	
	12 (bbnSpfIgp)	
	13 (ospf)	
	14 (bgp)	

**Access** Read-only

**Status** Mandatory

**Description** The routing mechanism by which this route has been learned.

**Note** Inclusion of values for gateway routing protocols is not intended to imply that hosts should support those protocols.

#### **ipRouteAge**

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

**Description** The number of seconds since this route was last updated or otherwise

determined to be correct.

**Note** Older semantics cannot be implied except through knowledge of the

routing protocol by which the route has been learned.

#### **ipRouteMask**

Syntax IpAddress

**Access** Read-write

**Status** Mandatory

**Description** The mask to be logical-ANDed with the destination address before being

compared to the value in the ipRouteDest field. For those systems that do not support arbitrary subnet masks, an agent constructs the value of the ipRouteMask by determining whether the value of the correspondent

ipRouteDest field belongs to a class A, B, or C network, and then using one of the following:

mask	network
255.0.0.0	class-A
255.255.0.0	class-B
255.255.255.0	class-C

If the value of the ipRouteDest is 0.0.0.0 (a default route), the mask value is also 0.0.0.0. Note that all IP routing subsystems implicitly use this mechanism.

#### ipRouteMetric5

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

**Description** An alternate routing metric for this route.

**Note** The semantics of this metric are determined by the routing protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

#### **ipRouteInfo**

**Syntax** Object Identifier

Access Read-only

**Description** A reference to MIB definitions specific to the particular routing protocol

that is responsible for this route, as determined by the value specified in the route's ipRouteProto value. If this information is not present, its value should be set to the Object Identifier { 0 0 }, which is a syntactically valid object identifier, and any conferment implementation of ASN.1 and BER must be able to generate and recognize this value.

### **IP Address Translation Table**

The IP address translation table contains the IP address to physical address equivalences. Some interfaces do not use translation tables for determining address equivalences (for example, DDN-X.25 has an algorithmic method); if all interfaces are of this type, the address translation table is empty, and therefore has zero entries.

#### **ipNetToMediaTable**

**Syntax** Sequence of IpNetToMediaEntry

**Access** Not accessible

**Status** Mandatory

**Description** The IP address translation table used for mapping from IP addresses to

physical addresses.

#### **ipNetToMediaEntry**

**Syntax** IpNetToMediaEntry

**Access** Not accessible

Status Mandatory

**Description** Each entry contains one IP address to physical address equivalence.

Index ipNetToMediaIfIndex, ipNetToMediaNetAddress

Table 9. IpNetToMediaEntry Objects and Object Types

IpNetToMediaEntry Objects	See Page	Object Types
ipNetToMediaIfIndex	57	Integer
ipNetToMediaPhysAddress	57	PhysAddress
ipNetToMediaNetAddress	58	IpAddress
ipNetToMediaType	58	Integer

### ip Net To Medial fIndex

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

 $\textbf{Description} \quad \text{ The interface on which this entry's equivalence is effective.}$ 

**Note** The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

#### **ipNetToMediaPhysAddress**

Syntax PhysAddress

Access Read-write

**Status** Mandatory

**Description** The media-dependent physical address.

### **ipNetToMediaNetAddress**

**Syntax** IpAddress

**Access** Read-write

**Status** Mandatory

**Description** The IP address corresponding to the media-dependent physical address.

#### **ipNetToMediaType**

#### **Syntax**

Value	Declaration	Description
Integer	1 (other)	None of the following
	2 (invalid)	An invalidated mapping
	3 (dynamic)	
	4 (static)	

**Access** Read-write

**Status** Mandatory

**Description** The type of mapping.

Note Setting this object to the value invalid (2) invalidates the corresponding entry in the ipNetToMediaTable. That is, the value effectively dissasociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant ipNetToMediaType object.

### **Additional IP Objects**

#### **ipRoutingDiscards**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of routing entries that are chosen to be discarded even though

they are valid. One possible reason for discarding such an entry could be to

free-up buffer space for other routing entries.

# **ICMP Group**

Implementation of the ICMP group is mandatory for all systems.

#### icmplnMsgs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of ICMP messages that the entity received.

**Note** This counter includes all ICMP messages counted by icmpInErrors.

### icmpInErrors

Syntax Counter

**Access** Read-only

**Description** The number of ICMP messages that the entity received but determined as

having ICMP-specific errors (bad ICMP checksums, bad length, and so

on.).

#### icmpInDestUnreachs

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of ICMP destination unreachable messages received.

icmpInTimeExcds

**Syntax** Counter

Access Read-only

**Status** Mandatory

 $\textbf{Description} \quad \text{ The number of ICMP time exceeded messages received.}$ 

**icmpInParmProbs** 

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of ICMP parameter problem messages received.

#### icmpInSrcQuenchs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP source quench messages received.

#### icmpInRedirects

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP redirect messages received.

## icmpInEchos

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP echo (request) messages received.

## icmpInEchoReps

Syntax Counter

**Access** Read-only

**Description** The number of ICMP echo reply messages received.

#### icmpInTimestamps

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP timestamp (request) messages received.

### icmpInTimestampReps

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP timestamp reply messages received.

### icmplnAddrMasks

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of ICMP address mask request messages received.

#### icmplnAddrMaskReps

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP address mask reply messages received.

#### **icmpOutMsgs**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of ICMP messages that this entity attempted to send.

Note This counter includes all messages counted by icmpOutErrors.

### icmpOutErrors

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of ICMP messages that this entity did not send due to problems

discovered within ICMP, such as a lack of buffers. This value should not include errors discovered outside the ICMP layer, such as the inability of IP to route the resultant datagram. In some implementations, there can be no

types of error that contribute to this counter's value.

#### icmpOutDestUnreachs

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP destination unreachable messages sent.

#### icmpOutTimeExcds

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of ICMP time exceeded messages sent.

## icmpOutParmProbs

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of ICMP parameter problem messages sent.

## icmpOutSrcQuenchs

Syntax Counter

**Access** Read-only

**Description** The number of ICMP source quench messages sent.

icmpOutRedirects

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of ICMP redirect messages sent. For a host, this object is

always zero, because hosts do not send redirects.

icmpOutEchos

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP echo (request) messages sent.

icmpOutEchoReps

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of ICMP echo reply messages sent.

#### icmpOutTimestamps

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP timestamp (request) messages sent.

#### icmpOutTimestampReps

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP timestamp reply messages sent.

# icmpOutAddrMasks

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of ICMP address mask request messages sent.

### icmpOutAddrMaskReps

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of ICMP address mask reply messages sent.

# **TCP Group**

Implementation of the TCP group is mandatory for all systems that implement the TCP.

**Note** Instances of object types that represent information about a particular TCP connection are transient; they persist only as long as the connection in question.

### tcpRtoAlgorithm

#### **Syntax**

Value	Declaration	Description
Integer	1 (other)	None of the following
	2 (constant)	A constant rto
	3 (rsre)	MIL-STD-1778, Appendix B
	4 (rsre)	Van Jacobson's algorithm [10]

Access Read-only

**Status** Mandatory

**Description** The algorithm used to determine the time-out value used for retransmitting unacknowledged octets.

#### tcpRtoMin

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The minimum value permitted by a TCP implementation for the

retransmission time-out, measured in milliseconds.

**Note** More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission time-out. In particular, when the time-out algorithm is rsre (3), an object of this type has the semantics of the LBOUND quantity described in RFC 793.

#### tcpRtoMax

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The maximum value permitted by a TCP implementation for the

retransmission time-out, measured in milliseconds.

**Note** More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission time-out. In particular, when the time-out algorithm is rsre (3), an object of this type has the semantics of the UBOUND quantity described in RFC 793.

### tcpMaxConn

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** The limit on the total number of TCP connections the entity can support. In

entities where the maximum number of connections is dynamic, this object

should contain the value -1.

#### tcpActiveOpens

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of times TCP connections have made a direct transition to the

synsent state from the closed state.

tcpPassiveOpens

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of times TCP connections have made a direct transition to the

synReceived state from the listen state.

#### tcpAttemptFails

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of times TCP connections have made a direct transition to the

closed state from either the synsent state or the synReceived state, plus the number of times TCP connections have made a direct transition to the listen

state from the synReceived state.

### tcpEstabResets

**Syntax** Counter

Access Read-only

**Status** Mandatory

**Description** The number of times TCP connections have made a direct transition to the

closed state from either the established state or the closeWait state.

#### tcpCurrEstab

Syntax Gauge

Access Read-only

**Status** Mandatory

**Description** The number of TCP connections for which the current state is either

established or closeWait.

### tcpInSegs

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of segments received, including those received in error.

This count includes segments received on currently established

connections.

## tcpOutSegs

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of segments sent, including those on current connections

but excluding those containing only retransmitted octets.

#### tcpRetransSegs

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of segments retransmitted, that is, the number of TCP

segments transmitted containing one or more previously transmitted octets.

#### **TCP Connection Table**

The TCP connection table contains information about this entity's existing TCP connections.

#### tcpConnTable

**Syntax** Sequence of TcpConnEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table containing TCP connection-specific information.

#### tcpConnEntry

**Syntax** TcpConnEntry

**Access** Not accessible

**Status** Mandatory

**Description** Information about a particular current TCP connection. An object of this

type is transient, in that it ceases to exist when (or soon after) the

connection makes the transition to the closed state.

Index tcpConnLocalAddress, tcpConnLocalPort, tcpConnRemAddress,

tcpConnRemPort

Table 10. TcpConnEntry Objects and Object Types

TcpConnEntry Objects	See Page	Object Types
tcpConnState	73	Integer
tcpConnLocalAddress	74	IpAddress
tcpConnLocalPort	74	Integer of size 0 to 65535
tcpConnRemAddress	75	IpAddress
tcpConnRemPort	75	Integer of size 0 to 65535

# tcpConnState

## **Syntax**

Value	Declaration	Description			
Integer	1 (closed)				
	2 (listen)				
	3 (synSent)				
	4 (synReceived)				
	5 (established)				
	6 (finWait1)				
	7 (finWait2)				
	8 (closeWait)				
	9 (lastAck)				
	10 (closing)				
	11 (timeWait)				
	12 (delete TCB)				

**Access** Read-write

**Status** Mandatory

**Description** The state of this TCP connection.

**Note** The only value which can be set by a management station is deleteTCB(12). Accordingly, it is appropriate for an agent to return a badValue response if a management station attempts to set this object to any other value.

If a management station sets this object to the value deleteTCB(12), this has the effect of deleting the TCB (as defined in RFC 793) of the corresponding connection on the managed node, resulting in immediate termination of the connection.

As an implementation-specific option, a RST segment can be sent from the managed node to the other TCP endpoint. Note that RST segments are not sent reliably.

#### tcpConnLocalAddress

**Syntax** IpAddress

Access Read-only

**Status** Mandatory

**Description** The local IP address for this TCP connection. In the case of a connection in

the listen state that is willing to accept connections for any IP interface

associated with the node, the value 0.0.0.0 is used.

tcpConnLocalPort

**Syntax** Integer of size 0 to 65535

Access Read-only

**Description** The local port number for this TCP connection.

#### tcpConnRemAddress

Syntax IpAddress

**Access** Read-only

**Status** Mandatory

**Description** The remote IP address for this TCP connection.

## tcpConnRemPort

**Syntax** Integer of size 0 to 65535

**Access** Read-only

**Status** Mandatory

**Description** The remote port number for this TCP connection.

## **Additional TCP Objects**

## tcpInErrs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of segments received in error (for example, bad TCP

checksums).

## tcpOutRsts

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of TCP segments sent containing the RST flag.

# **UDP Group**

Implementation of the UDP group is mandatory for all systems that

implement the UDP.

## udplnDatagrams

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of UDP datagrams delivered to UDP users.

## udpNoPorts

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of received UDP datagrams for which there was no

application at the destination port.

## udpInErrors

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of received UDP datagrams that could not be delivered for

reasons other than the lack of an application at the destination port.

#### udpOutDatagrams

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of UDP datagrams sent from this entity.

#### **UDP Listener Table**

The UDP listener table contains information about this entity's UDP end-points on which a local application is currently accepting datagrams.

## udpTable

**Syntax** Sequence of UdpEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table containing UDP listener information.

#### udpEntry

**Syntax** UdpEntry

**Access** Not accessible

**Status** Mandatory

**Description** Information about a particular current UDP listener.

**Index** udpLocalAddress, udpLocalPort

Table 11. UdpEntry Objects and Object Types

UdpEntry Objects	See Page	Object Types
udpLocalAddress	78	IpAddress
udpLocalPort	78	Integer of size 0 to 65535

### udpLocalAddress

Syntax IpAddress

Access Read-only

**Status** Mandatory

**Description** The local IP address for this UDP listener. In the case of a UDP listener that

is willing to accept datagrams for any IP interface associated with the node,

the value 0.0.0.0 is used.

## udpLocalPort

**Syntax** Integer of size 0 to 65535

**Access** Read-only

**Description** The local port number for this UDP listener.

## **EGP Group**

Implementation of the EGP group is mandatory for all systems that

implement the EGP.

## egpInMsgs

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of EGP messages received without error.

#### **egpInErrors**

Syntax Counter

Access Read-only

**Status** Mandatory

 $\begin{tabular}{ll} \textbf{Description} & The number of EGP messages received in error. \\ \end{tabular}$ 

## egpOutMsgs

Syntax Counter

**Access** Read-only

**Description** The total number of locally generated EGP messages.

#### egpOutErrors

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of locally generated EGP messages not sent due to resource

limitations within an EGP entity.

## **EGP Neighbor Table**

The EGP neighbor table contains information about this entity's EGP

neighbors.

## egpNeighTable

**Syntax** Sequence of EgpNeighEntry

Access Not accessible

**Status** Mandatory

**Description** The EGP neighbor table.

## egpNeighEntry

**Syntax** EgpNeighEntry

**Access** Not accessible

Status Mandatory

## Description

Information about this entity's relationship with a particular EGP neighbor.

## Index

egpNeighAddr

Table 12. EgpNeighEntry Object and Object Types

EgpNeighEntry Objects	See Page	Object Types
egpNeighState	81	Integer
egpNeighAddr	82	IpAddress
egpNeighAs	82	Integer
egpNeighInMsgs	83	Counter
egpNeighInErrs	83	Counter
egpNeighOutMsgs	83	Counter
egpNeighOutErrs	84	Counter
egpNeighInErrMsgs	84	Counter
egpNeighOutErrMsgs	84	Counter
egpNeighStateUps	84	Counter
egpNeighStateDowns	85	Counter
egpNeighIntervalHello	85	Integer
egpNeighIntervalPoll	85	Integer
egpNeighMode	86	Integer
egpNeighEventTrigger	86	Integer

## egpNeighState

## **Syntax**

Value	Declaration	Description	
Integer	1 (idle)		
	2 (acquisition)		
	3 (down)		

Value	Declaration	Description
Integer	4 (up)	
5 (cease)		

Access Read-only

**Status** Mandatory

**Description** The EGP state of the local system with respect to this entry's EGP

neighbor. Each EGP state is represented by a value that is one greater than

the numerical value associated with said state in RFC 904.

## egpNeighAddr

Syntax IpAddress

**Access** Read-only

Status Mandatory

**Description** The IP address of this entry's EGP neighbor.

## egpNeighAs

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The autonomous system of this EGP peer. Zero should be specified if the

autonomous system number of the neighbor is not yet known.

## egpNeighInMsgs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of EGP messages received without error from this EGP peer.

## egpNeighInErrs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of EGP messages received from this EGP peer in error (for

example, bad EGP checksum).

## egpNeighOutMsgs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of locally generated EGP messages to this EGP peer.

## egpNeighOutErrs

**Syntax** Counter

Access Read-only

**Status** Mandatory

**Description** The number of locally generated EGP messages not sent to this EGP peer

due to resource limitations within an EGP entity.

#### egpNeighInErrMsgs

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of EGP-defined error messages received from this EGP peer.

## egpNeighOutErrMsgs

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of EGP-defined error messages sent to this EGP peer.

## egpNeighStateUps

Syntax Counter

Access Read-only

**Description** The number of EGP state transitions to the up state with this EGP peer.

#### egpNeighStateDowns

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of EGP state transitions from the up state to any other state

with this EGP peer.

#### egpNeighIntervalHello

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** The interval between EGP hello command retransmissions (in hundredths

of a second). This represents the t1 timer as defined in RFC 904.

## egpNeighIntervalPoll

Syntax Integer

Access Read-only

Status Mandatory

**Description** The interval between EGP poll command retransmissions (in hundredths of

a second). This represents the t3 timer as defined in RFC 904.

## egpNeighMode

#### **Syntax**

Value	Declaration	Description
Integer	1 (active)	
	2 (passive)	

Access Read-only

Status Mandatory

**Description** The polling mode of this EGP entity, either passive or active.

#### egpNeighEventTrigger

#### **Syntax**

Value	Declaration	Description
Integer	1 (start)	
	2 (stop)	

**Access** Read-write

**Status** Mandatory

**Description** A control variable used to trigger operator-initiated start and stop events.

**Note** When read, this variable always returns the most recent value to which egpNeighEventTrigger was set. If this variable has not been set since the last initialization of the network management subsystem on the node, it returns a value of stop.

When set, this variable causes a start or stop event on the specified neighbor, as specified on pages 8 through 10 of RFC 904. Briefly, a start

event causes an idle peer to begin neighbor acquisition, and a nonidle peer to re-initiate neighbor acquisition. A stop event causes a nonidle peer to return to the idle state until a start event occurs, either using egpNeighEventTrigger or another object.

## **Additional EGP Objects**

## egpAs

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The autonomous system number of this EGP entity.

## **Transmission Group**

Based on the transmission media underlying each interface on a system, the corresponding portion of the transmission group is mandatory for that system.

When Internet-standard definitions for managing transmission media are defined, the transmission group is used to provide a prefix for the names of those objects.

Typically, such definitions reside in the experimental portion of the MIB until they are proven. Then, as part of the Internet standardization process, the definitions are accordingly elevated and a new object identifier, under the transmission group is defined. By convention, the name assigned is:

type Object Identifier ::= { transmission number }

where "type" is the symbolic value used for the media in the ifType column of the ifTable object, and "number" is the actual integer value corresponding to the symbol.

## **SNMP Group**

Implementation of the SNMP group is mandatory for all systems that support an SNMP protocol entity. Some of the objects defined below will be zero-valued in those SNMP implementations that are optimized to support only those functions specific to either a management agent or a management station. All of the objects below refer to an SNMP entity, and there can be several SNMP entities residing on a managed node (for example, if the node is acting as a management station).

#### **snmplnPkts**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of messages delivered to the SNMP entity from the

transport service.

## snmpOutPkts

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of SNMP messages that were passed from the SNMP

protocol entity to the transport service.

## **snmpInBadVersions**

Syntax Counter

Access Read-only

**Description** The total number of SNMP messages that were delivered to the SNMP

protocol entity, and were for an unsupported SNMP version.

#### **snmpInBadCommunityNames**

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP messages delivered to the SNMP protocol

entity that used an SNMP community name not known to said entity.

#### snmpInBadCommunityUses

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of SNMP messages delivered to the SNMP protocol

entity that represented an SNMP operation, which was not allowed by the

SNMP community named in the message.

## snmplnASNParseErrs

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of ASN.1 or BER errors encountered by the SNMP

protocol entity when decoding received SNMP messages.

**Note** SNMP 7 is not used.

## snmpInTooBigs

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP PDUs that were delivered to the SNMP

protocol entity, and for which the value of the error-status field is tooBig.

#### snmplnNoSuchNames

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP PDUs, that were delivered to the SNMP

protocol entity, and for which the value of the error-status field is

noSuchName.

## snmplnBadValues

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number of SNMP PDUs that were delivered to the SNMP

protocol entity, and for which the value of the error-status field is badValue.

## snmplnReadOnlys

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The total number valid SNMP PDUs that were delivered to the SNMP

protocol entity, and for which the value of the error-status field is readOnly.

**Note** It is a protocol error to generate an SNMP PDU that contains the value "readOnly" in the error-status field, as such this object is provided to detect incorrect implementations of the SNMP.

#### snmplnGenErrs

**Syntax** Counter

Access Read-only

**Status** Mandatory

**Description** The total number of SNMP PDUs that were delivered to the SNMP

protocol entity, and for which the value of the error-status field is genErr.

#### snmpInTotalReqVars

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of MIB objects that have been retrieved successfully by

the SNMP protocol entity as the result of receiving valid SNMP

Get-Request and Get-Next PDUs.

## snmpInTotalSetVars

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of MIB objects that have been altered successfully by the

SNMP protocol entity as the result of receiving valid SNMP Set-Request

PDUs.

## snmpInGetRequests

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of SNMP Get-Request PDUs that have been accepted and

processed by the SNMP protocol entity.

#### **snmplnGetNexts**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of SNMP Get-Next PDUs that have been accepted and

processed by the SNMP protocol entity.

## snmplnSetRequests

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP Set-Request PDUs that have been accepted and

processed by the SNMP protocol entity.

#### snmpInGetResponses

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of SNMP Get-Response PDUs that have been accepted

and processed by the SNMP protocol entity.

## **snmpInTraps**

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The total number of SNMP Trap PDUs that have been accepted and

processed by the SNMP protocol entity.

snmpOutTooBigs

Syntax Counter

Access Read-only

**Description** The total number of SNMP PDUs that were generated by the SNMP

protocol entity, and for which the value of the error-status field is too Big.

#### snmpOutNoSuchNames

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP PDUs that were generated by the SNMP

protocol entity, and for which the value of the error-status is noSuchName.

## snmpOutBadValues

**Syntax** Counter

Access Read-only

**Status** Mandatory

**Description** The total number of SNMP PDUs that were generated by the SNMP

protocol entity, and for which the value of the error-status field is badValue.

Note SNMP 23 is not used.

## snmpOutGenErrs

Syntax Counter

Access Read-only

**Description** The total number of SNMP PDUs that were generated by the SNMP

protocol entity, and for which the value of the error-status field is genErr.

#### snmpOutGetRequests

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP Get-Request PDUs that have been generated by

the SNMP protocol entity.

#### snmpOutGetNexts

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of SNMP Get-Next PDUs that have been generated by the

SNMP protocol entity.

## snmpOutSetRequests

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of SNMP Set-Request PDUs that have been generated by

the SNMP protocol entity.

## snmpOutGetResponses

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The total number of SNMP Get-Response PDUs that have been generated

by the SNMP protocol entity.

## snmpOutTraps

Syntax Counter

Access Read-only

Status Mandatory

**Description** The total number of SNMP Trap PDUs that have been generated by the

SNMP protocol entity.

## **snmpEnableAuthenTraps**

#### **Syntax**

Value	Declaration	Description
Integer	1 (enabled)	
	2 (disabled)	

Access Read-write

Status Mandatory

**Description** Indicates whether the SNMP agent process is permitted to generate

authentication-failure traps. The value of this object overrides any configuration information; as such, it can disable all authentication-failure

traps.

**Note** It is strongly recommended that this object be stored in nonvolatile memory, so that the object remains constant between re-initializations of the network management system.

## egpNeighborLoss

Enterprise SNMP

**Variables** egpNeighAddr

**Description** An egpNeighborLoss trap signifies that an EGP neighbor, for which the

sending protocol entity was an EGP peer, has been marked down and the

peer relationship no longer pertains.

# FIBRE ALLIANCE MIB OBJECT TYPES

This chapter contains descriptions and other information specific to Fibre Alliance MIB (FCMGMT-MIB) object type. The object types in FAMGMT-MIB are organized into the following groupings:

- Connectivity
- Trap Registration
- Revision Number
- Statistic Set

## **FAMGMT-MIB File System Organization**

Figure 5 through Figure 7 depict the organization and structure of the FAMGMT file system.

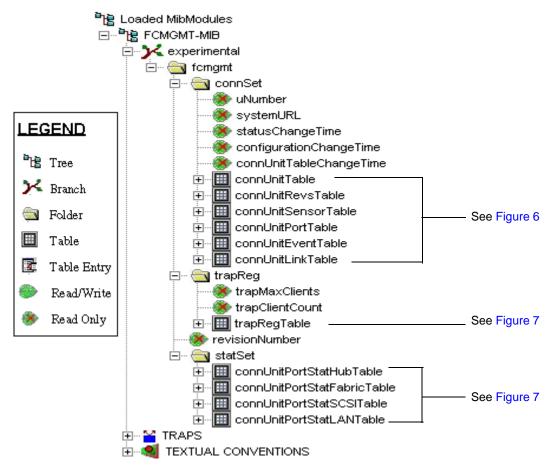


Figure 5. FAMGMT Overall Tree Structure

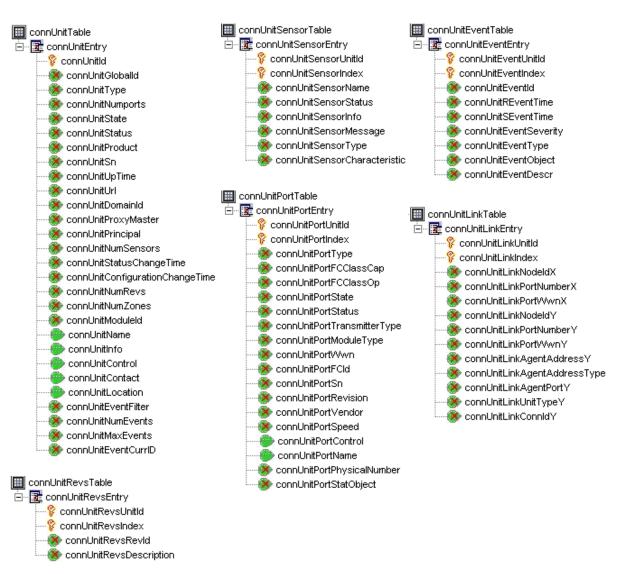


Figure 6. Tree Structure for connSet Tables



Figure 7. Tree Structure for trapReg Table and statSet Tables

# **Definitions for FAMGMT-MIB**

The following definitions are used for FAMGMT-MIB.

Table 13. FAMGMT-MIB Definitions

Type Definition	Value	Declaration	Description
FcNameId	Octet String of size 8		
FcGlobalId	Octet String of size 16		
FcEventSeverity	Integer	1 (unknown)	
		2 (emergency)	Emergency status.
		3 (alert)	Alert status.
		4 (critical)	Critical status.
		5 (error)	Error status.
		6 (warning)	Warning status.
		7 (notify)	Notification status.
		8 (info)	Informational status.
		9 (debug)	Debug status.
		10 (mark)	All messages logged.
FcUnitType	Integer	1 (unknown)	
-		2 (other)	None of the following.
		3 (hub)	Passive connectivity unit supporting loop protocol.
		4 (switch)	Active connectivity unit supporting multiple protocols.

Table 13. FAMGMT-MIB Definitions (continued)

Type Definition	Value	Declaration	Description
		5 (gateway)	Unit that converts not only the interface but also encapsulates the frame into another protocol. The assumption is that there are always two gateways connected together. For example, FC <-> ATM.
		6 (converter)	Unit that converts from one interface to another. For example, FC <-> SCSI.
		7 (hba)	Host bus adapter.
		8 (proxy-agent)	Software proxy-agent.
		9 (storage-device)	Disk, cd, tape, and so on.
		10 (host)	Host computer.
		11 (storage-subsystem)	Raid, library, and so on.
		12 (module)	Subcomponent of a system.
		13 (swdriver)	Software driver.
		14 (storage-access-device)	Provides storage management and access for heterogeneous hosts and heterogeneous devices.

# **Connectivity Group**

Implementation of the connectivity group is mandatory for all systems.

## uNumber

**Syntax** Integer

**Access** Read-only

#### Description

The number of connectivity units present on this system (represented by this agent). Can be a count of the boards in a chassis, or the number of full boxes in a rack.

**Note** The connectivity unit is mapped to a switch. uNumber.0 is always set to 1.

## systemURL

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

#### **Description**

The top-level URL of the system. If the value does not exist, it is an empty string. The URL format is implementation dependant and can have keywords embedded that are preceded by a percent sign (for example, %USER).

The following are the defined keywords that are recognized and replaced with data during a launch:

USER Replace with username

PASSWORD Replace with password

GLOBALID Replace with globa lid

SERIALNO Replace with serial number

DEFVAL {""}

**Note** The expected value for systemURL.0 is:

"http://{a.b.c.d}"

where {a.b.c.d} is the IP address of the switch.

"" (null)

#### statusChangeTime

**Syntax** Time Ticks

Access Read-only

**Status** Deprecated

**Description** The sysuptime timestamp (in centiseconds) at which the last status change

occurred for any members of the set. In other words, this is the latest timestamp that connUnitStatus or connUnitPortStatus has changed.

## configurationChangeTime

**Syntax** Time Ticks

**Access** Read-only

**Status** Deprecated

**Description** The sysuptime timestamp (in centiseconds) at which the last configuration

change occurred for any members of the set. In other words, this is the latest timestamp of a Flash memory update. This represents a union of

 $change\ information\ for\ connUnitConfigurationChangeTime.$ 

## connUnitTableChangeTime

**Syntax** Time Ticks

**Access** Read-only

Status Deprecated

**Description** The sysuptime timestamp (in centiseconds) at which the connUnitTable

was updated (an entry was either added or deleted). The time is set at

initialization of the connectivity table (connUnitTable)

**Note** The connectivity unit table contains general information on the system's units.

## **Connectivity Unit Table**

#### connUnitTable

**Syntax** Sequence of connUnitEntry

**Access** Not accessible

Status Mandatory

**Description** A list of units under a single SNMP agent. The number of entries is given

by the value of uNumber. The value is 1 for stand-alone system.

## connUnitEntry [connUnitTable]

**Syntax** connUnitEntry

**Access** Not accessible

**Status** Mandatory

## **Description** A connectivity unit entry containing objects for a particular unit.

## Index connUnitId

Table 14. connUnitEntry Objects and Object Types

connUnitEntry Objects	See Page	Object Types
connUnitId	109	Octet String
connUnitGlobalId	110	FcGlobalId
connUnitType	112	FcUnitType
connUnitNumports	112	Integer
connUnitState	113	Integer
connUnitStatus	113	Integer
connUnitProduct	114	Display String
connUnitSn	114	Display String
connUnitUpTime	115	Time Ticks
connUnitUrl	115	Display String
connUnitDomainId	116	Octet String
connUnitProxyMaster	116	Integer
connUnitPrincipal	117	Integer
connUnitNumSensors	117	Integer
connUnitStatusChangeTime	118	Time Ticks
connUnitConfigurationChangeTime	118	Time Ticks
connUnitNumRevs	119	Integer
connUnitNumZones	119	Integer
connUnitModuleId	120	Octet String
connUnitName	120	Display String
connUnitInfo	121	Display String
connUnitControl	121	Integer

Table 14. connUnitEntry Objects and Object Types (continued)

connUnitEntry Objects	See Page	Object Types
connUnitContact	122	Display String
connUnitLocation	123	Display String
connUnitEventFilter	123	FcEventSeverity
connUnitNumEvents	124	Integer
connUnitMaxEvents	124	Integer
connUnitEventCurrID	124	Integer

## connUnitId [connUnitTable]

**Syntax** Octet String of size 16

Access Read-only

Status Mandatory

**Description** The unique

The unique identification for this connectivity unit among those within this proxy domain.

The value must be unique within the proxy domain because it is the index variable for connUnitTable.

The value assigned to a given connectivity unit should be persistent across agent and unit resets.

The value should be the same as connUnitGlobalId if connUnitGlobalId is known and stable.

Note The HP FC 6164 implementation treats this ID as a very large (128-bit) integer, starting from 1. Therefore, in order to specify a particular instance of any columnar variable in the connUnitEntry (such as connUnitType), specify the instance identifier as a 16-octet value.

For example:

connUnitType.0.0.0.0.0.0.0.0.0.0.0.0.0.0.1

where the object instance identifier consists of 16 octets, each representing the byte value from high-byte order to low-byte order of this 128-bit integer.

This integer maps to the WWN.

#### connUnitGloballd [connUnitTable]

**Syntax** FcGlobalId

**Access** Read-only

**Status** Mandatory

**Description** An optional global-scope identifier for this connectivity unit.

It must be a WWN for this connectivity unit or 16 octets of value zero.

The following characteristics are required:

- WWN formats requiring fewer than 16 octets must be extended to 16 octets with trailing zero octets.
- If a WWN is used for connUnitId, the same WWN must be used for connUnitGlobalId.

The following characteristics are strongly recommended:

When a nonzero value is provided, it should be persistent across agent and unit resets.

- This value should be globally unique.
- This value should be one of these FC-PH/PH3 formats:
  - IEEE (NAA=1)
  - IEEE Extended (NAA=2)
  - IEEE Registered (NAA=5)
  - IEEE Registered extended (NAA=6)

Use of the IEEE formats allows any IEEE-registered vendor to assure global uniqueness independently.

The following are some references on IEEE WWN formats:

http://standards.ieee.org/regauth/oui/tutorials/fibreformat.html http://standards.ieee.org/regauth/oui/tutorials/fibrecomp\_id.html

If one or more WWNs are associated with the connUnit using other management methods, one of the WWNs should be used for connUnitGlobalId.

If there is not a WWN assigned specifically to the connUnit, there is some merit, though not a requirement, to using a WWN assigned to one of its permanently attached FC/LAN interfaces. However this WWN must not be unique.

As a counter example, if your agent runs in a host and the host has an HBA, the agent, host, and HBA can be distinct connUnits, so the host and agent cannot use the WWN of the HBA.

#### Another example:

If your hub has a built-in Ethernet port, the hub can use its LAN address (prefixed with the appropriate NAA) as its connUnitId. But if the Ethernet were a replaceable PC Card, the hub should have an independent ID.

Note The HP FC 6164 implementation maps the switch WWN to the top 8 bytes of this variable and sets the remaining lower 8 bytes to 0. For example, if the switch WWN is 10:00:00:60:69:10:02:18, SNMP-GET connUnitGlobalId.0.0.0.0.0.0.0.0.0.0.0.0.0.0.1 returns 10 00 00 60 69 10 02 18 00 00 00 00 00 00 00 00.

#### connUnitType [connUnitTable]

**Syntax** FcUnitType

**Access** Read-only

**Status** Mandatory

**Description** The type of this connectivity unit.

Note Set to 4 (switch).

# connUnitNumports [connUnitTable]

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** Number of physical ports in the connectivity unit (internal/embedded, external).

**Note** The 6 switches comprising the HP FC 6164 each report a value of 16.

## connUnitState [connUnitTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (online)	Set the state to online
	3 (offline)	Set the state to offline

Access Read-only

**Status** Mandatory

**Description** Overall state of the connectivity unit.

**Note** Mapped as follows:

switchState(ONLINE) 2 (online) switchState(not ONLINE) 3 (offline)

(offline, testing, faulty)

## connUnitStatus [connUnitTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (unused)	
	3 (ok)	
	4 (warning)	Needs attention
	5 (failed)	

Access Read-only

**Status** Mandatory

**Description** Overall status of the connectivity unit.

**Note** switchStatus maps directly as follows:

connUnitStatus	switchStatus
1 (unknown)	Unknown
2 (unused)	Unmonitored
3 (ok)	Healthy/ok
4 (warning)	Marginal/Warning
5 (failed)	Down/Failed

## connUnitProduct [connUnitTable]

**Syntax** Display String of size 0 to 79

**Access** Read-only

**Status** Mandatory

**Description** The connectivity unit vendor's product model name.

**Note** This is the same as for sysDescr (set for as many as 79 bytes).

## connUnitSn [connUnitTable]

**Syntax** Display String of size 0 to 79

**Access** Read-only

**Status** Mandatory

**Description** The serial number for this connectivity unit.

**Note** Set to the SSN, which by default is the WWN, but is changeable through Telnet.

## connUnitUpTime [connUnitTable]

**Syntax** Time Ticks

**Access** Read-only

Status Mandatory

**Description** The number of centiseconds since the last unit initialization.

**Note** Set when connUnitTable is initialized.

#### connUnitUrl [connUnitTable]

Syntax Display String

Access Read-only

Status Mandatory

**Description** URL to launch a management application, if applicable. Otherwise, an

empty string. In a standalone unit, this URL is the same as the top-level

URL, and has the same definition as systemURL for keywords.

**Note** Same as systemURL. The expected value for connUnitURL.0 is:

"http://{a.b.c.d}"

where {a.b.c.d} is the IP address of the switch.

"" (null)

#### connUnitDomainId [connUnitTable]

**Syntax** Octet String of size 3

**Access** Read-only

**Status** Mandatory

**Description** 

The 24-bit fibre channel address ID of this connectivity unit, right justified with leading zeros if required. If this value is not applicable, return all bits set to 1.

Note Set to the switch domain ID (as per FC-SW).

#### connUnitProxyMaster [connUnitTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (no)	
	3 (yes)	

**Access** Read-only

Status Mandatory

**Description** A value of "yes" means this is the proxy master unit for a set of managed

units. For example, this could be the only unit with a management card in it for a set of units. A standalone unit should return "yes" for this object.

Note Set to 2 (no).

#### connUnitPrincipal [connUnitTable]

#### **Syntax** Integer

Value	Declaration	Description
Integer	1 (unknown)	
	2 (no)	
	3 (yes)	

Access Read-only

**Status** Mandatory

**Description** Whether this connectivity unit is the principal unit within the group of fabric elements. If this value is not applicable, return 1 (unknown).

**Note** If the switch is principal, this is set to 3 (yes), otherwise, it is set to 2 (no).

## connUnitNumSensors [connUnitTable]

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** Number of sensors in the connUnitSensorTable.

**Note** The number of sensors includes the following:

SW2010/40/50

Note SW2400

SW2800: 13 (5 temp + 6 fans + 2 power supplies)

## connUnitStatusChangeTime [connUnitTable]

**Syntax** Time Ticks

**Access** Read-only

Status Deprecated

**Description** The sysuptime timestamp (in centiseconds) at which the last status change

occurred for any members of the set. In other words, this is the latest timestamp that connUnitStatus or connUnitPortStatus has changed.

**Note** This is the same as statusChangeTime.

#### connUnitConfigurationChangeTime [connUnitTable]

**Syntax** Time Ticks

**Access** Read-only

**Status** Deprecated

**Description** The sysuptime timestamp (in centiseconds) at which the last configuration

change occurred for any members of the set. In other words, this is the latest timestamp of Flash memory update. This represents a union of change information for connUnitConfigurationChangeTime.

**Note** This is the same as configurationChangeTime.

## connUnitNumRevs [connUnitTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The number of revisions in the connUnitRevsTable.

Note Set to 2.

## connUnitNumZones [connUnitTable]

Syntax Integer

Access Read-only

Status Deprecated

**Description** Number of zones defined in connUnitZoneTable.

**Note** Set to 0 because the zone table is not supported.

## connUnitModuleId [connUnitTable]

**Syntax** Octet String of size 16

**Access** Read-only

**Status** Mandatory

**Description** 

This is a unique ID, persistent between boots, that can be used to group a set of connUnits together into a module. This ID creates a connUnit with a connUnitType of "module" to represent a physical or logical group of connectivity units. Then the value of the group is set to the value of connUnitId for this "container" connUnit.

The connUnitModuleId value should be zeros if this connUnit is not part of a module.

Note Set to WWN.

#### connUnitName [connUnitTable]

**Syntax** Display String of size 0 to 79

**Access** Read-write

**Status** Mandatory

**Description** A display string containing a name for this connectivity unit. This object

value should be persistent between boots.

**Note** Set to switchName/sysName.

#### connUnitInfo

**Syntax** Display String

**Access** Read-write

**Status** Mandatory

**Description** A display string containing information about this connectivity unit. This

object value should be persistent between boots.

**Note** Set to null and read-only.

## connUnitControl [connUnitTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (invalid)	
	3 (resetConnUnitColdStart)	Reboot; the addressed unit performs a Cold Start reset.
	4 (resetConnUnitWarmStart)	Fastboot; the addressed unit performs a Warm Start reset.
	5 (offlineConnUnit)	Disable switch; the addressed unit puts itself into an implementation-dependant offline state. In general, if a unit is in an offline state, it cannot be used to perform meaningful fibre channel work.

Value	Declaration	Description
Integer	6 (onlineConnUnit)	Enable switch; the addressed unit puts itself into an implementation-dependant online state. In general, if a unit is in an online state, it is capable of performing meaningful fibre channel work.

Access Read-write

**Status** Mandatory

# **Description** Controls the addressed connUnit. Each implementation can chose not to allow any or all of these values on a set.

Cold Start and Warm Start are as defined in MIB-II and are not meant to be a factory reset.

This is similar to swAdmStatus.

- resetConnunitColdStart = reboot
- resetConnunitWarmStart = fastboot
- offlineConnUnit = disable switch
- onlineConnUnit = enable switch
- default after reboot = unknown

The declaration 1 (unknown) maps to the default value upon rebooting, and 2 (invalid) is not applicable.

# connUnitContact [connUnitTable]

**Syntax** Display String of size 0 to 79

**Access** Read-write

**Status** Mandatory

**Description** Contact information for this connectivity unit.

**Note** Set to sysContact.

## connUnitLocation [connUnitTable]

**Syntax** Display String of size 0 to 79

**Access** Read-write

Status Mandatory

**Description** Location information for this connectivity unit.

**Note** Set to sysLocation.

## connUnitEventFilter [connUnitTable]

**Syntax** FcEventSeverity

Access Read-only

**Status** Mandatory

**Description** This value defines the event severity that is logged by this connectivity

unit. All events of severity less than or equal to connUnitEventFilter are

logged in connUnitEventTable.

Note Returns (debug).

#### connUnitNumEvents

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** Number of events currently in connUnitEventTable.

**Note** Returns the number of events that are currently in the buffer.

#### connUnitMaxEvents [connUnitTable]

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** Maximum number of events that can be defined in connUnitEventTable.

Note Maximum buffer is 2147483647

## connUnitEventCurrID [connUnitTable]

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** The last used event ID (connUnitEventId).

Note Same as connUnitNumEvents.

## **Connectivity Unit Table of Revisions for Hardware/Software Elements**

#### connUnitRevsTable

**Syntax** Sequence of connUnitRevsEntry

**Access** Not accessible

**Status** Mandatory

**Description** Table of the revisions supported by connectivity units managed by this

agent.

**Note** This table lists the versions of hardware and software elements in the

switch.

## connUnitRevsEntry [connUnitRevsTable]

**Syntax** connUnitRevsEntry

**Access** Not accessible

**Status** Mandatory

**Description** Table of the revisions supported by connectivity units managed by this

agent.

**Index** connUnitRevsUnitId, connUnitRevsIndex

Table 15. connUnitRevsEntry Objects and Object Types

connUnitRevsEntry Objects	See Page	Object Types
connUnitRevsUnitId	126	Octet String
connUnitRevsIndex	126	Integer
connUnitRevsRevId	127	Display String
connUnitRevsDescription	127	Display String

## connUnitRevsUnitId [connUnitRevsTable]

**Syntax** Octet String of size 16

Access Read-only

**Status** Mandatory

**Description** The connUnitId of the connectivity unit that contains this revision table.

## connUnitRevsIndex [connUnitRevsTable]

**Syntax** Integer of size 1 to 2147483647

Access Read-only

**Status** Mandatory

**Description** A unique value among all connUnitRevsEntrys with the same value of connUnitRevsUnitId, in the range between 1 and connUnitNumRevs.

**Note** Index 1 returns the hardware version. Index 2 returns the software version.

## connUnitRevsRevId [connUnitRevsTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** A vendor-specific string identifying a revision of a component of the

connUnit indexed by connUnitRevsUnitId.

**Note** Index 1 returns the switchType from the Telnet command switchShow. Index 2 returns the Fabric OS version from the Telnet command version, for example, v2.2.

## connUnitRevsDescription [connUnitRevsTable]

**Syntax** Display String

**Access** Read-only

Status Mandatory

**Description** Description of a component to which the revision corresponds.

**Note** Index 1 returns the hardware version. Index 2 returns the Fabric OS version.

## **Connectivity Unit Sensor Table**

#### connUnitSensorTable

**Syntax** Sequence of connUnitSensorEntry

**Access** Not accessible

**Status** Mandatory

**Description** Table of the sensors supported by each connectivity unit managed by this

agent.

# connUnitSensorEntry [connUnitSensorTable]

**Syntax** connUnitSensorEntry

**Access** Not accessible

**Status** Mandatory

**Description** Each entry contains the information for a specific sensor.

Index connUnitSensorUnitId, connUnitSensorIndex

Table 16. connUnitSensorEntry Objects and Object Types

connUnitSensorEntry Objects	See Page	Object Types
connUnitSensorUnitId	129	Octet String
connUnitSensorIndex	129	Integer of size 1 to 2147483647
connUnitSensorName	129	Display String
connUnitSensorStatus	130	Integer
connUnitSensorInfo	130	Display String
connUnitSensorMessage	131	Display String
connUnitSensorType	131	Integer
connUnitSensorCharacteristic	132	Integer

## connUnitSensorUnitId [connUnitSensorTable]

**Syntax** Octet String of size 16

**Access** Read-only

Status Mandatory

**Description** The connUnitId of the connectivity unit that contains this sensor table.

Note Set to connUnitId.

## connUnitSensorIndex [connUnitSensorTable]

**Syntax** Integer of size 1 to 2147483647

**Access** Read-only

Status Mandatory

**Description** A unique value among all connUnitSensorEntrys with the same value of

connUnitSensorUnitId, in the range between 1 and connUnitNumSensor.

Note The value for the HP FC 6164 switches is 13.

## connUnitSensorName [connUnitSensorTable]

**Syntax** Display String

**Access** Read-only

Status Mandatory

**Description** A textual identification of the sensor intended primarily for operator use.

**Note** Each contains the name of the sensor in textual format. (For example, Temp #1, Fan #2, and so on.)

## connUnitSensorStatus [connUnitSensorTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (other)	
	3 (ok)	The sensor indicates ok.
	4 (warning)	The sensor indicates a warning.
	5 (failed)	The sensor indicates failure.

**Access** Read-only

Status Mandatory

**Description** The status indicated by the sensor.

Note Nominal = 3 (ok). Not nominal = 5 (failed).

## connUnitSensorInfo [connUnitSensorTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** Miscellaneous static information about the sensor, such as its serial number.

**Note** Each contains textual information about the sensor name.

Returns the serial ID if this is for the power supply. Otherwise, it returns null.

#### connUnitSensorMessage [connUnitSensorTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** This describes the status of the sensor as a message and can provide more

resolution on the sensor indication. For example, cover temperature

1503 K, above nominal operating range.

**Note** Each contains the sensor status (and reading if applicable) in textual format.

# connUnitSensorType [connUnitSensorTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (other)	
	3 (battery)	
	4 (fan)	
	5 (power supply)	
	6 (transmitter)	
	7 (enclosure)	

Value	Declaration	Description
Integer	8 (board)	
	9 (receiver)	

**Access** Read-only

**Status** Mandatory

**Description** The type of component being monitored by this sensor.

**Note** The following mapping is for each sensor, where applicable:

swSensorType	connUnitSensorType
1 (temperature)	8 (board)
2 (fan)	4 (fan)
3 (power supply)	5 (power supply)

## connUnitSensorCharacteristic [connUnitSensorTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (other)	
	3 (temperature)	
	4 (pressure)	
	5 (emf)	
	6 (currentValue)	Current is a keyword.
	7 (airflow)	

Value	Declaration	Description
Integer	8 (frequency)	
	9 (power)	

**Access** Read-only

**Status** Mandatory

**Description** The characteristics being monitored by this sensor.

**Note** The following mapping is for each sensor, where applicable:

swSensorType	connUnitSensorCharacteristic
1 (temperature)	3 (temperature)
2 (fan)	7 (airflow)
3 (power supply)	9 (power)

# **Connectivity Unit Port Table**

#### connUnitPortTable

**Syntax** Sequence of connUnitPortEntry

**Access** Not accessible

**Status** Mandatory

**Description** Generic information on ports for a specific connUnit. For the 2800, there

are 16 entries (16 external FC ports).

## connUnitPortEntry [connUnitPortTable]

**Syntax** connUnitPortEntry

**Access** Not accessible

**Status** Mandatory

**Description** Each entry contains the information for a specific port.

Index connUnitPortUnitId, connUnitPortIndex

Table 17. connUnitPortEntry Objects and Object Type

connUnitPortEntry Objects	See Page	Object Types
connUnitPortUnitId	135	Octet String
connUnitPortIndex	135	Integer
connUnitPortType	136	Integer
connUnitPortFCClassCap	137	Octet String
connUnitPortFCClassOp	138	Octet String
connUnitPortState	138	Integer
connUnitPortStatus	139	Integer
connUnitPortTransmitterType	140	Integer
connUnitPortModuleType	141	Integer
connUnitPortWwn	141	FcNameId
connUnitPortFCId	142	Octet String
connUnitPortSn	143	Display String
connUnitPortRevision	143	Display String
connUnitPortVendor	143	Display String
connUnitPortSpeed	144	Integer
connUnitPortControl	144	Integer

Table 17. connUnitPortEntry Objects and Object Type (continued)

connUnitPortEntry Objects	See Page	Object Types
connUnitPortName	147	Display String
connUnitPortPhysicalNumber	147	Integer
connUnitPortStatObject	148	Object Identifier

#### connUnitPortUnitId [connUnitPortTable]

**Syntax** Octet String of size 16

**Access** Read-only

**Status** Mandatory

**Description** The connUnitId of the connectivity unit that contains this port.

Note Same value as connUnitId.

## connUnitPortIndex [connUnitPortTable]

**Syntax** Integer of size 1 to 2147483647

Access Read-only

**Status** Mandatory

**Description** A unique value among all connUnitPortEntrys on this connectivity unit, between 0 and connUnitNumPort.

**Note** The valid values for each of the HP FC 6164 switches (external FC ports only) are 1 through 16.

# connUnitPortType [connUnitPortTable]

# Syntax Integer

Value	Declaration	Description
Integer	1 (unknown)	
	2 (other)	
	3 (not-present)	
	4 (hub-port)	
	5 (n-port)	End port for fabric
	6 (l-port)	End port for loop
	7 (fl-port)	Public loop
	8 (f-port)	Fabric port
	9 (e-port)	Fabric expansion port
	10 (g-port 1)	Generic fabric port
	11 (domain-ctl)	Domain controller
	12 (hub-controller)	
	13 (scsi)	Parallel SCSI port
	14 (escon)	
	15 (lan)	
	16 (wan)	

**Access** Read-only

**Status** Mandatory

**Description** The port type.

#### Note Mapped as:

U-Port 10 (g-port)
F-Port 8 (f-port)
FL-Port 7 (fl-port)
E-Port 9 (e-port)

## connUnitPortFCClassCap [connUnitPortTable]

**Syntax** Octet String of size 2

Access Read-only

**Status** Mandatory

**Description** Bi

Bit mask that specifies the classes of service capability of this port. If this is not applicable, return all bits set to zero.

The bits have the following definition:

Value	Declaration	Description
Integer	0 (unknown)	
	1 (class-f)	
	2 (class-one)	
	4 (class-two)	
	8 (class-three)	
	16 (class-four)	Current is a keyword.
	32 (class-five)	
	64 (class-six)	

**Note** For an F or FL port, this value is 0x000C. For a G or E port, this value is 0x000D.

#### connUnitPortFCClassOp [connUnitPortTable]

**Syntax** Octet String of size 2

**Access** Read-only

**Status** Mandatory

**Description** Bit mask that specifies the classes of service that are currently operational.

If this is not applicable, return all bits set to zero. This object has the same

definition as connUnitPortFCClassCap.

**Note** For an F or FL port, this value is 0x000C. For a G or E port, this value is 0x000D.

## connUnitPortState [connUnitPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (online)	
	3 (offline)	
	4 (bypassed)	

**Access** Read-only

**Status** Mandatory

**Description** The state of the port hardware.

**Note** For an E, F, or FL port, the value is online. For a U port, the value is offline (disabled, testing, faulted).

## connUnitPortStatus [connUnitPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	Needs attention
	2 (unused)	
	3 (ok)	
	4 (warning)	
	5 (failure)	
	6 (not participating)	
	7 (initializing)	
	8 (bypass)	Manually or automatically isolated from loop or fabric

Access Read-only

**Status** Mandatory

**Description** An overall protocol status for the port.

**Note** For an E, F, or FL port, the value is 3 (ok). For a U port, the value is 2 (unused) if not faulty with GBIC, 4 (warning) if not faulty but no GBIC, or 5 (failure) if faulty.

# connUnitPortTransmitterType [connUnitPortTable]

## **Syntax**

Value	Declaration	Description	
Integer	1 (unknown)		
	2 (other)		
	3 (unused)		
	4 (shortwave)		
	5 (longwave)		
	7 (scsi)		
	8 (longwaveNoOFC)		
	9 (shortwaveNoOFC)		
	10 (longwaveLED)		

Access Read-only

**Status** Mandatory

**Description** The technology of the port transceiver.

**Note** For an external FC port, this value should be 9 (shortwaveNoOFC) or 8 (longwaveNoOFC).

## connUnitPortModuleType [connUnitPortTable]

#### **Syntax**

Value	Declaration	Description	
Integer	1 (unknown)		
	2 (other)		
	3 (GBIC)		
	4 (embedded)	Fixed (oneXnine)	
	5 (glm)		
	6 (gbicSerialId)		
	7 (gbicNoSerialId)		
	8 (gbicNotInstalled)		
	9 (smallFormFactor)		

**Access** Read-only

**Status** Mandatory

**Description** The module type of the port connector.

**Note** For an external FC port with GBIC, this value should be 6 (gbicSerialId) or 7 (gbicNoSerialId). For an external FC port without GBIC, this value is set to 8 (gbicNotInstalled).

## connUnitPortWwn [connUnitPortTable]

Syntax FcNameId

Access Read-only

**Status** Mandatory

**Description** The worldwide Name (WWN) of the port if applicable, otherwise returns

an empty string.

This is in IEEE Extended format, and the extension contains the internal port number of each port.

Note The internal port number is 1 less than the port index. For example, if the switch has WWN 10:00:00:60:69:10:02:18, port numbers 0 and 6 have WWN 20:00:00:60:69:10:02:18 and 20:06:00:60:69:10:02:18, respectively. However, the embedded port has WWN 10:00:00:60:69:10:02:18, which is the same as the switch.

## connUnitPortFCId [connUnitPortTable]

**Syntax** Octet String of size 3

**Access** Read-only

Status Mandatory

Description

This is the assigned fibre channel ID of this port. This value is expected to be a Big Endian value of 24 bits. If this is loop, it is the ALPA that is connected. If this is an E port, it contains only the domain ID left justified, zero filled. If this port does not have a fibre channel address, return all bits set to 1.

**Note** For an F port, this is the fibre channel ID to which the connected N port is assigned. For an FL port, this is the fibre channel ID of the FL port (alpa = 0). For a U or E port, this is similar to an F port.

## connUnitPortSn [connUnitPortTable]

**Syntax** Display String of size 0 to 79

Access Read-only

Status Mandatory

**Description** The serial number of the unit (for example, for a GBIC). If this is not

applicable, returns an empty string.

**Note** If GBIC is the serial ID, this returns the GBIC part number.

Otherwise it returns a null value.

#### connUnitPortRevision [connUnitPortTable]

**Syntax** Display String of size 0 to 79

Access Read-only

Status Mandatory

**Description** The port revision (for example, GBIC).

**Note** If GBIC is the serial ID, this returns the GBIC revision number.

Otherwise it returns a null value.

## connUnitPortVendor [connUnitPortTable]

**Syntax** Display String of size 0 to 79

**Access** Read-only

**Status** Mandatory

**Description** The port vendor (for example, for a GBIC).

**Note** If GBIC is the serial ID, this returns the GBIC vendor name. Otherwise it returns a null value.

# connUnitPortSpeed [connUnitPortTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The speed of the port in kilobytes per second.

**Note** The valid values for each of the HP FC 6164 switches is  $10^5$ .

# connUnitPortControl [connUnitPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (invalid)	
	3 (resetConnUnitPort)	portDisable (F or E, loop for U)
	4 (bypassConnUnitPort)	portDisable (FL port)
	5 (unbypassConnUnitPort)	portEnable (FL port)
	6 (offlineConnUnitPort)	portDisable (E, F, FL)
	7 (onlineConnUnitPort)	portEnable (U)
	8 (resetConnUnitPortCounters)	Clear the port stats counter when rebooted, defaults to 1 (unknown)

**Access** Read-write (or possibly write-only)

**Status** Mandatory

**Description** Controls the addressed connUnit port. Valid commands are:

resetConnUnitPort:

If the addressed connUnit allows this operation to be performed to this port, the addressed port performs a vendor-specific reset operation. Examples of these operations are:

- Link Reset protocol
- Loop Initialization protocol
- Resynchronization occurring between the transceiver in the addressed port to the transceiver to which that the port is connected.
- bypassConnUnitPort:

If the addressed connUnit allows this operation to be performed to this port, the addressed port performs a vendor-specific bypass operation. Examples of these operations are:

- Transitioning from online to offline
- A request (NONPARTICIPATING) command to the Loop Port state machine
- Removal of the port from an arbitrated loop by a hub
- unbypassConnUnitPort:

If the addressed connUnit allows this operation to be performed to this port, the addressed port performs a vendor-specific unbypass operation. Examples of these operations are:

- Link Failure protocol
- A request (PARTICIPATING) command to the Loop Port state machine
- Addition of the port to an arbitrated loop by a hub

#### offlineConnUnitPort:

If the addressed connUnit allows this operation to be performed to this port, the addressed port performs a vendor-specific offline operation. Examples of these operations are:

- Disabling a ports transceiver
- Link Failure protocol
- Request (NONPARTICIPATING) command to the Loop Port state machine

#### onlineConnUnitPort:

If the addressed connUnit allows this operation to be performed to this port, the addressed port performs a vendor-specific online operation. Examples of these operations are:

- Enabling a ports transceiver
- Link Failure protocol, request (PARTICIPATING) command to the Loop Port state machine
- Addition of the port from an arbitrated loop by a hub
   Each implementation can choose not to allow any or all of these values on a set.

If the Management Station uses in-band communication (FC-IP) with the switch, either of the two following actions can result in a loss of in-band communication with the switch:

- -Disabling the FC port that is connected to the Management Station
- -Disabling the embedded port

#### **Note** Return values are as follows:

```
resetConnUnitPort - portDisable (F or E, loop for U).
bypassConnUnitPort - portDisable (FL port).
unbypassConnUnitPort - portEnable (FL port).
offlineConnUnitPort - portDisable (E, F, FL).
```

onlineConnUnitPort - portEnable (U).
resetConnUnitPortCounters - clear the port stats counter. When rebooted, this defaults to 1 (unknown)

### connUnitPortName [connUnitPortTable]

**Syntax** Display String

**Access** Read-write

**Status** Mandatory

**Description** A string describing the addressed port.

**Note** For an external FC port, this enables the port for the embedded port, thus enabling the switch.

Each implementation can chose not to allow any or all of the following values on a set.

If the Management Station uses in-band communication (FC-IP) with the switch, either of the two following actions cannot be possible in-band:

- Enabling the FC port that is connected to the Management Station
- Enabling the embedded port

This returns null and is read-only.

### connUnitPortPhysicalNumber [connUnitPortTable]

Syntax Integer

Access Read-only

#### **Description**

This is the internal port number by which this port is known. In many implementations, this should be the same as connUnitPortIndex. Some implementations can have an internal port representation that is not compatible with the rules for table indices. In that case, provide the internal representation of this port in this object. This value can also be used in the connUnitLinkPortNumberX or connUnitLinkPortNumberY objects of the connUnitLinkTable.

**Note** The internal port numbers for each of the HP FC 6164 switches are 0 through 15.

## connUnitPortStatObject [connUnitPortTable]

**Syntax** Object Identifier

**Access** Read-only

**Status** Mandatory

#### Description

This contains the OID of the first object of the table that contains the statistics for this particular port. If this has a value of zero, there are no statistics available for this port. The port type information helps identify the statistics objects that are found in the table. From this point, you can do a getnext to get the next statistics object. When the first part of the OID changes, the end of the table is reached.

Note Mapped to connUnitPortStatFabricUnitId.

## **Connectivity Unit Event Table**

#### connUnitEventTable

**Syntax** Sequence of connUnitEventEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of connectivity unit events. Errors, warnings, and information

should be reported in this table.

## connUnitEventEntry [connUnitEventTable]

**Syntax** connUnitEventEntry

**Access** Not accessible

**Status** Mandatory

**Description** Each entry contains information on a specific event for the given

connectivity unit.

Index connUnitEventUnitId, connUnitEventIndex

Table 18. connUnitEventEntry Objects and Object Types

connUnitEventEntry Objects	See Page	Object Types
connUnitEventUnitId	150	Octet String
connUnitEventIndex	150	Integer of size 1 to 2147483647
connUnitEventId	151	Integer
connUnitREventTime	152	Display String
connUnitSEventTime	152	Time Ticks

Table 18. connUnitEventEntry Objects and Object Types (continued)

connUnitEventEntry Objects	See Page	Object Types
connUnitEventSeverity	153	FcEventSeverity
connUnitEventType	153	Integer
connUnitEventObject	154	Object Identifier
connUnitEventDescr	154	Display String

### connUnitEventUnitId [connUnitEventTable]

**Syntax** Octet String of size 16

**Access** Read-only

**Status** Mandatory

**Description** The connUnitId of the connectivity unit that contains this event table.

**Note** Same as connUnitId.

## connUnitEventIndex [connUnitEventTable]

**Syntax** Integer of size 1 to 2147483647

Access Read-only

Status Mandatory

Description

Each connectivity unit has its own event buffer. As the buffer wraps, it can write over previous events. This object is an index into the buffer. It is recommended that this table be read using "getNexts" to retrieve the initial table. The management application should read the event table at periodic intervals, and then determine if any new entries were added by comparing the last known index value with the current highest index value. The management application should then update its copy of the event table. If

the read interval is too long, there can be events that cannot be contained in the agent's internal event buffer.

For example, an agent can read events 50 through 75.

At the next read interval, connUnitEventCurrID is 189. If the management app tries to read event index 76, and the agent's internal buffer is 100 entries max, event index 76 is no longer available.

The index value is an incrementing integer starting from 1 every time there is a table reset. On table reset, all contents are emptied and all indices are set to zero 0. When an event is added to the table, the event is assigned the next higher integer value than the last item entered into the table. If the index value reaches its maximum value, the next item entered causes the index value to roll over and start at one 1 again.

Note Mapped to swEventIndex.

## connUnitEventId [connUnitEventTable]

**Syntax** Integer

Access Read-only

**Status** Deprecated

**Description** 

The internal event ID. Incremented for each event, ranging between 0 and connUnitMaxEvents. Not used as table index to simplify the agent implementation. When this reaches the end of the range specified by connUnitMaxEvents, the ID rolls over to start at 0. This value is set back to 0 at reset. The relationship of this value to the index is that the internal event ID can represent a smaller number than a 32-bit integer (for example, max 100 entries), and has a value range up to connUnitMaxEvents.

Note Same as connUnitEventIndex.

## connUnitREventTime [connUnitEventTable]

**Syntax** Display String of size 15

Access Read-only

**Status** Mandatory

**Description** This is the real time when the event has occurred, and has the following

format:

#### DDMMYYYY HHMMSS

where:

DD = day number

MM = month number

YYYY = year number

HH = hour number

MM = minute number

SS = seconds number

If not applicable, return a null string.

## connUnitSEventTime [connUnitEventTable]

**Syntax** Time Ticks

Access Read-only

**Status** Mandatory

**Description** This is the sysuptime timestamp when the event occurred.

## connUnitEventSeverity [connUnitEventTable]

**Syntax** FcEventSeverity

**Access** Read-only

**Status** Mandatory

**Description** The event severity level.

**Note** Severity is explained in the front of this chapter. See FcEventSeverity in Table 13.

## connUnitEventType [connUnitEventTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	
	2 (other)	
	3 (status)	
	4 (configuration)	
	5 (topology)	

Access Read-only

**Status** Mandatory

**Description** The type of this event.

**Note** Always set to 2 (other).

### connUnitEventObject [connUnitEventTable]

**Syntax** Object Identifier

**Access** Read-only

**Status** Mandatory

**Description** This is used with connUnitEventType to identify to which object the event

refers. It can be the OID of a connectivity unit or of another object, for

example connUnitPortStatus[...].

Note Always set to null.

## connUnitEventDescr [connUnitEventTable]

**Syntax** Display String

**Access** Read-only

Status Mandatory

**Description** The description of the event.

The link table is intended to organize and communicate any information the agent has, that might assist a management application to discover the connectivity units in the framework and the topology of their interconnect.

That is, the goal is to assist the management application by mapping the elements of the framework in addition to listing them.

With this goal, the agent should include as much as it possesses about any links from its own connectivity units to others, including links among its own units.

An agent should include partial information about links if it is not able to fully define them in accord with the following structure; however, the

information must include either a nonzero connUnitNodeId, or a nonzero connUnitPortWwn, for each end of the link.

If the agent is able to discover links that do not directly attach to members of its agency, and the agent's discovery algorithm gives some assurance that the links are recently valid, it can include these links.

Link information entered by administrative action can be included even if not validated directly, if the link has at least one endpoint in this agency, but otherwise this information should not be included.

A connectivity unit should fill the table in as best it can. One of the methods to fill this in is to use the RNID ELS (ANSI document 99-422v0). This allows you to query a port for the information needed for the link table.

This table is accessed either directly if the management software has an index value, or using "GetNext". The value of the indices are not required to be contiguous. Each entry created in this table is assigned an index. This relationship is kept persistent until the entry is removed from the table or the system is reset. The total number of entries is defined by the size of the table.

For an entry to be considered valid, both the X (local) and the Y (remote) need to have one valid value.

**Note** Same as the string shown in the Telnet command errShow.

## **Connectivity Unit Link Table**

#### connUnitLinkTable

**Syntax** Sequence of connUnitLinkEntry

**Access** Not accessible

**Description** A list of links know to this agent from this connectivity unit to other

connectivity units.

Note X =switch data, Y =other end.

## connUnitLinkEntry [connUnitLinkTable]

**Syntax** connUnitLinkEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry describing a particular link to another.

Index connUnitLinkUnitId, connUnitLinkIndex

Table 19. connUnitLinkTable Objects and Object Types

See Page	Object Types
157	Octet String
157	Integer
158	Octet String
158	Integer
159	Octet String
159	Octet String
159	Integer
160	Octet String
160	Octet String
161	Integer
	157 157 158 158 159 159 159 160

Table 19. connUnitLinkTable Objects and Object Types (continued)

connUnitLinkTable Objects	See Page	Object Types
connUnitLinkAgentPortY	161	Integer
connUnitLinkUnitTypeY	161	FcUnitType
connUnitLinkConnIdY	162	Octet String

### connUnitLinkUnitId [connUnitLinkTable]

**Syntax** Octet String of size 16

**Access** Read-only

Status Mandatory

**Description** The connUnitId of the connectivity unit that contains this link table.

Note Set to WWN of the local switch.

## connUnitLinkIndex [connUnitLinkTable]

**Syntax** Integer of size 0 to 2147483647

Access Read-only

**Status** Mandatory

**Description** This value is used to create a unique value for each entry in the link table

with the same connUnitLinkUnitId. The value can only be reused if it is not currently in use and the value is the next candidate to be used. This value is allowed to wrap at the highest value represented by the number of bits. This value is reset to zero when the system is reset and the first value to be used is one.

Note Indices 1 through 16 are reserved for ISL

Indices 17 and higher are reserved for end devices, and are calculated based on portID of the end devices.

### connUnitLinkNodeldX [connUnitLinkTable]

**Syntax** Octet String of size 64

**Access** Read-only

**Status** Mandatory

**Description** The node WWN of the unit at one end of the link. If the node WWN is

unknown and the node is a connUnit in the responding agent, the value of

this object must be equal to its connUnitID.

Note WWN of the local switch.

## connUnitLinkPortNumberX [connUnitLinkTable]

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The port number on the unit specified by connUnitLinkNodeIdX if known,

otherwise -1. If the value is nonnegative, it is equal to

connUnitPortPhysicalNumber.

**Note** ISL: Physical port number of the E port.

Device: Physical port number to which the device is connected.

## connUnitLinkPortWwnX [connUnitLinkTable]

**Syntax** Octet String of size 16

**Access** Read-only

Status Mandatory

**Description** The port WWN of the unit specified by connUnitLinkNodeIdX, if known;

otherwise 16 octets of binary 0.

**Note** WWN of the port to which the device is connected.

### connUnitLinkNodeldY [connUnitLinkTable]

**Syntax** Octet String of size 64

**Access** Read-only

Status Mandatory

**Description** The node WWN of the unit at the other end of the link. If the node WWN is

unknown and the node is a connUnit in the responding SNMP agency, the

value of this object must be equal to its connUnitID.

Note ISL: WWN of the remote switch.

Device: Node name of the device.

### connUnitLinkPortNumberY [connUnitLinkTable]

Syntax Integer

Access Read-only

**Description** The port number on the unit specified by connUnitLinkNodeIdY if known,

otherwise -1. If the value is nonnegative, it is equal to

connUnitPortPhysicalNumber.

**Note** ISL: Physical port number of the remote port.

Device: -1.

### connUnitLinkPortWwnY [connUnitLinkTable]

**Syntax** Octet String of size 16

**Access** Read-only

Status Mandatory

**Description** The port WWN on the unit specified by connUnitLinkNodeIdY, if known;

otherwise 16 octets of binary 0.

**Note** ISL: WWN of the remote port.

Device: Port name.

## connUnitLinkAgentAddressY [connUnitLinkTable]

**Syntax** Octet String of size 16

**Access** Read-only

Status Mandatory

**Description** The address of an FCMGMT MIB agent for the node identified by

connUnitLinkNodeIdY, if known; otherwise 16 octets of binary 0.

**Note** ISL: IP address (v6).

Device: 0 (null).

### connUnitLinkAgentAddressTypeY [connUnitLinkTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** If connUnitLinkAgentAddressY is nonzero, it is a protocol address.

ConnUnitLinkAgentAddressTypeY is the "address family number" assigned by IANA to identify the address format. (For example, 1 is Ipv4, 2

is Ipv6).

Note ISL: Type 2.

Device: 0 (null).

## connUnitLinkAgentPortY [connUnitLinkTable]

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The IP port number for the agent. This is provided in case the agent is at a

nonstandard SNMP port.

**Note** ISL: IP port. Device: 0 (null).

## connUnitLinkUnitTypeY [connUnitLinkTable]

**Syntax** FcUnitType

**Access** Read-only

**Status** Mandatory

**Description** Type of the FC connectivity unit as defined in connUnitType.

Note ISL: Switch device.

End devices: (End device types based on an FCP inquiry)

Storage System	Storage Sub-system	Unknown	Other
Direct Access	Medium Changer	Unknown	Anything else (printer device, processor device, scanner, and so on)
Sequential Access	Array		
Write-Once	SES		
CD-ROM			
Optical			
Note The HP FO	C 6164 does not suppor	t hubs.	

## connUnitLinkConnIdY [connUnitLinkTable]

**Syntax** Octet String of size 3

**Access** Read-only

**Description** 

This is the fibre channel ID of this port. If the connectivity unit is a switch, this is expected to be a Big Endian value of 24 bits. If this is loop, it is the ALPA that is connected. If this is an E port, it contains only the domain ID. If not any of those, unknown or cascaded loop, return all bits set to 1.

**Note** ISL: Port ID of the remote port.

Device: Port ID of the remote port.

# **SNMP Trap Registration Group**

## trapMaxClients

**Syntax** Integer

Access Read-only

Status Mandatory

**Description** The maximum number of SNMP trap recipients supported by the

connectivity unit.

Note Set to 6.

## trapClientCount

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** The current number of rows in the trap table.

## **SNMP** Trap Registration Table

## trapRegTable

**Syntax** Sequence of trapRegEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table containing a row for each IP address/port number to which traps are

sent.

## trapRegEntry [trapRegTable]

**Syntax** trapRegEntry

**Access** Not accessible

**Status** Mandatory

**Description** IP/Port pair for a specific client.

**Index** trapRegIpAddress, trapRegPort

Table 20. trapRegEntry Objects and Object Types

TrapRegEntry Objects	See Page	Object Types
trapRegIpAddress	165	IpAddress
trapRegPort	165	Integer of size 1 to 2147483647
trapRegFilter	165	FcEventSeverity
trapRegRowState	166	Integer

### trapRegIpAddress [trapRegTable]

**Syntax** IpAddress

**Access** Read-only

**Status** Mandatory

**Description** The IP address of a client registered for traps.

## trapRegPort [trapRegTable]

**Syntax** Integer of size 1 to 2147483647

**Access** Read-only

**Status** Mandatory

**Description** The UDP port to send traps to for this host. Normally this is the standard

trap port(162). This object is an index and must be specified to create a row

in this table.

Note Set to 162.

## trapRegFilter [trapRegTable]

**Syntax** FcEventSeverity

Access Read-write

Status Mandatory

**Description** This value defines the trap severity filter for this trap host. The connUnit

sends traps to this host that have a severity level less than or equal to this

value. The default value of this object is "Warning".

# trapRegRowState [trapRegTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (rowDestroy)	Remove row from table.
	2 (rowInactive)	Row exists, but TRAPs disabled.
	3 (rowActive)	Row exists and is enabled for sending traps.

**Access** Read-write

**Status** Mandatory

**Description** Specifies the state of the row.

Table 21. TrapRegRowState for Read-Write

TrapRegRowState	Read	Write
rowDestroy	Can never happen.	Remove this row from the table.
rowInactive	Indicates that this row exists, but that traps are not enabled to be sent to the target.	If the row does not exist, and the agent allows writes to the trap table, a new row is created. The values of the optional columns are set to default values. Traps are not enabled to be sent to the target. If the row exists, traps are disabled from being sent to the target.

Table 21. TrapRegRowState for Read-Write (continued)

TrapRegRowState	Read	Write
rowActive	Indicates that this row exists, and that traps are enabled to be sent to the target.	If the row does not exist, and the agent allows writes to the trap table, then a new row is created. The values of the optional columns are set to default values. Traps are enabled to be sent to the target. If the row exists, traps are enabled to be sent to the target to the target.

**Note** This entry always returns rowActive and allows for read-only.

## **Revision Number**

#### revisionNumber

**Syntax** Display String of size 4

Access Read-only

Status Mandatory

**Description** This is the revision number for this MIB. The format of the revision value is as follows:

0 =High order major revision number

1 = Low order major revision number

2 = High order minor revision number

3 = Low order minor revision number

The value is stored as an ASCII value. The following is the current value of this object.

0 = "0"

1 = "2"

2 = "2"

3 = "0"

This defines a revision of 02.20.

Note Set to 0220.

# **Statistics Group**

Following is a statistics table for each port type class. Port types are aggregated into a port type class, such as all the fabric port types. There is one statistics table for each port. For all objects in statistics tables, if the object is not supported by the conn unit the high-order bit is set to 1 with all other bits set to 0. The high-order bit is reserved to indicate whether the object is supported. All objects start at a value of 0 at hardware initialization, and continue incrementing until the end of 63 bits and then wrap to 0.

## **Connectivity Unit Port Statistics Hub Table**

**Note** The HP FC 6164 does not support Hub statistics; this section is not applicable.

#### connUnitPortStatHubTable

**Syntax** Sequence of connUnitPortStatHubEntry

**Access** Not accessible

**Description** A list of statistics for the hub port type.

### connUnitPortStatHubEntry [connUnitPortStatHubTable]

**Syntax** connUnitPortStatHubEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry describing port statistics.

Index connUnitPortStatHubUnitId, connUnitPortStatHubIndex

Table 22. connUnitPortStatHubEntry Objects and Object Types

connUnitPortStatHubEntry Objects	See Page	Object Types
connUnitPortStatHubUnitId	169	Octet String
connUnitPortStatHubIndex	170	Integer
connUnitPortStatHubCountError	170	Octet String
$\overline{connUnitPortStatHubCountTxFrame}$	170	Octet String
$\overline{connUnitPortStatHubCountRxFrame}$	171	Octet String
$\overline{connUnitPortStatHubCountTxOctets}$	171	Octet String
connUnitPortStatHubCountRxOctets	171	Octet String

## connUnitPortStatHubUnitId [connUnitPortStatHubTable]

**Syntax** Octet String of size 16

Access Read-only

**Description** The connUnitId of the connectivity unit that contains this port statistic

table.

## connUnitPortStatHubIndex [connUnitPortStatHubTable]

**Syntax** Integer of size 0 to 2147483647

**Access** Read-only

**Status** Mandatory

**Description** A unique value among all entries in this table, between 0 and

connUnitNumPort.

## connUnitPortStatHubCountError [connUnitPortStatHubTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** A count of the errors that have occurred on this port.

### connUnitPortStatHubCountTxFrame [connUnitPortStatHubTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The number of frames that have been transmitted by this port.

## connUnitPortStatHubCountRxFrame [connUnitPortStatHubTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of frames that have been received by this port.

## connUnitPortStatHubCountTxOctets [connUnitPortStatHubTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of octets that have been transmitted by this port.

## connUnitPortStatHubCountRxOctets [connUnitPortStatHubTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of octets that have been received by this port.

## **Connectivity Unit Port Statistics Fabric Table**

### connUnitPortStatFabricTable

**Syntax** Sequence of connUnitPortStatFabricEntry

Access Not accessible

**Description** A list of statistics for the fabric port types.

## connUnitPortStatFabricEntry [connUnitPortStatFabricTable]

**Syntax** connUnitPortStatFabricEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry describing port statistics.

**Index** connUnitPortStatFabricUnitId, connUnitPortStatFabricIndex

Table 23. connUnitPortStatFabricEntry Objects and Object Types

See Page	Object Types
172	Octet String
173	Integer
173	Octet String
173	Octet String
174	Octet String
174	Octet String
174	Octet String
	172 173 173 173 174 174

## connUnitPortStatFabricUnitId [connUnitPortStatFabricTable]

**Syntax** Octet String of size 16

Access Read-only

**Description** The connUnitId of the connectivity unit that contains this port statistic

table.

## connUnitPortStatFabricIndex [connUnitPortStatFabricTable]

**Syntax** Integer of size 0 to 2147483647

**Access** Read-only

Status Mandatory

**Description** A unique value among all entries in this table, between 0 and

connUnitNumPort.

**Note** The valid values for HP FC 6164 switches are 1 through 16.

### connUnitPortStatFabricCountError [connUnitPortStatFabricTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** A count of the errors that have occurred on this port.

**Note** This is an aggregation of MIBs from swFCPortRxEncInFrs to swFCPortMcastTimedOuts, as a 64-bit unsigned integer.

### connUnitPortStatFabricCountTxFrame [connUnitPortStatFabricTable]

**Syntax** Octet String of size 8

Access Read-only

**Description** The number of frames that have been transmitted by this port.

Note Returns swFCPortTxFrames.

### connUnitPortStatFabricCountRxFrame [connUnitPortStatFabricTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The number of frames that have been received by this port.

Note Returns swFCPortRxFrames.

## connUnitPortStatFabricCountTxOctets [connUnitPortStatFabricTable]

**Syntax** Octet String of size 8

**Access** Read-only

Status Mandatory

**Description** The number of octets that have been transmitted by this port.

**Note** Returns four times the value of swFCPortTxWords.

### connUnitPortStatFabricCountRxOctets [connUnitPortStatFabricTable]

**Syntax** Octet String of size 8

Access Read-only

**Description** The number of octets that have been received by this port.

**Note** Returns four times the value of swFCPortRxWords.

## **Connectivity Unit Port Statistics SCSI Table**

**Note** The HP FC 6164 does not support SCSI statistics; this section is not applicable.

#### connUnitPortStatSCSITable

**Syntax** Sequence of connUnitPortStatSCSIEntry

**Access** Not accessible

**Status** Mandatory

**Description** A list of statistics for the SCSI port type.

## connUnitPortStatSCSIEntry [connUnitPortStatSCSITable]

**Syntax** connUnitPortStatSCSIEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry describing port statistics.

#### **Index** connUnitPortStatSCSIUnitId, connUnitPortStatSCSIIndex

Table 24. connUnitPortStatSCSIEntry Objects and Object Types

connUnitPortStatSCSIEntry Objects	See Page	Object Types
connUnitPortStatSCSIUnitId	176	Octet String
connUnitPortStatSCSIIndex	176	Integer
connUnitPortStatSCSICountError	177	Octet String
connUnitPortStatSCSICountTxIO	177	Octet String
connUnitPortStatSCSICountRxIO	177	Octet String
connUnitPortStatSCSICountTxBytes	177	Octet String
connUnitPortStatSCSICountRxBytes	178	Octet String

## connUnitPortStatSCSIUnitId [connUnitPortStatSCSITable]

**Syntax** Octet String of size 16

**Access** Read-only

**Status** Mandatory

**Description** The connUnitId of the connectivity unit that contains this port statistic

table.

## connUnitPortStatSCSIIndex [connUnitPortStatSCSITable]

**Syntax** Integer of size 0 to 2147483647

**Access** Read-only

**Status** Mandatory

**Description** A unique value among all entries in this table, between 0 and

connUnitNumPort.

## connUnitPortStatSCSICountError [connUnitPortStatSCSITable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** A count of the errors that have occurred on this port.

## connUnitPortStatSCSICountTxIO [connUnitPortStatSCSITable]

**Syntax** Octet String of size 8

**Access** Read-only

Status Mandatory

**Description** The number of I/Os that have been transmitted by this port.

## connUnitPortStatSCSICountRxIO [connUnitPortStatSCSITable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of I/Os that have been received by this port.

## connUnitPortStatSCSICountTxBytes [connUnitPortStatSCSITable]

**Syntax** Octet String of size 8

**Access** Read-only

**Description** The number of bytes that have been transmitted by this port.

### connUnitPortStatSCSICountRxBytes [connUnitPortStatSCSITable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The number of bytes that have been received by this port.

## **Connectivity Unit Port Statistics LAN/WAN Table**

**Note** The HP FC 6164 does not support LAN/WAN statistics; this section is not applicable.

#### connUnitPortStatLANTable

**Syntax** Sequence of connUnitPortStatLANEntry

**Access** Not accessible

Status Mandatory

**Description** A list of statistics for the LAN/WAN port type.

## connUnitPortStatLANEntry [connUnitPortStatLANTable]

**Syntax** connUnitPortStatLANEntry

Access Not accessible

**Description** An entry describing port statistics.

Index connUnitPortStatLANUnitId, connUnitPortStatLANIndex

Table 25. connUnitPortStatLANEntry Objects and Object Types

connUnitPortStatLANEntry Objects	See Page	Object Types
connUnitPortStatLANUnitId	179	Octet String
connUnitPortStatLANIndex	179	Integer
connUnitPortStatLANCountError	180	Octet String
$\overline{connUnitPortStatLANCountTxPacket}\\$	180	Octet String
$\overline{connUnitPortStatLANCountRxPacket}\\$	180	Octet String
connUnitPortStatLANCountTxBytes	181	Octet String
connUnitPortStatLANCountRxBytes	181	Octet String

## connUnitPortStatLANUnitId [connUnitPortStatLANTable]

**Syntax** Octet String of size 16

**Access** Read-only

**Status** Mandatory

**Description** The connUnitId of the connectivity unit that contains this port statistic

table.

## connUnitPortStatLANIndex [connUnitPortStatLANTable]

**Syntax** Integer of size 0 to 2147483647

**Access** Read-only

**Description** A unique value among all entries in this table, between 0 and

connUnitNumPort.

## connUnitPortStatLANCountError [connUnitPortStatLANTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** A count of the errors that have occurred on this port.

## connUnitPortStatLANCountTxPacket [connUnitPortStatLANTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of packets that have been transmitted by this port.

## connUnitPortStatLANCountRxPacket [connUnitPortStatLANTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The number of packets that have been received by this port.

#### connUnitPortStatLANCountTxBytes [connUnitPortStatLANTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The number of bytes that have been transmitted by this port.

## connUnitPortStatLANCountRxBytes [connUnitPortStatLANTable]

**Syntax** Octet String of size 8

**Access** Read-only

Status Mandatory

**Description** The number of bytes that have been received by this port.

# **Related Traps**

## connUnitStatusChange

Enterprise fcmgmt

Variables connUnitStatus, connUnitState

**Description** The overall status of the connectivity unit has changed.

Recommended severity level (for filtering): alert.

**Note** Generated when connUnitStatus changes, refer to the connUnitStatus section for a description of how the value is calculated.

#### connUnitDeletedTrap

**Enterprise** fcmgmt

Variables connUnitId

**Description** A connUnit has been deleted from this agent.

Recommended severity level (for filtering): warning.

Note Not implemented.

## connUnitEventTrap

**Enterprise** fcmgmt

**Variables** connUnitEventId, connUnitEventType, connUnitEventObject,

connUnitEventDescr

**Description** An event has been generated by the connectivity unit.

Recommended severity level (for filtering): info.

## connUnitSensorStatusChange

**Enterprise** fcmgmt

Variables connUnitSensorStatus

**Description** The overall status of the connectivity unit has changed.

## connUnitPortStatusChange

**Enterprise** fcmgmt

Variables connUnitPortStatus, connUnitPortState

**Description** Overall status of the connectivity unit changed. Recommended severity

level (for filtering): alert.

# FC FABRIC ELEMENT MIB OBJECT TYPES

This chapter contains information that is specific to FC Fabric Element MIB (FE-MIB) object types. The object types in FE-MIB are organized into five groupings:

- Configuration
- Operation
- Error
- Accounting
- Capability

# **FE-MIB File System Organization**

Figure 8 through Figure 10 depict the organization and structure of the FE-MIB file system.

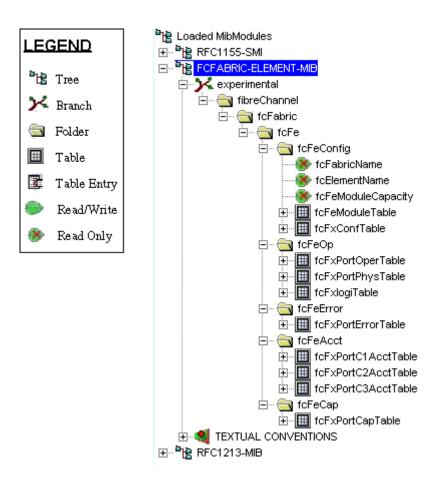


Figure 8. FE-MIB Overall Tree Structure

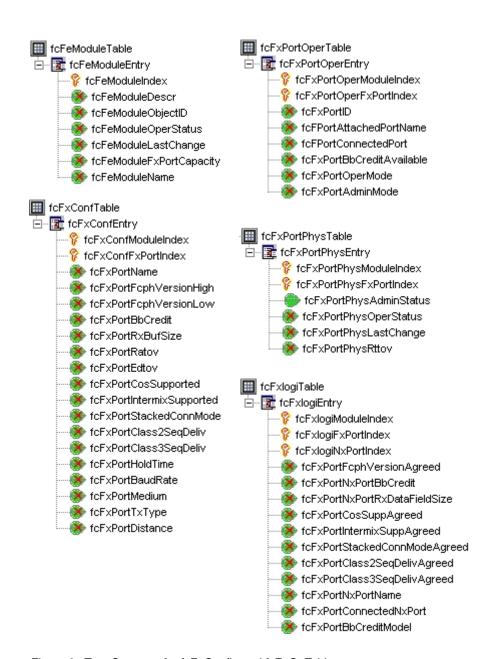


Figure 9. Tree Structure for fcFeConfig and fcFeOpTables

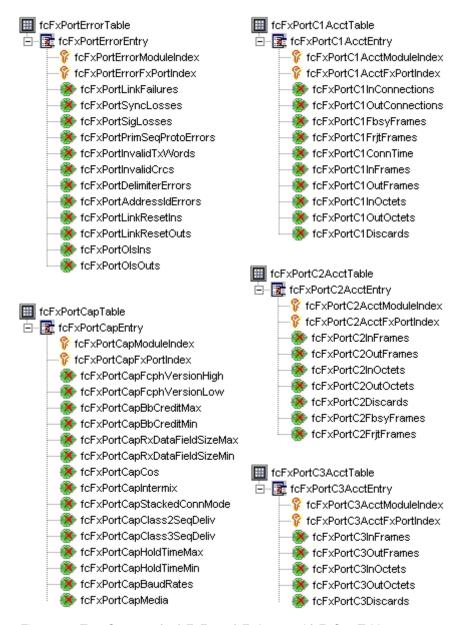


Figure 10. Tree Structure for fcFeError, fcFeAcct, and fcFeCap Tables

# **Definitions for FE-MIB**

Table 26 lists the definitions that are used for FE-MIB.

Table 26. MIB-II Conventions

Type Definition	Value	Declaration	Description
Display String	Octet String of size 0 to 255		
MilliSeconds	Integer from 0 to 2147383647		
MicroSeconds	Integer from 0 to 2147383647		
FcNameId	Octet String of size 8	Name_Identifier hex values:	
Worldwide Name or fibre channel Name associated with an FC		0 (Ignored)	
entity. It is a Network_Destination		1 (IEEE 48-bit address)	
_ID or Network_Source_ID		2 (IEEE extended)	
composed of a value up to 60 bits wide,		3 (Locally assigned)	
occupying the remaining 8 bytes while the first nibble identifies the format of the Name_Identifier.		4 (32-bit IP address)	
FcNameId	Octet String of size 8		

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
FabricName	Octet String of size 8	IEEE48	
FcNameId - The Name Identifier of a Fabric. Each Fabric provides a unique Fabric Name.		Local	
FabricName	Octet String of size 8	IEEE48	
FcNameId - The Name Identifier		IEEE extended	
associated with a port.		Local	
FcAddressId	Octet String of size 8	IEEE48	
A 24-bit value unique within the address		IEEE extended	
space of a Fabric		Local	
FcRxDataFieldSize	Integer from 128 to 2112		
FcBbCredit	Integer from 0 to 32767		
FcphVersion	Integer from 0 to 255		
FcStackedConnMode	Integer from 1 to 3	1 (none)	
		2 (transparent)	
		3 (lockedDown)	

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
	Integer from 1 to 127	bit 0 (Class F)	
		bit 1 (Class 1)	
		bit 2 (Class 2)	
		bit 3 (Class 3)	
		bit 4 (Class 4)	
		bit 5 (Class 5)	
		bit 6 (Class 6)	
		bit 7 (Reserved for future)	
Fc0BaudRate	Integer according to	1 (other)	None of below
FC-0 Baud Rates	2 (oneEighth)	155 Mbaud (12.5 MBs)	
		4 (quarter)	266 Mbaud (25.0 MBs)
		8 (half)	532 Mbaud (50.0 MBs)
		16 (full)	1 Gbaud (100 MBs)
		32 (double)	2 Gbaud (200 MBs)
		64 (quadruple)	4 Gbaud (400 MBs)

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
Fc0BaudRateCap	Integer from 0 to 127	bit 0 (other)	
		bit 1 (oneEighth)	
		bit 2 (quarter)	
		bit 3 (half)	
		bit 4 (full)	
		bit 5 (double)	
		bit 6 (quadruple)	
		bit 7 (Reserved for future)	

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
Fc0MediaCap	Integer from 0 to 65535	bit 0 (unknown)	
33 33000		bit 1 (single mode fibre [sm])	
		bit 2 (multi-mode fibre 50 micron [m5])	
		bit 3 (multi-mode fibre 62.5 micron [m6])	
		bit 4 (video cable [tv])	
		bit 5 (miniature cable [mi])	
		bit 6 (shielded twisted pair [stp])	
		bit 7 (twisted wire [tw])	
		bit 8 (long video [lv])	
		bits 9 to 15 (Reserved for future use)	

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
Fc0Medium	Integer	1 (unknown)	
		2 (sm)	
		4 (m5)	
		8 (m6)	
		16 (tv)	
		32 (mi)	
		64 (stp)	
		128 (tw)	
		256 (lv)	
Fc0TxType	Integer	1 (unknown)	
		2 (longWaveLaser [LL])	
		3 (shortWaveLaser [SL])	
		4 (longWaveLED [LE])	
		5 (electrical [EL])	
		6 (shortWaveLaser-noOFC [SN])	

Table 26. MIB-II Conventions (continued)

Type Definition	Value	Declaration	Description
Fc0Distance	Integer	The FC-0 distance range associated with a port transmitter	
		1 (unknown)	
		2 (long)	
		3 (intermediate)	
		4 (short)	
FcFeModuleCapacity	Integer from 1 to 256		
FcFeFxPortCapacity	Integer from 1 to 256		
FcFeModuleIndex	Integer from 1 to 256		
FcFeFxPortIndex	Integer from 1 to 256		
FcFeNxPortIndex	Integer from 1 to 256		
FcFxPortMode	Integer	1 (unknown)	
		2 (fPort)	
		3 (flPort)	
FcBbCreditModel	Integer	1 (regular)	
		2 (alternate)	

# **Configuration Group**

The configuration group consists of scalar objects and tables, and contains the configuration and service parameters of the Fabric Element and the FxPorts.

This group represents a set of parameters associated with the Fabric Element or an FxPort to support its NxPorts.

Implementation of this group is mandatory.

#### **fcFabricName**

**Syntax** FabricName

**Access** Read-only

**Status** Mandatory

**Description** The Name\_Identifier of the Fabric to which this Fabric Element belongs.

**Note** Returns the WWN of the switch.

#### **fcElementName**

Syntax FcNameId

Access Read-only

**Status** Mandatory

**Description** The Name\_Identifier of the Fabric Element.

Note Returns the WWN of the switch.

## **fcFeModuleCapacity**

**Syntax** FcFeModuleCapacity

**Access** Read-only

**Status** Mandatory

**Description** The maximum number of modules in the Fabric Element, regardless of

their current state.

Note

SW2010/40/50: 1

SW2400: 1

SW2800: 1

#### fc Fabric Element Module Table

This table contains one entry for each module.

#### **fcFeModuleTable**

**Syntax** Sequence of FcFeModuleEntry

**Access** Not accessible

Status Mandatory

**Description** A table that contains, one entry for each module in the Fabric Element.

## fcFeModuleEntry [fcFeModuleTable]

**Syntax** FcFeModuleEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing the configuration parameters of a module.

**Index** fcFeModuleIndex

Table 27. fcFeModuleEntry Objects and Object Types

fcFeModuleEntry Objects	See Page	Object Types
fcFeModuleIndex	198	FcFeModuleIndex
fcFeModuleDescr	198	Display String
fcFeModuleObjectID	199	Object Identifier
fcFeModuleOperStatus	200	Integer
fcFeModuleLastChange	200	Time Ticks
fcFeModuleFxPortCapacity	200	FcFeFxPortCapacity
fcFeModuleName	201	FcNameId

#### fcFeModuleIndex [fcFeModuleTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the module within the Fabric Element for which this entry

contains information. This value is never greater than fcFeModuleCapacity.

## fcFeModuleDescr [fcFeModuleTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** A textual description of the module. This value should include the full

name and version identification of the module, and should contain printable

ASCII characters.

Note See sysDescr in Chapter 1, "MIB-II Object Types".

#### fcFeModuleObjectID [fcFeModuleTable]

**Syntax** Object Identifier

Access Read-only

**Status** Mandatory

**Description** The vendor's authoritative identification of the module. This value can be

allocated within the SMI enterprises subtree (1.3.6.1.4.1) and provides a straight-forward and unambiguous way to determine what kind of module

is being managed.

For example, this object could take the value 1.3.6.1.4.1.99649.3.9, if vendor "Neufe Inc." was assigned the subtree 1.3.6.1.4.1.99649, and had assigned the identifier 1.3.6.1.4.1.99649.3.9 to its FeFiFo-16 PlugInCard.

Note See sysObjectID in Chapter 1, "MIB-II Object Types".

#### fcFeModuleOperStatus [fcFeModuleTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (online)	The module is functioning properly.
	2 (offline)	The module is not available.
	3 (testing)	The module is under testing.
	4 (faulty)	The module is defective.

**Access** Read-only

**Status** Mandatory

**Description** Indicates the operational status of the module.

## fcFeModuleLastChange [fcFeModuleTable]

**Syntax** Time Ticks

Access Read-only

Status Mandatory

**Description** Contains the value of sysUpTime when the module entered its current

operational status. A value of 0 indicates that the operational status of the

module has not changed since the agent last restarted.

## fcFeModuleFxPortCapacity [fcFeModuleTable]

**Syntax** FcFeFxPortCapacity

**Access** Read-only

**Status** Mandatory

#### **Description**

The number of FxPorts that can be contained within the module. Within each module, the ports are uniquely numbered in the range from 1 to fcFeModuleFxPortCapacity inclusive. However, the numbers are not required to be contiguous.

#### Note

SW2010/40/50: 8

SW2400: 8

SW2800: 16

## fcFeModuleName [fcFeModuleTable]

**Syntax** FcNameId

**Access** Read-only (instead of read-write)

**Status** Mandatory

**Description** The Name\_Identifier of the module.

**Note** The return value is the WWN of the switch.

## **FxPort Configuration Table**

This table contains one entry for each FxPort, and the configuration parameters of the ports.

#### fcFxConfTable

**Syntax** Sequence of FcFxConfEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table that contains, one entry for each FxPort in the Fabric Element, and

configuration and service parameters of the FxPorts.

## fcFxConfEntry [fcFxConfTable]

**Syntax** FcFxConfEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing the configuration and service parameters of an FxPort.

**Index** FcFxConfModuleIndex, fcFxConfFxPortIndex

Table 28. FcFxConfEntry Objects and Object Types

FcFxConfEntry Objects	See Page	Object Types
fcFxConfModuleIndex	203	FcFeModuleIndex
fcFxConfFxPortIndex	203	FcFeFxPortIndex
fcFxPortName	204	FcPortName
FxPort Com	mon Service P	arameters
fcFxPortFcphVersionHigh	204	FcphVersion
fcFxPortFcphVersionLow	204	FcphVersion
fcFxPortBbCredit	205	FcBbCredit
fcFxPortRxBufSize	205	FcRxDataFieldSize
fcFxPortRatov	205	MilliSeconds
fcFxPortEdtov	206	MilliSeconds
FxPort Cla	ass Service Par	ameters
fcFxPortCosSupported	206	FcCosCap
fcFxPortIntermixSupported	206	Integer

Table 28. FcFxConfEntry Objects and Object Types (continued)

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FcFxConfEntry Objects	See Page	Object Types	
fcFxPortStackedConnMode	207	FcStackedConnMode	
fcFxPortClass2SeqDeliv	207	Integer	
fcFxPortClass3SeqDeliv	208	Integer	
Other	FxPort Parame	ters	
fcFxPortHoldTime	208	MicroSeconds	
fcFxPortBaudRate	208	Fc0BaudRate	
fcFxPortMedium	209	Fc0Medium	
fcFxPortTxType	209	Fc0TxType	
fcFxPortDistance	209	Fc0Distance	

#### fcFxConfModuleIndex [fcFxConfTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

#### fcFxConfFxPortIndex [fcFxConfTable]

**Syntax** FcFeFxPortIndex

Access Read-only

Status Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortName [fcFxConfTable]

**Syntax** FcPortName

**Access** Read-only

**Status** Mandatory

**Description** The name identifier of this FxPort. Each FxPort has a unique port name

within the address space of the fabric.

**Note** The return value is the WWN of the port.

#### **FxPort Common Service Parameters**

#### fcFxPortFcphVersionHigh [fcFxConfTable]

**Syntax** FcphVersion

**Access** Read-only

**Status** Mandatory

**Description** The highest or most recent version of FC-PH that the FxPort is configured

to support.

#### fcFxPortFcphVersionLow [fcFxConfTable]

**Syntax** FcphVersion

Access Read-only

Status Mandatory

**Description** The lowest or earliest version of FC-PH that the FxPort is configured to

support.

#### fcFxPortBbCredit [fcFxConfTable]

**Syntax** FcBbCredit

**Access** Read-only

**Status** Mandatory

**Description** The total number of receive buffers available for holding a Class 1

connect-request, and Class 2 or 3 frames from the attached NxPort. This enables buffer-to-buffer flow control in the direction from the attached

NxPort (if applicable) to FxPort.

#### fcFxPortRxBufSize [fcFxConfTable]

**Syntax** FcRxDataFieldSize

**Access** Read-only

Status Mandatory

**Description** The largest Data\_Field Size (in octets) for an FT\_1 frame that can be

received by the FxPort.

#### fcFxPortRatov [fcFxConfTable]

Syntax MilliSeconds

Access Read-only

**Status** Mandatory

**Description** The Resource\_Allocation\_Timeout value configured for the FxPort. This is

used as the timeout value for determining when to re-use an NxPort resource such as a Recovery\_Qualifier. This value represents  $E_D_{TOV}$  (see next object), and twice the maximum time that a frame can be delayed

within the Fabric and still be delivered.

#### fcFxPortEdtov [fcFxConfTable]

Syntax MilliSeconds

**Access** Read-only

**Status** Mandatory

**Description** The E\_D\_TOV value configured for the FxPort. The

Error\_Detect\_Timeout value is used as the timeout value for detecting an

error condition.

#### **FxPort Classes of Service Parameters**

## fcFxPortCosSupported [fcFxConfTable]

Syntax FcCosCap

Access Read-only

Status Mandatory

**Description** A value indicating the set of classes of service supported by the FxPort.

#### fcFxPortIntermixSupported [fcFxConfTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	FxPort supports an intermixed dedicated connection.
	2 (no)	FxPort does not support an intermixed dedicated connection.

Access Read-only

**Status** Mandatory

**Description** A flag indicating whether the FxPort supports an intermixed dedicated

connection.

## fcFxPortStackedConnMode [fcFxConfTable]

**Syntax** FcStackedConnMode

Access Read-only

**Status** Mandatory

**Description** A value indicating the mode of stacked connect supported by the FxPort.

## fcFxPortClass2SeqDeliv [fcFxConfTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	Class 2 sequential delivery is supported by the FxPort.
	2 (no)	Class 2 sequential delivery is not supported by the FxPort.

Access Read-only

**Status** Mandatory

**Description** A flag indicating whether Class 2 sequential delivery is supported by the

FxPort.

#### fcFxPortClass3SeqDeliv [fcFxConfTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	Class 3 sequential delivery is supported by the FxPort.
	2 (no)	Class 3 sequential delivery is not supported by the FxPort.

Access Read-only

**Status** Mandatory

**Description** A flag indicating whether Class 3 sequential delivery is supported by the

FxPort.

#### **Other FxPort Parameters**

#### fcFxPortHoldTime [fcFxConfTable]

**Syntax** MicroSeconds

Access Read-only

Status Mandatory

**Description** The maximum time (in microseconds) that the FxPort holds a frame before

discarding the frame, if it is unable to deliver the frame. The value  $\boldsymbol{0}$  means

that the FxPort does not support this parameter.

## fcFxPortBaudRate [fcFxConfTable]

**Syntax** Fc0BaudRate

Access Read-only

Status Deprecated

**Description** The FC-0 baud rate of the FxPort.

**Note** Valid values include the following:

SW2010/40/50: 16 (full)

SW2400: 16 (full)

W2800: 16 (full)

#### fcFxPortMedium [fcFxConfTable]

**Syntax** Fc0Medium

**Access** Read-only

Status Deprecated

**Description** The FC-0 medium of the FxPort.

## fcFxPortTxType [fcFxConfTable]

**Syntax** Fc0TxType

**Access** Read-only

Status Deprecated

**Description** The FC-0 transmitter type of the FxPort.

## fcFxPortDistance [fcFxConfTable]

**Syntax** Fc0Distance

**Access** Read-only

**Status** Deprecated

**Description** The FC-0 distance range of the FxPort transmitter.

## **Operation Group**

The operation group consists of tables that contain operational status and established service parameters for the Fabric Element and the attached NxPorts.

Implementation of this group is mandatory.

## **FxPort Operation Table**

This table contains one entry for each FxPort, the operational status, and parameters of the FxPorts.

#### **fcFxPortOperTable**

**Syntax** Sequence of FcFxPortOperEntry

**Access** Not accessible

Status Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

operational status and parameters of the FxPorts.

#### fcFxPortOperEntry [fcFxPortOperTable]

**Syntax** FcFxPortOperEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing operational status and parameters of an FxPort.

**Index** fcFxPortOperModuleIndex, fcFxPortOperFxPortIndex

Table 29. fcFxPortOperEntry Objects and Object Types

fcFXPortOperEntry Objects	See Page	Object Types
fcFxPortOperModuleIndex	211	FcFeModuleIndex
fcFxPortOperFxPortIndex	212	FcFeFxPortIndex
fcFxPortID	212	FcAddressId
fcFPortAttachedPortName	212	FcPortName
fcFPortConnectedPort	213	FcAddressId
fcFxPortBbCreditAvailable	213	Gauge
fcFxPortOperMode	213	FcFxPortMode
fcFxPortAdminMode	214	FcFxPortMode

## fcFxPortOperModuleIndex [fcFxPortOperTable]

**Syntax** FcFeModuleIndex

Access Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

#### fcFxPortOperFxPortIndex [fcFxPortOperTable]

**Syntax** FcFeFxPortIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

## fcFxPortID [fcFxPortOperTable]

**Syntax** FcAddressId

**Access** Read-only

**Status** Mandatory

**Description** The address identifier by which this FxPort is identified within the Fabric.

The FxPort can assign its address identifier to its attached NxPorts during

Fabric Login.

#### fcFPortAttachedPortName [fcFxPortOperTable]

**Syntax** FcPortName

Access Read-only

**Status** Deprecated

**Description** The port name of the attached N\_Port, if applicable. If the value of this

object is '0000000000000000'H, this FxPort has no NxPort attached to it. This variable has been deprecated and can be implemented for backward

compatibility.

#### fcFPortConnectedPort [fcFxPortOperTable]

Syntax FcAddressId

**Access** Read-only

**Status** Deprecated

**Description** The address identifier of the destination FxPort with which this FxPort is

currently engaged in a either a Class 1 or loop connection. If the value of this object is '000000'H, this FxPort is not engaged in a connection. This variable has been deprecated and can be implemented for backward

compatibility.

#### fcFxPortBbCreditAvailable [fcFxPortOperTable]

Syntax Gauge

**Access** Read-only

**Status** Mandatory

**Description** The number of buffers currently available for receiving frames from the

attached port in the buffer-to-buffer flow control. The value should be less

than or equal to fcFxPortBbCredit.

## fcFxPortOperMode [fcFxPortOperTable]

**Syntax** FcFxPortMode

Access Read-only

**Status** Mandatory

**Description** The current operational mode of the FxPort.

#### fcFxPortAdminMode [fcFxPortOperTable]

**Syntax** FcFxPortMode

**Access** Read-only (instead of read-write)

**Status** Mandatory

**Description** The desired operational mode of the FxPort.

## F\_Port Fabric Login Table

This table contains one entry for each F\_Port in the Fabric Element, and the service parameters that have been established from the most recent Fabric Login, whether implicit or explicit.

**Note** This table is deprecated since FE-MIB v1.9, and is not supported in agents after firmware v1.5. Instead, the new table, FxPort Fabric Login Table (to follow after FxPort Physical Level Table), is supported.

## **FxPort Physical Level Table**

This table contains one entry for each FxPort in the Fabric Element, and the physical level status and parameters of the FxPorts.

#### fcFxPortPhysTable

**Syntax** Sequence of FcFxPortPhysEntry

Access Not accessible

Status Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

the physical level status and parameters of the FxPorts.

## fcFxPortPhysEntry [fcFxPortPhysTable]

**Syntax** FcFxPortPhysEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing physical level status and parameters of an FxPort.

**Index** fcFxPortPhysModuleIndex, fcFxPortPhysFxPortIndex

Table 30. fcFxPortPhysEntry Objects and Object Types

fcFxPortPhysEntry Objects	See Page	Object Types
fcFxPortPhysModuleIndex	215	FcFeModuleIndex
fcFxPortPhysFxPortIndex	216	FcFeFxPortIndex
fcFxPortPhysAdminStatus	216	Integer
fcFxPortPhysOperStatus	217	Integer
fcFxPortPhysLastChange	217	Time Ticks
fcFxPortPhysRttov	218	MilliSeconds

### fcFxPortPhysModuleIndex [fcFxPortPhysTable]

**Syntax** FcFeModuleIndex

Access Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

#### fcFxPortPhysFxPortIndex [fcFxPortPhysTable]

**Syntax** FcFeFxPortIndex

**Access** Read-only

Status Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortPhysAdminStatus [fcFxPortPhysTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (online)	Place port online.
	2 (offline)	Take port offline.
	3 (testing)	Initiate test procedures.

**Access** Read-write

**Status** Mandatory

#### Description

The desired state of the FxPort. A management station can place the FxPort in a desired state by setting this object accordingly. The 3 (testing) state indicates that no operational frames can be passed. When a Fabric Element initializes, all FxPorts start with fcFxPortPhysAdminStatus in the 2 (offline) state. As the result of either explicit management action or per configuration information accessible by the Fabric Element, fcFxPortPhysAdminStatus is then changed to either the 1 (online) or 3 (testing) state, or remains in the 2 (offline) state.

#### fcFxPortPhysOperStatus [fcFxPortPhysTable]

#### **Syntax**

Value	Declaration	Description	
Integer	1 (online)	Login can proceed.	
	2 (offline)	Login cannot proceed.	
	3 (testing)	Port is under test.	
	4 (link-failure)	Failure after online/testing.	

**Note** Other values can be used to indicate diagnostics for a failed test.

Access Read-only

**Status** Mandatory

**Description** 

The current operational status of the FxPort. The 3 (testing) state indicates that no operational frames can be passed. If fcFxPortPhysAdminStatus is 2 (offline), fcFxPortPhysOperStatus should be 2 (offline). If fcFxPortPhysAdminStatus is changed to 1 (online),

fcFxPortPhysOperStatus should change to 1 (online). If the FxPort is ready to accept a Fabric Login request from the attached NxPort, it should accept the request and remain in the 4 (link-failure) state, if there is a fault that prevents it from going to the 1 (online) state.

#### fcFxPortPhysLastChange [fcFxPortPhysTable]

**Syntax** Time Ticks

Access Read-only

Status Mandatory

**Description** The value of sysUpTime at the time the FxPort entered its current

operational status. A value of 0 indicates that the FxPort's operational

status has not changed since the agent last restarted.

#### fcFxPortPhysRttov [fcFxPortPhysTable]

Syntax MilliSeconds

**Access** Read-only

**Status** Mandatory

**Description** The Receiver\_Transmitter\_Timeout value of the FxPort. This is used by the

receiver logic to detect loss of synchronization.

#### **FxPort Fabric Login Table**

This table contains one entry for each FxPort in the Fabric Element, and the service parameters that have been established from the most recent Fabric Login, whether implicit or explicit.

#### fcFxlogiTable

**Syntax** Sequence of FcFxlogiEntry

**Access** Not accessible

Status Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

the services parameters established from the most recent Fabric Login,

whether explicit or implicit.

#### fcFxlogiEntry [fcFxlogiTable]

**Syntax** FcFxlogiEntry

Access Not accessible

Status Mandatory

#### **Description**

An entry containing service parameters established from a successful Fabric Login.

#### Index

fcFxlogiModuleIndex, fcFxlogiFxPortIndex, fcFxlogiNxPortIndex

Table 31. FcFxlogiEntry Objects and Object Types

FcFxlogiEntry Objects	See Page	Object Types
fcFxlogiModuleIndex	219	FcFeModuleIndex
fcFxlogiFxPortIndex	220	FcFeFxPortIndex
fcFxlogiNxPortIndex	220	FcFeNxPortIndex
fcFxPortFcphVersionAgreed	220	FcphVersion
fcFxPortNxPortBbCredit	221	FcBbCredit
fcFxPortNxPortRxDataFieldSize	221	FcRxDataFieldSize
fcFxPortCosSuppAgreed	221	FcCosCap
fcFxPortIntermixSuppAgreed	222	Integer
fcFxPortStackedConnModeAgreed	222	FcStackedConnMode
fcFxPortClass2SeqDelivAgreed	223	Integer
fcFxPortClass3SeqDelivAgreed	223	Integer
fcFxPortNxPortName	224	FcPortName
fcFxPortConnectedNxPort	224	FcAddressId
fcFxPortBbCreditModel	224	FcBbCreditModel

# fcFxlogiModuleIndex [fcFxlogiTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

### fcFxlogiFxPortIndex [fcFxlogiTable]

**Syntax** FcFeFxPortIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

### fcFxlogiNxPortIndex [fcFxlogiTable]

**Syntax** FcFeNxPortIndex

**Access** Read-only

**Status** Mandatory

**Description** The object identifies the associated NxPort in the attachment for which the

entry contains information.

#### fcFxPortFcphVersionAgreed [fcFxlogiTable]

Syntax FcphVersion

Access Read-only

Status Mandatory

**Description** The version of FC-PH that the FxPort has agreed to support from the Fabric

Login.

#### fcFxPortNxPortBbCredit [fcFxlogiTable]

Syntax FcBbCredit

Access Read-only

Status Mandatory

**Description** The total number of buffers available for holding a Class 1 connect-request,

and Class 2 or Class 3 frames to be transmitted to the attached NxPort. This enables buffer-to-buffer flow control in the direction from FxPort to NxPort. The buffer-to-buffer flow control mechanism is indicated in the

respective fcFxPortBbCreditModel.

#### fcFxPortNxPortRxDataFieldSize [fcFxlogiTable]

**Syntax** FcRxDataFieldSize

**Access** Read-only

**Status** Mandatory

**Description** The Receive Data Field Size of the attached NxPort. This is a binary value

that specifies the largest Data Field Size for an FT\_1 frame that can be received by the NxPort. The value is in number of bytes and ranges from

128 to 2112 inclusive.

# fcFxPortCosSuppAgreed [fcFxlogiTable]

Syntax FcCosCap

Access Read-only

Status Mandatory

**Description** Indicates that the attached NxPort has requested the FxPort for the support

of classes of services, and the FxPort has granted the request.

#### fcFxPortIntermixSuppAgreed [fcFxlogiTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	The attached NxPort has requested the FxPort for the support of intermix, and the FxPort has granted the request.
	2 (no)	The attached NxPort has not requested the FxPort for the support of intermix.

Access Read-only

**Status** Mandatory

**Description** A variable indicating that the attached NxPort has requested the FxPort for

the support of intermix, and the FxPort has granted the request. This flag is

valid only if Class 1 service is supported.

#### fcFxPortStackedConnModeAgreed [fcFxlogiTable]

**Syntax** FcStackedConnMode

**Access** Read-only

**Status** Mandatory

**Description** Indicates whether the FxPort has agreed to support stacked connect from

the Fabric Login. This flag is valid only if Class 1 service is supported.

#### fcFxPortClass2SeqDelivAgreed [fcFxlogiTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	The FxPort has agreed to support Class 2 sequential delivery from the Fabric Login.
	2 (no)	The FxPort has not agreed to support Class 2 sequential delivery from the Fabric Login.

**Access** Read-only

**Status** Mandatory

**Description** A variable indicating whether the FxPort has agreed to support Class 2

sequential delivery from the Fabric Login. This flag is valid only if Class  $2\,$ 

service is supported.

# fcFxPortClass3SeqDelivAgreed [fcFxlogiTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	The FxPort has agreed to support Class 3 sequential delivery from the Fabric Login.
	2 (no)	The FxPort has not agreed to support Class 3 sequential delivery from the Fabric Login.

Access Read-only

**Status** Mandatory

**Description** A flag indicating whether the FxPort has agreed to support Class 3

sequential delivery from the Fabric Login. This flag is valid only if Class 3

service is supported.

#### fcFxPortNxPortName [fcFxlogiTable]

**Syntax** FcPortName

**Access** Read-only

**Status** Mandatory

**Description** The port name of the attached NxPort, if applicable. If the value of this

object is '0000000000000000'H, this FxPort has no NxPort attached to it.

#### fcFxPortConnectedNxPort [fcFxlogiTable]

**Syntax** FcAddressId

**Access** Read-only

Status Mandatory

**Description** The address identifier of the destination FxPort with which this FxPort is

currently engaged in a either a Class 1 or loop connection. If the value of this object is '000000'H, this FxPort is not engaged in a connection.

#### fcFxPortBbCreditModel [fcFxlogiTable]

Syntax FcBbCreditModel

Access Read-only

**Status** Mandatory

**Description** Identifies the BB\_Credit model used by the FxPort. The regular model

refers to the buffer-to-buffer flow control mechanism (as defined in FC-PH [1]) is used between the F\_Port and the N\_Port. For FL\_Ports, the alternate buffer-to-buffer flow control mechanism (as defined in FC-AL [4]) is used

between the FL\_Port and any attached NL\_Ports.

# **Error Group**

The error consists of tables that contain information about the various types of errors detected. The management station can use the information in this group to determine the quality of the link between the FxPort and its attached NxPort.

Implementation of this group is optional.

#### **FxPort Error Table**

This table contains one entry for each FxPort in the Fabric Element, and counters that record the numbers of errors detected since the management agent re-initialized.

**Note** The first six columnar objects after the port index corresponds to the counters in the Link ErrorStatus Block.

#### **fcFxPortErrorTable**

**Syntax** Sequence of FcFxPortErrorEntry

Access Not accessible

Status Mandatory

**Description** A table that contains one entry for each FxPort, and counters that record the

numbers of errors detected.

#### fcFxPortErrorEntry [fcFxPortErrorTable]

**Syntax** FcFxPortErrorEntry

**Access** Not accessible

Status Mandatory

**Description** An entry containing the error counters of an FxPort.

**Index** fcFxPortErrorModuleIndex, fcFxPortErrorFxPortIndex

Table 32. FcFxPortErrorEntry Objects and Object Types

FcFxPortErrorEntry Objects	See Page	Object Types
fcFxPortErrorModuleIndex	226	FcFeModuleIndex
fcFxPortErrorFxPortIndex	227	FcFeFxPortIndex
fcFxPortLinkFailures	227	Counter
fcFxPortSyncLosses	227	Counter
fcFxPortSigLosses	227	Counter
fcFxPortPrimSeqProtoErrors	228	Counter
fcFxPortInvalidTxWords	228	Counter
fcFxPortInvalidCrcs	228	Counter
fcFxPortDelimiterErrors	229	Counter
fcFxPortAddressIdErrors	229	Counter
fcFxPortLinkResetIns	229	Counter
fcFxPortLinkResetOut	229	Counter
fcFxPortOlsIns	230	Counter
fcFxPortOlsOuts	230	Counter

# fcFxPortErrorModuleIndex [fcFxPortErrorTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

#### fcFxPortErrorFxPortIndex [fcFxPortErrorTable]

**Syntax** FcFeFxPortIndex

Access Read-only

**Status** Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

### fcFxPortLinkFailures [fcFxPortErrorTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of link failures detected by this FxPort.

#### fcFxPortSyncLosses [fcFxPortErrorTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of loss of synchronization errors detected by the FxPort.

### fcFxPortSigLosses [fcFxPortErrorTable]

Syntax Counter

Access Read-only

**Description** The number of loss of signal errors detected by the FxPort.

### fcFxPortPrimSeqProtoErrors [fcFxPortErrorTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of primitive sequence protocol errors detected by the FxPort.

# fcFxPortInvalidTxWords [fcFxPortErrorTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of invalid transmission word errors detected by the FxPort.

#### fcFxPortInvalidCrcs [fcFxPortErrorTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of invalid Cyclic Redundancy Checks (CRCs) detected by this

FxPort.

### fcFxPortDelimiterErrors [fcFxPortErrorTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of delimiter errors detected by this FxPort.

#### fcFxPortAddressIdErrors [fcFxPortErrorTable]

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of address identifier errors detected by this FxPort.

# fcFxPortLinkResetIns [fcFxPortErrorTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of link reset protocol errors received by this FxPort from the

attached NxPort.

#### fcFxPortLinkResetOuts [fcFxPortErrorTable]

Syntax Counter

**Access** Read-only

**Description** The number of link reset protocol errors issued by this FxPort to the

attached NxPort.

### fcFxPortOlsIns [fcFxPortErrorTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of offline sequence errors received by this FxPort.

#### fcFxPortOlsOuts [fcFxPortErrorTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of offline sequence errors issued by this FxPort.

# **Accounting Group**

These tables contain accounting information for the FxPorts in the Fabric Element.

Class 1 accounting table

Class 2 accounting table

• Class 3 accounting table

Implementation of each table is optional.

**Note** The HP FC 6164 switches do not support Class 1 class of service.

# **Class 1 Accounting Table**

This table contains one entry for each FxPort in the Fabric Element, and counters for certain types of events that have occurred in the FxPorts since the management agent has re-initialized.

Implementation of this group is optional.

#### fcFxPortC1AcctTable

**Syntax** Sequence of FcFxPortC1AcctEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

Class 1 accounting information recorded since the management agent has

re-initialized.

#### fcFxPortC1AcctEntry [fcFxPortC1AcctTable]

**Syntax** FcFxPortC1AcctEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing Class 1 accounting information for each FxPort.

**Index** fcFxPortC1AcctModuleIndex, fcFxPortC1AcctFxPortIndex

Table 33. FcFxPortC1AcctEntry Objects and Object Types

FcFxPortC1AcctEntry Objects	See Page	Object Types
fcFxPortC1AcctModuleIndex	232	FcFeModuleIndex
fcFxPortC1AcctFxPortIndex	232	FcFeFxPortIndex
fcFxPortC1InConnections	233	Counter
fcFxPortC1OutConnections	233	Counter
fcFxPortC1FbsyFrames	233	Counter
fcFxPortC1FrjtFrames	234	Counter
fcFxPortC1ConnTime	234	Counter
fcFxPortC1InFrames	234	Counter
fcFxPortC1OutFrames	235	Counter
fcFxPortC1InOctets	235	Counter
fcFxPortC1OutOctets	235	Counter
fcFxPortC1Discards	235	Counter

# fcFxPortC1AcctModuleIndex [fcFxPortC1AcctTable]

**Syntax** FcFeModuleIndex

Access Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

# fcFxPortC1AcctFxPortIndex [fcFxPortC1AcctTable]

**Syntax** FcFeFxPortIndex

Access Read-only

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortC1InConnections [fcFxPortC1AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of Class 1 connections successfully established in which the

attached NxPort is the source of the connect-request.

# fcFxPortC1OutConnections [fcFxPortC1AcctTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of Class 1 connections successfully established in which the

attached NxPort is the destination of the connect-request.

#### fcFxPortC1FbsyFrames [fcFxPortC1AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of F\_BSY frames generated by this FxPort against the Class 1

connect-request.

#### fcFxPortC1FrjtFrames [fcFxPortC1AcctTable]

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of F\_RJT frames generated by this FxPort against the Class 1

connect-request.

#### fcFxPortC1ConnTime [fcFxPortC1AcctTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The cumulative time that this FxPort has been engaged in a Class 1

connection. The amount of time of each connection (in octets) is counted from after a connect-request has been accepted until the connection is

disengaged, either by an EOFdt or link reset.

# fcFxPortC1InFrames [fcFxPortC1AcctTable]

**Syntax** Counter

Access Read-only

**Status** Mandatory

**Description** The number of Class 1 frames (other than a Class 1 connect-request)

received by this FxPort from its attached NxPort.

#### fcFxPortC1OutFrames [fcFxPortC1AcctTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of Class 1 frames (other than a Class 1 connect-request)

delivered through this FxPort to its attached NxPort.

#### fcFxPortC1InOctets [fcFxPortC1AcctTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** The number of Class 1 frame octets, including the frame delimiters,

received by this FxPort from its attached NxPort.

#### fcFxPortC1OutOctets [fcFxPortC1AcctTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of Class 1 frame octets, including the frame delimiters,

delivered through this FxPort to its attached NxPort.

#### fcFxPortC1Discards [fcFxPortC1AcctTable]

Syntax Counter

Access Read-only

**Description** The number of Class 1 frames discarded by this FxPort.

#### **Class 2 Accounting Table**

This table contains one entry for each FxPort in the Fabric Element, and counters for certain types of events that have occurred in the FxPorts since the management agent has re-initialized.

Implementation of this group is optional.

#### fcFxPortC2AcctTable

**Syntax** Sequence of FcFxPortC2AcctEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

Class 2 accounting information recorded since the management agent has

re-initialized.

### fcFxPortC2AcctEntry [fcFxPortC2AcctTable]

**Syntax** FcFxPortC2AcctEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing Class 2 accounting information for each FxPort.

**Index** fcFxPortC2AcctModuleIndex, fcFxPortC2AcctFxPortIndex

Table 34. FcFxPortC2AcctEntry Objects and Object Types

FcFxPortC2AcctEntry Objects	See Page	Object Types
fcFxPortC2AcctModuleIndex	237	FcFeModuleIndex
fcFxPortC2AcctFxPortIndex	237	FcFeFxPortIndex
fcFxPortC2InFrames	238	Counter
fcFxPortC2OutFrames	238	Counter
fcFxPortC2InOctets	238	Counter
fcFxPortC2OutOctets	239	Counter
fcFxPortC2Discards	239	Counter
fcFxPortC2FbsyFrames	239	Counter
fcFxPortC2FrjtFrames	239	Counter

#### fcFxPortC2AcctModuleIndex [fcFxPortC2AcctTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

### fcFxPortC2AcctFxPortIndex [fcFxPortC2AcctTable]

**Syntax** FcFeFxPortIndex

Access Read-only

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortC2InFrames [fcFxPortC2AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of Class 2 frames received by this FxPort from its attached

NxPort.

# fcFxPortC2OutFrames [fcFxPortC2AcctTable]

**Syntax** Counter

Access Read-only

Status Mandatory

**Description** The number of Class 2 frames delivered through this FxPort to its attached

NxPort.

# fcFxPortC2InOctets [fcFxPortC2AcctTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of Class 2 frame octets, including the frame delimiters,

received by this FxPort from its attached NxPort.

### fcFxPortC2OutOctets [fcFxPortC2AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of Class 2 frame octets, including the frame delimiters,

delivered through this FxPort to its attached NxPort.

#### fcFxPortC2Discards [fcFxPortC2AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of Class 2 frames discarded by this FxPort.

# fcFxPortC2FbsyFrames [fcFxPortC2AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of F\_BSY frames generated by this FxPort against Class 2

frames.

#### fcFxPortC2FrjtFrames [fcFxPortC2AcctTable]

Syntax Counter

Access Read-only

**Description** The number of F\_RJT frames generated by this FxPort against Class 2

frames.

# **Class 3 Accounting Table**

This table contains one entry for each FxPort in the Fabric Element, and counters for certain types of events that have occurred in the FxPorts since the management agent has re-initialized.

Implementation of this group is optional.

#### fcFxPortC3AcctTable

**Syntax** Sequence of fcfxportc3acctentry

**Access** Not accessible

**Status** Mandatory

**Description** A table that contains one entry for each FxPort in the Fabric Element, and

Class 3 accounting information recorded since the management agent has

re-initialized.

#### fcFxPortC3AcctEntry [fcFxPortC3AcctTable]

**Syntax** FcFxPortC3AcctEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing Class 3 accounting information for each FxPort.

**Index** fcFxPortC3AcctModuleIndex, fcFxPortC3AcctFxPortIndex

Table 35. FcFxPortC3AcctEntry Objects and Object Types

FcFxPortC3AcctEntry Objects	See Page	Object Types
fcFxPortC3AcctModuleIndex	241	FcFeModuleIndex
fcFxPortC3AcctFxPortIndex	241	FcFeFxPortIndex
fcFxPortC3InFrames	242	Counter
fcFxPortC3OutFrames	242	Counter
fcFxPortC3InOctets	242	Counter
fcFxPortC3OutOctets	242	Counter
fcFxPortC3Discards	243	Counter

# fcFxPortC3AcctModuleIndex [fcFxPortC3AcctTable]

**Syntax** FcFeModuleIndex

**Access** Read-only

Status Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

### fcFxPortC3AcctFxPortIndex [fcFxPortC3AcctTable]

**Syntax** FcFeFxPortIndex

Access Read-only

Status Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortC3InFrames [fcFxPortC3AcctTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** The number of Class 3 frames received by this FxPort from its attached

NxPort.

### fcFxPortC3OutFrames [fcFxPortC3AcctTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** The number of Class 3 frames delivered through this FxPort to its attached

NxPort.

### fcFxPortC3InOctets [fcFxPortC3AcctTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of Class 3 frame octets, including the frame delimiters,

received by this FxPort from its attached NxPort.

#### fcFxPortC3OutOctets [fcFxPortC3AcctTable]

Syntax Counter

Access Read-only

**Description** The number of Class 3 frame octets, including the frame delimiters,

delivered through this FxPort to its attached NxPort.

#### fcFxPortC3Discards [fcFxPortC3AcctTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** The number of Class 3 frames discarded by this FxPort.

# **Capability Group**

The capability group consists of a table describing information about what each FxPort is inherently capable of operating or supporting. A capability can be used, as expressed in its respective object value in the configuration group.

Implementation of this group is optional.

### **Fx Port Capability Table**

### fcFxPortCapTable

**Syntax** Sequence of FcFxPortCapEntry

**Access** Not accessible

Status Mandatory

**Description** A table that contains one entry for each FxPort, and the capabilities of the

port within the Fabric Element.

# fcFxPortCapEntry [fcFxPortCapTable]

**Syntax** FcFxPortCapEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing the capabilities of a FxPort.

**Index** fcFxPortCapModuleIndex, fcFxPortCapFxPortIndex

Table 36. FcFxPortCapEntry Objects and Object Types

See Page	Object Types
245	FcFeModuleIndex
245	FcFeFxPortIndex
245	FcphVersion
246	FcphVersion
246	FcBbCredit
246	FcBbCredit
246	FcRxDataFieldSize
247	FcRxDataFieldSize
247	FcCosCap
248	Integer
248	FcStackedConnMode
249	Integer
249	Integer
250	MicroSeconds
250	MicroSeconds
250	Fc0BaudRateCap
251	Fc0MediaCap
	245 245 245 245 246 246 246 246 247 247 248 248 249 250 250

### fcFxPortCapModuleIndex

**Syntax** FcFeModuleIndex

Access Read-only

**Status** Mandatory

**Description** Identifies the module containing the FxPort for which this entry contains

information.

#### fcFxPortCapFxPortIndex [fcFxPortCapTable]

**Syntax** FcFeFxPortIndex

**Access** Read-only

Status Mandatory

**Description** Identifies the FxPort within the module. This number ranges from 1 to the

value of fcFeModulePortCapacity for the associated module. The value remains constant for the identified FxPort until the module is re-initialized.

#### fcFxPortCapFcphVersionHigh [fcFxPortCapTable]

**Syntax** FcphVersion

Access Read-only

**Status** Mandatory

**Description** The highest or most recent version of FC-PH that the FxPort is capable of

supporting.

#### fcFxPortCapFcphVersionLow [fcFxPortCapTable]

**Syntax** FcphVersion

**Access** Read-only

**Status** Mandatory

**Description** The lowest or earliest version of FC-PH that the FxPort is capable of

supporting.

#### fcFxPortCapBbCreditMax [fcFxPortCapTable]

**Syntax** FcBbCredit

**Access** Read-only

Status Mandatory

**Description** The maximum number of receive buffers available for holding a Class 1

connect-request, and Class 2 or Class 3 frames from the attached NxPort.

#### fcFxPortCapBbCreditMin [fcFxPortCapTable]

Syntax FcBbCredit

Access Read-only

**Status** Mandatory

**Description** The minimum number of receive buffers available for holding a Class 1

connect-request, and Class 2 or Class 3 frames from the attached NxPort.

# fcFxPortCapRxDataFieldSizeMax [fcFxPortCapTable]

Syntax FcRxDataFieldSize

Access Read-only

**Description** The maximum size in bytes of the Data Field in a frame that the FxPort is

capable of receiving from its attached NxPort.

#### fcFxPortCapRxDataFieldSizeMin [fcFxPortCapTable]

**Syntax** FcRxDataFieldSize

Access Read-only

Status Mandatory

**Description** The minimum size in bytes of the Data Field in a frame that the FxPort is

capable of receiving from its attached NxPort.

# fcFxPortCapCos [fcFxPortCapTable]

**Syntax** FcCosCap

Access Read-only

Status Mandatory

**Description** A value indicating the set of classes of service that the FxPort is capable of

supporting.

#### fcFxPortCapIntermix [fcFxPortCapTable]

#### **Syntax**

Value	Declaration	Description	
Integer	1 (yes)	The FxPort is capable of supporting the intermixing of Class 2 and Class 3 frame during a Class 1 connection.	
2 (no)		The FxPort is not capable of supporting the intermixing of Class 2 and Class 3 frames during a Class 1 connection.	

Access Read-only

**Status** Mandatory

**Description** A flag indicating whether the FxPort is capable of supporting the

intermixing of Class 2 and Class 3 frames during a Class 1 connection. This flag is valid only if the port is capable of supporting Class 1 service.

#### fcFxPortCapStackedConnMode [fcFxPortCapTable]

**Syntax** FcStackedConnMode

Access Read-only

**Status** Mandatory

**Description** A value indicating the mode of the stacked connect request that the FxPort

is capable of supporting.

#### fcFxPortCapClass2SeqDeliv [fcFxPortCapTable]

#### **Syntax**

Value	Declaration	Description
•		The FxPort is capable of supporting Class 2 sequential delivery.
	2 (no)	The FxPort is not capable of supporting Class 2 sequential delivery.

**Access** Read-only

Status Mandatory

 $\textbf{Description} \hspace{0.3in} A \hspace{0.1in} \textbf{flag} \hspace{0.1in} \textbf{indicating} \hspace{0.1in} \textbf{whether} \hspace{0.1in} \textbf{the} \hspace{0.1in} \textbf{FxPort} \hspace{0.1in} \textbf{is} \hspace{0.1in} \textbf{capable} \hspace{0.1in} \textbf{of} \hspace{0.1in} \textbf{supporting} \hspace{0.1in} \textbf{Class} \hspace{0.1in} 2$ 

sequential delivery.

# fcFxPortCapClass3SeqDeliv [fcFxPortCapTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	The FxPort is capable of supporting Class 3 sequential delivery.
	2 (no)	The FxPort is not capable of supporting Class 3 sequential delivery.

**Access** Read-only

**Status** Mandatory

**Description** A flag indicating whether the FxPort is capable of supporting Class 3

sequential delivery.

#### fcFxPortCapHoldTimeMax [fcFxPortCapTable]

Syntax MicroSeconds

**Access** Read-only

**Status** Mandatory

**Description** The maximum holding time (in microseconds) that the FxPort is capable of

supporting.

#### fcFxPortCapHoldTimeMin [fcFxPortCapTable]

Syntax MicroSeconds

**Access** Read-only

Status Mandatory

**Description** The minimum holding time (in microseconds) that the FxPort is capable of

supporting.

### fcFxPortCapBaudRates [fcFxPortCapTable]

**Syntax** Fc0BaudRateCap

Access Read-only

Status Deprecated

**Description** A value indicating the set of baud rates that the FxPort is capable of

supporting. This variable has been deprecated and can be implemented for

backward compatibility.

### fcFxPortCapMedia [fcFxPortCapTable]

**Syntax** Fc0MediaCap

Access Read-only

Status Deprecated

**Description** A value indicating the set of media that the FxPort is capable of supporting.

This variable has been deprecated and can be implemented for backward

compatibility.

# FC SWITCH MIB OBJECT TYPES

This chapter contains information that is specific to FC Switch MIB (SW-MIB) object types.

Table 37. FC Switch Organizational Listing

bcsi	si enterprises (1588)		
Product Lines or Generic Product Information			
bcsi (1) = Reserved			
commDev	bcsi (2) = Communication devices		
fibrechannel	commDev (1)		
fcSwitch	fibrechannel (1)		
sw	fcSwitch (1)		
sw28k	fcSwitch (2)		
sw21kN24k	fcSwitch (3)		
sw20x0	fcSwitch (4)		

The object types in SW-MIB are organized into the following groupings:

- swSystem
- swFabric
- swActCfg
- swFCport
- swNs
- swEvent
- swFwSystem
- swEndDevice

## **SW-MIB File System Organization**

Figure 11 through Figure 13 depict the organization and structure of the SW-MIB file system.

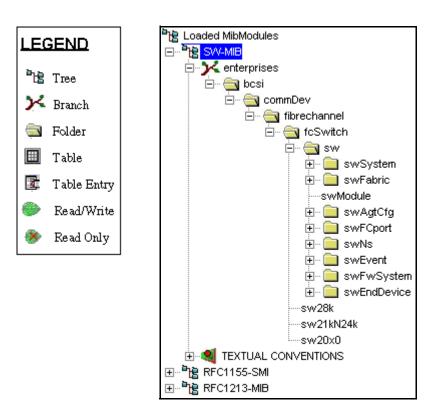


Figure 11. SW-MIB Overall Tree Structure

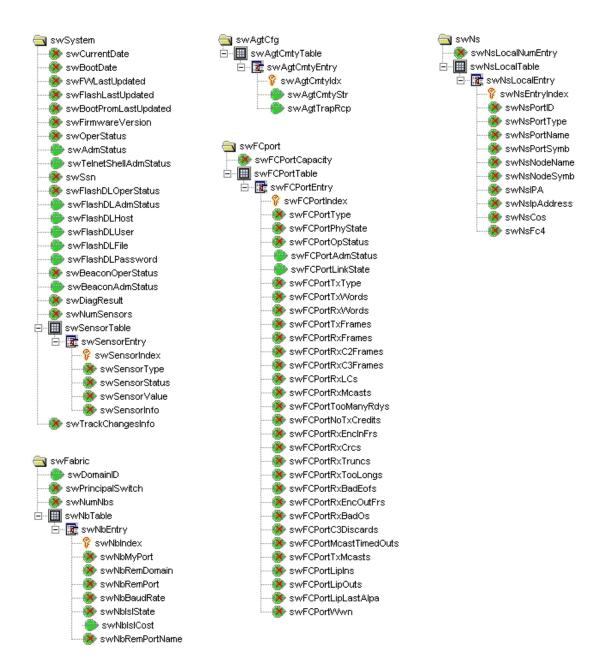


Figure 12. Tree Structure for swSystem, swFabric, swAgtCfg, swFCPort, and swNs Groups

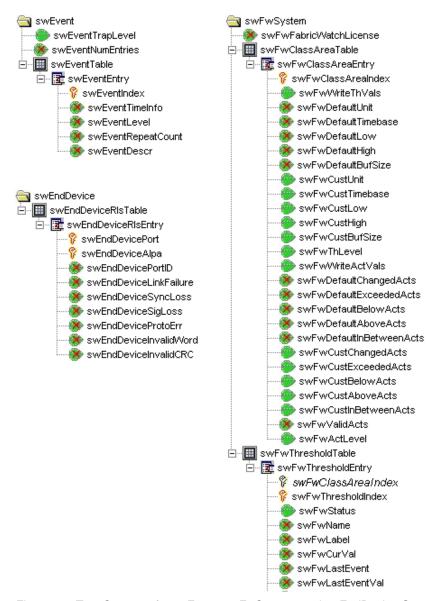


Figure 13. Tree Structure for swEvent, swFwSystem, and swEndDevice Groups

# **Definitions for SW-MIB**

Table 38 lists the definitions that are used for SW-MIB.

Table 38. SW-MIB Definitions

Type Definition	Value	Declaration	Description
Display String	Octet String		
FcWwn	Octet String of size 8		
SwDomainIndex	Integer of size 0 to 239		
SwNbIndex	Integer of size 0 to 2048		
SwSensorIndex	Integer of size 0 to 1024		
SwFwActs	Integer	0 (swFwNoAction)	
		1 (swFwErrlog)	
		2 (swFwSnmptrap)	
		3 (swFwErrlogSnmptrap)	
		4 (swFwPortloglock)	
		5 (swFwErrlogPortloglock)	
		6 (swFwSnmptrapPortloglock)	
		7 (swFwErrlogSnmptrapPortloglock)	
SwFwLevels	Integer	1 (swFwReserved)	
		2 (swFwDefault)	
		3 (swFwCustom)	

Table 38. SW-MIB Definitions (continued)

Type Definition	Value	Declaration	Description
SwFwClassesAreas	Integer	1 (swFwEnvTemp)	
		2 (swFwEnvFan)	
		3 (swFwEnvPs)	
		4 (swFwGbicTemp)	
		5 (swFwGbicRxp)	
		6 (swFwGbicTxp)	
		7 (swFwGbicCurrent)	
		8 (swFwPortLink)	
		9 (swFwPortSync)	
		10 (swFwPortSignal)	
		11 (swFwPortPe)	
		12 (swFwPortWords)	
		13 (swFwPortCrcs)	
		14 (swFwPortRXPerf)	
		15 (swFwPortTXPerf)	
		16 (swFwPortState)	
		17 (swFwFabricEd)	
		18 (swFwFabricFr)	
		19 (swFwFabricDi)	

Table 38. SW-MIB Definitions (continued)

Type Definition	Value	Declaration	Description
SwFwClassesAreas (continued)	Integer	20 (swFwFabricSc)	
(commuca)		21 (swFwFabricZc)	
		22 (swFwFabricFq)	
		23 (swFwFabricFl)	
		24 (swFwFabricGs)	
		25 (swFwEPortLink)	
		26 (swFwEPortSync)	
		27 (swFwEPortSignal)	
		28 (swFwEPortPe)	
		29 (swFwEPortWords)	
		30 (swFwEPortCrcs)	
		31 (swFwEPortRXPerf)	
		32 (swFwEPortTXPerf)	
		33 (swFwEPortState)	
		34 (swFwFCUPortLink)	
		35 (swFwFCUPortSync)	

Table 38. SW-MIB Definitions (continued)

Type Definition	Value	Declaration	Description
SwFwClassesAreas (continued)	Integer	36 (swFwFCUPortSignal)	
(continued)		37 (swFwFCUPortPe)	
		38 (swFwFCUPortWords)	
		39 (swFwFCUPortCrcs)	
		40 (swFwFCUPortRXPerf)	
		41 (swFwFCUPortTXPerf)	
		42 (swFwFCUPortState)	
		43 (swFwFOPPortLink)	
		44 (swFwFOPPortSync)	
		45 (swFwFOPPortSignal)	
		46 (swFwFOPPortPe)	
		47 (swFwFOPPortWords)	
		48 (swFwFOPPortCrcs)	
		49 (swFwFOPPortRXPerf)	
		50 (swFwFOPPortTXPerf)	
		51 (swFwFOPPortState)	
SwFwWriteVals	Integer	1 (swFwCancelWrite)	
		2 (swFwApplyWrite)	

Table 38. SW-MIB Definitions (continued)

Type Definition	Value	Declaration	Description
SwFwTimebase	Integer	1 (swFwTbNone)	
		2 (swFwTbSec)	
		3 (swFwTbMin)	
		4 (swFwTbHour)	
		5 (swFwTbDay)	
SwFwStatus	Integer	1 (disabled)	
		2 (enabled)	
SwFwEvent	Integer	1 (started)	
		2 (changed)	
		3 (exceeded)	
		4 (below)	
		5 (above)	
		6 (inBetween)	
SwFwBehavior	Integer	1 (triggered)	
		2 (continuous)	
SwFwState	Integer	1 (swFwInformative)	
		2 (swFwNormal)	
		3 (swFwFaulty)	
SwFwLicense	Integer	1 (swFwLicensed)	
		2 (swFwNotLicensed)	

## **System Group**

#### **swCurrentDate**

**Syntax** Display String of size 0 to 64

**Access** Read-only

**Status** Mandatory

**Description** The current date and time.

**Note** The return string is displayed using the following format:

ddd MMM DD hh:mm:ss yyyy

Where:

ddd = Day

MMM = Month

DD = Date

hh = Hour

mm = Minute

ss = Seconds

yyyy = Year

For example: Thu Aug 17 15:16:09 2000.

#### **swBootDate**

**Syntax** Display String of size 0 to 64

**Access** Read-only

Status Mandatory

**Description** The date and time when the system last booted.

```
Note The return string is displayed using the following format: ddd MMM DD hh:mm:ss yyyy
```

Where:

ddd = Day MMM = Month DD = Date hh = Hour mm = Minute ss = Seconds yyyy = Year

For example: Thu Aug 17 15:16:09 2000.

## swFWLastUpdated

**Syntax** Display String of size 0 to 64

**Access** Read-only

Status Mandatory

**Description** The date and time when the firmware was last loaded to the switch.

**Note** The return string is displayed using the following format:

ddd MMM DD hh:mm:ss yyyy

Where:

ddd = Day MMM = Month DD = Date hh = Hour

```
mm = Minute

ss = Seconds

yyyy = Year
```

For example: Thu Aug 17 15:16:09 2000.

## swFlashLastUpdated

**Syntax** Display String

Access Read-only

**Status** Mandatory

**Description** The date and time when the firmware was last downloaded or the

configuration file was last changed.

**Note** The return string is displayed using the following format:

ddd MMM DD hh:mm:ss yyyy

Where:

ddd = Day MMM = Month DD = Date hh = Hour mm = Minute ss = Seconds yyyy = Year

For example: Thu Aug 17 15:16:09 2000.

## swBootPromLastUpdated

**Syntax** Display String of size 0 to 64

**Access** Read-only

**Status** Mandatory

**Description** The date and time when the BootPROM was last updated.

**Note** The return string is displayed using the following format:

ddd MMM DD hh:mm:ss yyyy

Where:

ddd = Day

MMM = Month

DD = Date

hh = Hour

mm = Minute

ss = Seconds

yyyy = Year

For example: Thu Aug 17 15:16:09 2000.

#### **swFirmwareVersion**

**Syntax** Display String of size 0 to 24

**Access** Read-only

**Status** Mandatory

**Description** The current version of the firmware.

**Note** The return value is displayed using the following format: vM.m.f

Where:

v =The deployment indicator

M = Major version

m = Minor version

f = Software maintenance version

For example: v2.2.1 (indicating FOS version 2.2.1).

## **swOperStatus**

## **Syntax**

Value	Declaration	Description
Integer	1 (online)	The switch is accessible by an external fibre channel port.
	2 (offline)	The switch is not accessible.
	3 (testing)	The switch is in a built-in test mode and is not accessible by an external fibre channel port.
	4 (faulty)	The switch is not operational.

Access Read-only

**Status** Mandatory

**Description** The current operational status of the switch.

#### **swAdmStatus**

## **Syntax**

Value	Declaration	Description
Integer	1 (online)	Set the switch to be accessible by an external fibre channel port.
	2 (offline)	Set the switch to be inaccessible.
	3 (testing)	Set the switch to run the built-in test.
	4 (faulty)	Set the switch to a "soft" faulty condition.
	5 (reboot)	Set the switch to reboot in 1 second.
	6 (fastboot)	Set the switch to fastboot in 1 second. Fastboot causes the switch to boot but skip over the POST.

**Access** Read-write

**Status** Mandatory

## **Description**

The desired administrative status of the switch. A management station can place the switch in a desired state by setting this object accordingly.

**Note** When the switch is in the faulty state, only two states can be set: faulty and reboot/fastboot.

#### swTelnetShellAdmStatus

## **Syntax**

Value	Declaration	Description
Integer	0 (unknown)	The status of the current Telnet shell task is unknown.
	1 (terminated)	The current Telnet shell task is deleted.

**Access** Read-write

**Status** Mandatory

**Description** The desired administrative status of the Telnet shell.

**Note** By setting it to 1 (terminated), the current Telnet shell task is deleted. When this variable instance is read, it reports the value last set through SNMP.

#### swSsn

**Syntax** Display String of size 0 to 128

Access Read-only

Status Mandatory

**Description** The soft serial number of the switch.

**Note** By default, the return value is the WWN of the switch.

#### Flash Administration

The next five objects are related to firmware or configuration file management. The underlying method in the transfer of the firmware or configuration file is based on either FTP or remote shell. If a password is provided, FTP is used. If no password is provided, remote shell is used.

Use one of the two following methods to manage the firmware or switch configuration file in the switch Flash:

Set swFlashDLHost.0, swFlashDLUser.0, and swFlashDLFile.0 to an appropriate host IP address in user dot notation (for example, 192.168.1.7), a user name (for example, administrator), and file name of the firmware or configuration file (for example, /home/fcswh/v2.2) respectively.

Or,

- 1. Set swFlashDLPassword.0 to an appropriate value (for example, secret) if FTP is the desired method of transfer.
- 2. Set swFlashDLAdmStatus.0 to 2 (swFwUpgrade), 3 (swCfUpload), or 4 (swCfDownload) accordingly.

## swFlashDLOperStatus

## **Syntax**

Value	Declaration	Description
Integer	1 (swCurrent)	The Flash contains the current firmware image or configuration file.
	2 (swFwUpgraded)	The Flash contains the image upgraded from the swFlashDLHost.0.
	3 (swCfUploaded)	The switch configuration file has been uploaded to the host.
	4 (swCfDownloaded)	The switch configuration file has been downloaded from the host.

## **Access** Read-only

**Status** Mandatory

**Description** The operational status of the Flash.

#### swFlashDLAdmStatus

## **Syntax**

Value	Declaration	Description
Integer	1 (swCurrent)	The Flash contains the current firmware image or configuration file.
	2 (swFwUpgrad)	The firmware in the Flash is to be upgraded from the host specified.
	3 (swCfUpload)	The switch configuration file is to be uploaded to the host specified.
	4 (swCfDownload)	The switch configuration file is to be downloaded from the host specified.

**Access** Read-write

**Status** Mandatory

**Description** The desired state of the Flash.

The host is specified in swFlashDLHost.0. In addition, the user name is specified in swFlashDLUser.0, and the file name is specified in swFlashDLFile.0.

**Note** For more information about the following commands, see the appropriate user manual.

- firmwareDownload
- configUpload
- configDownloadsw

#### **FlashDLHost**

**Syntax** Display String of size 0 to 64

**Access** Read-write

**Status** Mandatory

**Description** The name or IP address (in dot notation) of the host to download or upload

a relevant file to the Flash.

#### swFlashDLUser

**Syntax** Display String of size 0 to 64

**Access** Read-write

**Status** Mandatory

**Description** The user name on the host that is used for downloading or uploading a

relevant file, to or from the Flash.

#### **swFlashDLFile**

**Syntax** Display String of size 0 to 256

**Access** Read-write

**Status** Mandatory

**Description** The name of the file to be downloaded or uploaded.

## swFlashDLPassword

**Syntax** Display String of size 0 to 100

Access Read-write

**Status** Mandatory

**Description** The password to be used for FTP transfer of files in the download or upload

operation.

## **swBeaconOperStatus**

#### **Syntax**

Value	Declaration	Description
Integer	1 (on)	The LEDs on the front panel of the switch run alternately from left to right, and right to left. The color is yellow.
	2 (off)	Each LED is in its regular status, indicating color and state.

Access Read-only

**Status** Mandatory

**Description** 

The current operational status of the switch beacon. When the beacon is on, the LEDs on the front panel of the switch run alternately from left to right, and right to left. In this state, the color of the LED is yellow. When the beacon is off, each LED is in its regular status, indicating color and state.

## **swBeaconAdmStatus**

#### **Syntax**

Value	Declaration	Description
Integer	1 (on)	Set the LEDs on the front panel of the switch to run alternately from left to right, and right to left. Set the color to yellow.
	2 (off)	Set each LED to its regular status, indicating color and state.

**Access** Read-write

**Status** Mandatory

**Description** The desired status of the switch beacon. When the beacon is set to on, the

LEDs on the front panel of the switch run alternately from left to right, and right to left. The color is yellow. When the beacon is set to off, each LED is

in its regular status, indicating color and state.

## swDiagResult

## **Syntax**

Value	Declaration	Description
Integer	1 (sw-ok)	The switch is OK.
	2 (sw-central-memory-fault)	The switch has experienced a central memory fault.
	3 (sw-embedded-port-fault)	The switch has experienced an embedded port fault.

Access Read-only

**Status** Mandatory

**Description** The result of the power-on startup (POST) diagnostics.

# Operating Environment Sensor Table (Temperature, Fan, Power Supply, and Others)

#### swNumSensors

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The number of sensors inside the switch is shown as follows:

• W2010/40/50: 13

• SW2400: 13

• SW2800: 13

## **swSensorTable**

**Syntax** Sequence of swSensorEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of sensor entries.

## swSensorEntry [swSensorTable]

**Syntax** SwSensorEntry

Access Not accessible

**Status** Mandatory

**Description** An entry of the sensor information.

**Index** swSensorIndex

Table 39. SwSensorEntry Objects and Object Types

SwSensorEntry Objects	See Page	Object Types
swSensorIndex	276	Index
swSensorType	276	Integer
swSensorStatus	277	Integer
swSensorValue	278	Integer
swSensorInfo	278	Display String of size 0 to 255

## swSensorIndex [swSensorTable]

**Syntax** SwSensorIndex

**Access** Read-only

**Status** Mandatory

**Description** The index of the sensor.

**Note** Values for the index range from 1 to 13.

## swSensorType [swSensorTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (temperature)	Temperature sensor
	2 (fan)	Fan sensor
	3 (power supply)	Power-supply sensor

Access Read-only

**Status** Mandatory

**Description** The type of sensor.

## swSensorStatus [swSensorTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	The status of the sensor is unknown.
	2 (faulty)	The status of the sensor is in a faulty state.
	3 (below-min)	The sensor value is below the minimal threshold.
	4 (nominal)	The status of the sensor is in a nominal state.
	5 (above-max)	The sensor value is above the maximum threshold.
	6 (absent)	The sensor is missing.

**Access** Read-only

**Status** Mandatory

**Description** The current status of the sensor.

**Note** See the following list for valid values:

- For temperature, valid values include 3 (below-min), 4 (nominal), and 5 (above-max).
- For fan, valid values include 3 (below-min), 4 (nominal), and 6 (absent).
- For power supply, valid values include 2 (faulty), 4 (nominal), and 6 (absent).

#### swSensorValue [swSensorTable]

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** The current value (reading) of the sensor.

The value, -2147483648, represents an unknown quantity.

This value also means that the sensor does not have the capability to measure the actual value. In V2.0, the temperature sensor value is in Celsius; the fan value is in RPM (revolution per minute); and the power-supply sensor reading is unknown.

**Note** For fan, the value -2147483648 indicates that the unit is missing. For power supply, the return value is always -2147483648.

## swSensorInfo [swSensorTable]

**Syntax** Display String of size 0 to 255

Access Read-only

## **Status** Mandatory

## **Description**

Additional displayable information on the sensor. In V2.x, it contains the sensor type and number in textual format. For example, Temp 3 or Fan 6.

**Note** For swSensorIndex 1 through 5, valid return values include:

- Temp #1
- Temp #2
- Temp #3
- Temp #4
- Temp #5

For swSensorIndex 6 through 11, valid return values include:

- Fan #1
- Fan #2
- Fan #3
- Fan #4
- Fan #5
- Fan #6

For swSensorIndex 12 and 13, valid return values include:

- Power Supply #1
- Power Supply #2

## swTrackChangesInfo

**Syntax** Display String of size 0 to 256

**Access** Read-only

**Status** Mandatory

**Description** Track changes string. For trap only.

**Note** If there are no events to track, the default return value is "No event so far."

If there are events to track, the following are valid return values:

- Successful login
- Unsuccessful login
- LogoutConfiguration file change from task [name of task]
- Track-changes on
- Track-changes off

## **Fabric Group**

#### **swDomainID**

**Syntax** SwDomainIndex

Access Read-write

Status Mandatory

**Description** The current fibre channel domain ID of the switch. To set a new value, the

switch (swAdmStatus) must be in the offline or testing state.

## **swPrincipalSwitch**

#### **Syntax**

Value	Declaration	Description
Integer	1 (yes)	This is the principal switch for FC-SW.
	2 (no)	This is not the principal switch for FC-SW.

**Access** Read-only

**Status** Mandatory

**Description** Indicates whether the switch is the principal switch as per FC-SW.

## **Immediate Neighborhood ISL Family Table**

#### swNumNbs

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The number of inter-switch links (ISLs) in the (immediate) neighborhood.

## swNbTable

**Syntax** Sequence of SwNbEntry

**Access** Not accessible

**Status** Mandatory

**Description** This table contains the ISLs in the immediate neighborhood of the switch.

## swNbEntry [swNbTable]

Syntax SwNbEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing each neighbor ISL parameters.

**Index** swNbIndex

Table 40. SwNbEntry Objects and Object Types

SwNbEntry Objects	See Page	Object Types
swNbIndex	282	SwNbIndex
swNbMyPort	283	Integer
swNbRemDomain	284	SwDomainIndex
swNbRemPort	284	Integer
swNbBaudRate	286	Integer
swNbIslState	286	Integer
swNbIslCost	287	Integer
swNbRemPortName	287	Octet String of size 8

## swNbIndex [swNbTable]

Syntax SwNbIndex

**Access** Read-only

**Status** Mandatory

**Description** The neighborhood ISL entry.

## swNbMyPort [swNbTable]

## **Syntax**

Value	Declaration	Description	
Integer	1 (portNum-0)		
	2 (portNum-1)		
	3 (portNum-2)		
	4 (portNum-3)		
	5 (portNum-4)		
	6 (portNum-5)		
	7 (portNum-6)		
	8 (portNum-7)		
	9 (portNum-8)		
	10 (portNum-9)		
	11 (portNum-10)		
	12 (portNum-11)		
	13 (portNum-12)		
	14 (portNum-13)		
	15 (portNum-14)		
	16 (portNum-15)		

**Access** Read-only

**Status** Mandatory

**Description** This is the port that has an ISL to another switch.

**Note** The physical port number of the local switch, plus one. Valid values include the following:

SW2010/40/50: portNum-0 to portNum-7 SW2400: portNum-0 to portNum-7 SW2800: portNum-0 to portNum-15

## swNbRemDomain [swNbTable]

**Syntax** SwDomainIndex

**Access** Read-only

**Status** Mandatory

**Description** This is the fibre channel domain on the other end of the ISL.

**Note** This is the domain ID of the remote switch. Valid values are 1 to 239 as defined by FCS-SW.

## swNbRemPort [swNbTable]

## **Syntax**

Value	Declaration	Description
Integer	1 (portNum-0)	
	2 (portNum-1)	
	3 (portNum-2)	
	4 (portNum-3)	
	5 (portNum-4)	
	6 (portNum-5)	
	7 (portNum-6)	
	8 (portNum-7)	

Value	Declaration	Description
Integer	9 (portNum-8)	
	10 (portNum-9)	
	11 (portNum-10)	
	12 (portNum-11)	
	13 (portNum-12)	
	14 (portNum-13)	
	15 (portNum-14)	
	16 (portNum-15)	

**Access** Read-only

**Status** Mandatory

**Description** This is the port index on the other end of the ISL.

**Note** The physical port number of the remote switch, plus one. Valid values include the following:

SW2010/40/50: portNum-0 to portNum-7 SW2400: portNum-0 to portNum-7 SW2800: portNum-0 to portNum-15

## swNbBaudRate [swNbTable]

## **Syntax**

Value	Declaration	Description	
Integer	1 (other)	None of below	
	2 (oneEighth)	155 Mbaud	
	4 (quarter)	266 Mbaud	
	8 (half)	532 Mbaud	
	16 (full)	1 Gbaud	
	32 (double)	2 Gbaud	
	64 (quadruple)	4 Gbaud	

Access Read-only

**Status** Mandatory

**Description** The baud rate of the ISL.

**Note** Valid values include the following:

SW2010/40/50: 16 (full) SW2400: 16 (full)

SW2800: 16 (full)swNbIslState [swNbTable]

## **Syntax**

Value	Declaration	Description	
Integer	0 (sw-down)		
	2 (sw-init)		
	2 (sw-internal2)		
	3 (sw-internal3)		
	4 (sw-internal4)		
	5 (sw-active)		

**Access** Read-only

**Status** Mandatory

## **Description**

The current state of the ISL.swNblslCost [swNbTable]

**Syntax** Integer

Access Read-write

**Status** Mandatory

**Description** The current link cost of the ISL. In other words, the cost of a link to control

the routing algorithm.

## swNbRemPortName [swNbTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The WWN of the remote port.

# **SW Agent Configuration Group**

## **SNMP Agent Configuration Table**

## swAgtCmtyTable

**Syntax** Sequence of SwAgtCmtyEntry

**Access** Not accessible

**Status** Mandatory

**Description** A table that contains one entry for each community, and the access control

and parameters of the community.

## swAgtCmtyEntry [swAgtCmtyTable]

**Syntax** SwAgtCmtyEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing the community parameters.

**Index** swAgtCmtyIdx

Table 41. SwAgtCmtyEntry Objects and Object Types

SwAgtCmtyEntry Objects	See Page	Object Types
swAgtCmtyIdx	289	Integer of size 1 to 6
swAgtCmtyStr	289	Display String of size 0 to 16
swAgtTrapRcp	290	NetworkAddress

## swAgtCmtyldx [swAgtCmtyTable]

**Syntax** Integer of size 1 to 6

**Access** Read-only

**Status** Mandatory

**Description** The SNMPv1 community entry.

**Note** The return value for this entry is always 4 to 6, which are communities that are read-only.

## swAgtCmtyStr [swAgtCmtyTable]

**Syntax** Display String of size 0 to 16

Access Read-write

**Status** Mandatory

**Description** This is a community string supported by the agent. If a new value is set

successfully, it takes effect immediately.

**Note** Default values for communities are as follows:

- Secret COde
- OrigEquipMfr
- private
- public
- common
- FibreChannel

Change the community setting using the agtcfgSet Telnet command.

#### swAgtTrapRcp [swAgtCmtyTable]

**Syntax** NetworkAddress

**Access** Read-write

Status Mandatory

**Description** This is the trap recipient associated with the community. If a new value is set successfully, it takes effect immediately.

**Note** If not otherwise set, the default IP address for this trap recipient is 0.0.0.0, and the SNMP trap is not sent for the associated community string.

A setting of non-0.0.0.0 IP address, SNMP traps are sent to the host with the associated community string.

# **Fibre Channel Port Group**

The fibre channel port group contains information about the physical state, operational status, performance, and error statistics of each fibre channel port on the switch. A fibre channel port is one which supports the fibre channel protocol. For example, F\_Port, E\_Port, U\_Port, FL\_Port.

#### swFCPortCapacity

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** The number of fibre channel ports on this switch. It includes U\_Port,

F\_Port, FL\_Port, and any other types of fibre channel port.

**Note** Valid values for the switches include the following:

SW2010/40/50: 8 SW2400: 8 SW2800: 16

#### **Fibre Channel Port Table**

#### swFCPortTable

**Syntax** Sequence of SwFCPortEntry

Access Not accessible

**Status** Mandatory

**Description** A table that contains one entry for each switch port, and configuration and

service parameters of the port.

## swFCPortEntry [swFCPortTable]

**Syntax** SwFCPortEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry containing the configuration and service parameters of the switch

port.

**Index** swFCPortIndex

Table 42. SwFCPortEntry Objects and Object Types

SwFCPortEntry Objects	See Page	Object Types	
swFCPortIndex	294	Integer	
swFCPortType	295	Integer	
swFCPortPhyState	296	Integer	
swFCPortOpStatus	297	Integer	
swFCPortAdmStatu	297	Integer	
swFCPortLinkState	298	Integer	
swFCPortTxType	299	Integer	
The following are mapped to gstat_t			
swFCPortTxWords	299	Counter	
swFCPortRxWords	299	Counter	
swFCPortTxFrames	300	Counter	
swFCPortRxFrames	300	Counter	
swFCPortRxC2Frames	300	Counter	
swFCPortRxC3Frames	300	Counter	
swFCPortRxLCs	301	Counter	
swFCPortRxMcasts	301	Counter	

Table 42. SwFCPortEntry Objects and Object Types (continued)

SwFCPortEntry Objects	See Page	Object Types
swFCPortTooManyRdys	301	Counter
swFCPortNoTxCredits	302	Counter
swFCPortRxEncInFrs	302	Counter
swFCPortRxCrcs	302	Counter
swFCPortRxTruncs	302	Counter
swFCPortRxTooLongs	303	Counter
swFCPortRxBadEofs	303	Counter
swFCPortRxEncOutFrs	303	Counter
swFCPortRxBadOs	304	Counter
swFCPortC3Discards	304	Counter
swFCPortMcastTimedOuts	304	Counter
swFCPortTxMcasts	304	Counter
	LIP statistics	
swFCPortLipIns	305	Counter,
swFCPortLipOuts	305	Counter,
swFCPortLipLastAlpa	305	Octet String of size 4
swFCPortWwn	306	Octet String

# swFCPortIndex [swFCPortTable]

## **Syntax**

Value	Declaration Description		
Integer	1 (portNum-0)		
	2 (portNum-1)		
	3 (portNum-2)		
	4 (portNum-3)		
	5 (portNum-4)		
	6 (portNum-5)		
	7 (portNum-6)		
	8 (portNum-7)		
	9 (portNum-8)		
	10 (portNum-9)		
	11 (portNum-10)		
	12 (portNum-11)		
	13 (portNum-12)		
	14 (portNum-13)		
	15 (portNum-14)		
	16 (portNum-15)		

**Access** Read-only

**Status** Mandatory

**Description** The switch port index.

**Note** The physical port number of the switch, plus one. Valid values include the following:

SW2010/40/50: portNum-0 to portNum-7 SW2400: portNum-0 to portNum-7 SW2800: portNum-0 to portNum-15

#### swFCPortType [swFCPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (stitch)	
	2 (flannel)	
	3 (loom)	

Access Read-only

**Status** Mandatory

**Description** The type of ASIC for the switch port.

**Note** Valid values includes the following:

SW2010/40/50: 3 (loom)

SW2400: 3 (loom) SW2800: 3 (loom)

1 (stitch) and 2 (flannel) are no longer supported.

# swFCPortPhyState [swFCPortTable]

## Syntax

Value	Declaration	Description
Integer	1 (noCard)	No card is present in this switch slot.
	2 (noGbic)	No GBIC module is in this port.
	3 (laserFault)	The module is signaling a laser fault (defective GBIC).
	4 (noLight)	The module is not receiving light.
	5 (noSync)	The module is receiving light but is out of sync.
	6 (inSync)	The module is receiving light and is in sync.
	7 (portFault)	The port is marked faulty (defective GBIC, cable, or device).
	8 (diagFault)	The port failed diagnostics (defective G_Port or FL_Port card or motherboard).
	9 (lockRef)	Port is locking to the reference signal.

**Access** Read-only

**Status** Mandatory

**Description** The physical state of the port.

#### swFCPortOpStatus [swFCPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	0 (unknown)	The port module is physically absent.
	1 (online)	User frames can be passed.
	2 (offline)	No user frames can be passed.
	3 (testing)	No user frames can be passed.
	4 (faulty)	The port module is physically faulty.

**Access** Read-only

**Status** Mandatory

**Description** The operational status of the port.

## swFCPortAdmStatus [swFCPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (online)	User frames can be passed.
	2 (offline)	No user frames can be passed.
	3 (testing)	No user frames can be passed.
	4 (faulty)	No user frames can be passed.

Access Read-write

**Status** Mandatory

**Description** The desired state of the port. A management station can place the port in a desired state by setting this object accordingly.

The 3 (testing) state indicates that no user frames can be passed. As the result of either explicit management action or per configuration information accessible by the switch, swFCPortAdmStatus is then changed to either the 1 (online) or 3 (testing) state, or remains in the 2 (offline) state.

## swFCPortLinkState [swFCPortTable]

#### **Syntax**

Value	Declaration	Description
Integer 1 (enabled)		The port is allowed to participate in the FC-PH protocol with its attached port (or ports if it is in an FC-AL loop).
	2 (disabled)	The port is not allowed to participate in the FC-PH protocol with its attached port (or ports).
	3 (loopback)	The port can transmit frames through an internal path to verify the health of the transmitter and receiver path.

Access Read-write

Status Mandatory

**Description** Indicates the link state of the port.

**Note** When the port's link state changes, its operational status (swFCPortOpStatus) is affected.

#### swFCPortTxType [swFCPortTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (unknown)	Cannot determined to the port driver.
	2 (lw)	Long wave laser
	3 (sw)	Short wave laser
	3 (ld)	Long wave LED

**Access** Read-only

**Status** Mandatory

**Description** Indicates the media transmitter type of the port.

## swFCPortTxWords [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of fibre channel words that the port has transmitted.

# swFCPortRxWords [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of fibre channel words that the port has received.

## swFCPortTxFrames [swFCPortTable]

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of fibre channel frames that the port has transmitted.

## swFCPortRxFrames [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of fibre channel frames that the port has received.

## swFCPortRxC2Frames [swFCPortTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** Counts the number of Class 2 frames that the port has received.

## swFCPortRxC3Frames [swFCPortTable]

Syntax Counter

Access Read-only

**Description** Counts the number of Class 3 frames that the port has received.

## swFCPortRxLCs [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of link control frames that the port has received.

## swFCPortRxMcasts [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of multicast frames that the port has received.

### swFCPortTooManyRdys [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of times when RDYs exceeds the frames received.

#### swFCPortNoTxCredits [swFCPortTable]

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of times when the transmit credit has reached zero.

#### swFCPortRxEncInFrs [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of encoding errors or disparity errors inside frames

received.

## swFCPortRxCrcs [swFCPortTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** Counts the number of CRC errors detected for frames received.

#### swFCPortRxTruncs [swFCPortTable]

Syntax Counter

Access Read-only

**Description** Counts the number of truncated frames that the port has received.

## swFCPortRxTooLongs [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of received frames that are too long.

## swFCPortRxBadEofs [swFCPortTable]

Syntax Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of received frames that have a bad EOF delimiter.

#### swFCPortRxEncOutFrs [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of encoding errors or disparity errors outside frames

received.

#### swFCPortRxBadOs [swFCPortTable]

**Syntax** Counter

**Access** Read-only

**Status** Mandatory

**Description** Counts the number of invalid ordered sets received.

#### swFCPortC3Discards [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of Class 3 frames that the port has discarded.

## swFCPortMcastTimedOuts [swFCPortTable]

Syntax Counter

Access Read-only

Status Mandatory

**Description** Counts the number of multicast frames that has been timed out.

## swFCPortTxMcasts [swFCPortTable]

Syntax Counter

Access Read-only

**Description** Counts the number of multicast frames that has been transmitted.

#### swFCPortLipIns [swFCPortTable]

Syntax Counter

**Access** Read-only

Status Mandatory

**Description** Counts the number of loop initializations that has been initiated by loop

devices attached.

#### swFCPortLipOuts [swFCPortTable]

Syntax Counter

Access Read-only

**Status** Mandatory

**Description** Counts the number of loop initializations that has been initiated by the port.

## swFCPortLipLastAlpa [swFCPortTable]

**Syntax** Octet String of size 4

Access Read-only

Status Mandatory

**Description** Indicates the physical address (AL PA) of the loop device that initiated the

last loop initialization.

#### swFCPortWwn [swFCPortTable]

**Syntax** Octet String of size 8

**Access** Read-only

**Status** Mandatory

**Description** The WWN of the fibre channel port. The contents of an instance are in the

IEEE extended format as specified in FC-PH.

# **Name Server Database Group**

### **swNsLocalNumEntry**

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** The number of local name server entries.

## sw Name Server Local Table

#### **swNsLocalTable**

**Syntax** Sequence of SwNsEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of local name server entries.

#### swNsLocalEntry [swNsLocalTable]

**Syntax** SwNsEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry from the local name server database.

**Index** swNsEntryIndex

Table 43. SwNsEntry Objects and Object Types

SwNsEntry Objects	See Page	Object Types
swNsEntryIndex	307	Integer
swNsPortID	308	Octet String of size 4
swNsPortType	308	Integer
swNsPortName	308	FcWwn
swNsPortSymb	309	Octet String
swNsNodeName	309	FcWwn
swNsNodeSymb	309	Octet String
swNsIPA	310	Octet String
swNsIpAddress	310	Octet String
swNsCos	311	Integer
swNsFc4	312	Octet String

#### swNsEntryIndex [swNsLocalTable]

**Syntax** Integer

**Access** Read-only

**Description** The index of the name server database entry.

#### swNsPortID [swNsLocalTable]

**Syntax** Octet String of size 4

**Access** Read-only

**Status** Mandatory

**Description** The fibre channel port address ID of the entry.

## swNsPortType [swNsLocalTable]

#### **Syntax**

Value	Declaration	Description
Integer	0 (unknown)	The type is defined in FC-GS-2.
	1 (nPort)	The type is defined in FC-GS-2.
	2 (nlPort)	The type is defined in FC-GS-2.

**Access** Read-only

**Status** Mandatory

**Description** The type of port for this entry.

## swNsPortName [swNsLocalTable]

Syntax FcWwn

**Access** Read-only

**Description** The fibre channel WWN of the port entry.

#### swNsPortSymb [swNsLocalTable]

**Syntax** Octet String of size 0 to 255

**Access** Read-only

**Status** Mandatory

**Description** The contents of a symbolic name of the port entry. In FC-GS-2, a symbolic

name consists of a byte array of 1 to 256 bytes, and the first byte of the array specifies the length of its contents. This object variable corresponds

to the contents of the symbolic name, with the first byte removed.

#### swNsNodeName [swNsLocalTable]

**Syntax** FcWwn

Access Read-only

**Status** Mandatory

**Description** The fibre channel WWN of the associated node as defined in FC-GS-2.

## swNsNodeSymb [swNsLocalTable]

**Syntax** Octet String of size 0 to 255

Access Read-only

**Description** The contents of a symbolic name of the node associated with the entry. In

FC-GS-2, a symbolic name consists of a byte array of 1 to 256 bytes, and the first byte of the array specifies the length of its contents. This object variable corresponds to the contents of the symbolic name, with the first

byte removed.

#### swNsIPA [swNsLocalTable]

**Syntax** Octet String of size 8

Access Read-only

**Status** Mandatory

**Description** The initial process associators of the node for the entry as defined in

FC-GS-2.

#### swNslpAddress [swNsLocalTable]

**Syntax** Octet String of size 16

Access Read-only

Status Mandatory

**Description** The IP address of the node for the entry as defined in FC-GS-2. The format

of the address is in IPv6.

## swNsCos [swNsLocalTable]

## **Syntax**

Value	Declaration	Description
Integer	0 (class-unknown)	
	1 (class-F)	
	2 (class-1)	
	3 (class-F-1)	
	4 (class-2)	
	5 (class-F-2)	
	6 (class-1-2)	
	7 (class-F-1-2)	
	8 (class-3)	
	9 (class-F-3)	
	10 (class-1-3)	
	11 (class-F-1-3)	
	12 (class-2-3)	
	13 (class-F-2-3)	
	14 (class-1-2-3)	
	15 (class-F-1-2-3)	

**Access** Read-only

**Status** Mandatory

**Description** The class of services supported by the port.

#### swNsFc4 [swNsLocalTable]

**Syntax** Octet String of size 32

**Access** Read-only

**Status** Mandatory

**Description** The FC-4s supported by the port as defined in FC-GS-2.

# Event Group (To Map the errLog)

**Note** Logically, the swEventTable is separate from the error log because it is essentially a view of the error log within a particular time window. The value of swEventIndex indicates the event number that has occurred since the switch booted. The values range from 1 to 2147383647 (2^31 - 1).

## swEventTrapLevel

## **Syntax**

Value	Declaration	Description	
Integer	0 (none)		
	1 (critical)		
	2 (error)		
	3 (warning)		
	4 (informational)		
	5 (debug)		

**Access** Read-write

**Description** Specifies the swEventTrap level in conjunction with an event's severity

level. When an event occurs, if its severity level is at or below the specified numeric value, the agent sends the associated swEventTrap to the

configured recipients.

For example, if this variable is set to 3 (warning), all error logs of severity 1

(critical), 2 (error), and 3 (warning) are sent as an SNMP trap of

swEventTrap as shown in "swEventTrap" on page 343.

#### swEventNumEntries

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** The number of entries in the event table.

See the note on page 312.

#### swEventTable

**Syntax** Sequence of SwEventEntry

Access Not accessible

**Status** Mandatory

**Description** The table of event entries.

## swEventEntry [swEventTable]

**Syntax** SwEventEntry

Access Not accessible

**Description** An entry in the event table.

**Index** swEventIndex

Table 44. swEventIndex Objects and Object Types

swEventIndex Objects	See Page	Object Types
swEventIndex	314	Integer
swEventTimeInfo	314	Display String
swEventLevel	315	Integer
swEventRepeat	316	CountInteger
swEventDescr	316	Display String

#### swEventIndex [swEventTable]

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** The index of the event entry.

See the note on page 312.

#### swEventTimeInfo [swEventTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** The date and time when this event occurred.

**Note** The return string is displayed using the following format:

ddd MMM DD hh:mm:ss yyyy

Where:

ddd = Day

MMM = Month

DD = Date

hh = Hour

mm = Minute

ss = Seconds

yyyy = Year

For example: Thu Aug 17 15:16:09 2000.

#### swEventLevel [swEventTable]

#### **Syntax**

Value	Declaration	Description
Integer	1 (critical)	
	2 (error)	
	3 (warning)	
	4 (informational)	
	5 (debug)	

Access Read-only

**Status** Mandatory

**Description** The severity level of this event entry.

#### swEventRepeatCount [swEventTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** If the most recent event is the same as the previous event, this number is

incremented by one, and is the count of consecutive times this particular

event has occurred.

## swEventDescr [swEventTable]

**Syntax** Display String

**Access** Read-only

**Status** Mandatory

**Description** A textual description of the event.

**Note** The return string is displayed using the following format:

taskId (taskname) errorname description

Where:

taskId = FOS taskId in hex

taskname = FOS taskname that generated this event

errorname = Category-subcategory (for example, SYS-BOOT)

description = Textual description of the event

For example, 0x10fb7670 (tSwitch) SYS-BOOT Restart reason:

Reboot

For more information on error messages, see the Fabric OS manual.

# **Fabric Watch Group**

The Fabric Watch subsystem consists of two tables. SwFwClassAreaEntry contains control information for a particular class/area's thresholds. These thresholds are contained in SwFwThresholdEntry.

**Note** This is the first of the elements declared for Fabric Watch; one scalar and two tables. A scalar, swFwFabricWatchLicense is used to tell if the switch has the proper license for Fabric Watch.

One table contains classarea information such as threshold unit string, time base, low thresholds, and so forth. The other table contains individual threshold information such as name, label, last event, and so forth.

## **License Scalar**

#### swFwFabricWatchLicense

Syntax SwFwLicense

Access Read-only

**Status** Mandatory

**Description** If the license key is installed on the switch for the Fabric Watch, the return

value is swFwLicensed. Otherwise, the value is swFwNotLicensed.

#### ClassArea Table

#### swFwClassAreaTable

**Syntax** Sequence of SwFwClassAreaEntry

Access Not accessible

**Description** The table of classes and areas.

# swFwClassAreaEntry [swFwClassAreaTable]

**Syntax** SwFwClassAreaEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry of the classes and areas.

**Index** swFwClassAreaIndex

Table 45. SwFwClassAreaEntry Objects and Object Types

SwFwClassAreaEntry Objects	See Page	Object Types
swFwClassAreaIndex	319	SwFwClassesAreas
swFwWriteThVals	319	SwFwWriteVals
swFwDefaultUnit	320	Display String of size 0 to 256
swFwDefaultTimebase	320	SwFwTimebase
swFwDefaultLow	321	Integer
swFwDefaultHigh	321	Integer
swFwDefaultBufSize	321	Integer
swFwCustUnit	322	Display String of size 0 to 256
swFwCustTimebase	322	SwFwTimebase
swFwCustLow	322	Integer
swFwCustHigh	323	Integer
swFwCustBufSize	323	Integer
swFwThLevel	323	SwFwLevels

Table 45. SwFwClassAreaEntry Objects and Object Types (continued)

SwFwClassAreaEntry Objects	See Page	Object Types
swFwWriteActVals	324	SwFwWriteVals
swFwDefaultChangedActs	325	SwFwActs
swFwDefaultExceededActs	325	SwFwActs
swFwDefaultBelowActs	326	SwFwActs
swFwDefaultAboveActs	326	SwFwActs
swFwCustChangedActs	326	SwFwActs
swFwCustExceededActs	326	SwFwActs
swFwCustBelowActs	327	SwFwActs
swFwCustAboveActs	327	SwFwActs
swFwValidActs	328	SwFwActs
swFwActLevel	328	SwFwLevel

## swFwClassAreaIndex [swFwClassAreaTable]

**Syntax** SwFwClassesAreas

**Access** Read-only

**Status** Mandatory

**Description** This index represents the Fabric Watch classArea combination.

## swFwWriteThVals [swFwClassAreaTable]

**Syntax** SwFwWriteVals

**Access** Read-write

**Status** Mandatory

**Description** This applies or cancels the configuration value changes.

**Note** For a read operation, the return value is always swFwCancelWrite. The following custom configuration variables can be modified:

- swFwCustUnit
- swFwCustTimebase
- swFwCustLow
- swFwCustHigh
- swFwCustBufSize

Changes to these custom configuration variables can be saved by setting this variable to swFwApplyWrite, and they can be removed by setting this variable to swFwCancelWrite.

#### swFwDefaultUnit [swFwClassAreaTable]

**Syntax** Display String of size 0 to 256

**Access** Read-only

**Status** Mandatory

**Description** A default unit string name, used to identify the unit of measure for a Fabric Watch classArea combination. For example:

- C = environment (class), temperature (area)
- RPM = environment (class), fan (area)

#### swFwDefaultTimebase [swFwClassAreaTable]

**Syntax** SwFwTimebase

Access Read-only

**Description** A default polling period for the Fabric Watch classArea combination. For example:

- swFwTbMin = port (class), link loss (area)
- swFwTbNone = environment (class), temperature (area)

#### swFwDefaultLow [swFwClassAreaTable]

Syntax Integer

**Access** Read-only

Status Mandatory

**Description** A default low-threshold value.

## swFwDefaultHigh [swFwClassAreaTable]

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** A default high-threshold value.

#### swFwDefaultBufSize [swFwClassAreaTable]

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** A default buffer size value.

#### swFwCustUnit [swFwClassAreaTable]

**Syntax** Display String of size 0 to 256

Access Read-write

**Status** Mandatory

**Description** A customizable unit string name, used to identify the unit of measure for a

Fabric Watch classArea combination. For example:

• C = environment (class), temperature (area)

• RPM = environment (class), fan (area)

#### swFwCustTimebase [swFwClassAreaTable]

**Syntax** SwFwTimebase

**Access** Read-write

**Status** Mandatory

**Description** A customizable polling period for the Fabric Watch classArea combination.

For example:

• swFwTbMin = port (class), link loss (area)

• swFwTbNone = environment (class), temperature (area)

#### swFwCustLow [swFwClassAreaTable]

**Syntax** Integer

Access Read-write

**Description** A customizable low-threshold value for a Fabric Watch ClassArea

combination.

## swFwCustHigh [swFwClassAreaTable]

**Syntax** Integer

Access Read-write

**Status** Mandatory

**Description** A customizable high-threshold value for a Fabric Watch ClassArea

combination.

## swFwCustBufSize [swFwClassAreaTable]

**Syntax** Integer

Access Read-write

**Status** Mandatory

**Description** A customizable buffer size value for a Fabric Watch ClassArea

combination.

## swFwThLevel [swFwClassAreaTable]

Syntax SwFwLevels

**Access** Read-write

Status Mandatory

**Description** swFwThLevel is used to point to the current level for classArea values, and

is either default or customizable.

**Note** For a read operation, the return value is either 2 (swFwDefault) or 3 (swFwCustom). 1 (swFwReserved) is obsolete.

If the write operation sets the variable to 2 (swFwDefault), the following default configuration variables are used for the Fabric Watch classArea combination:

- swFwDefaultUnit
- swFwDefaultTimebase
- swFwDefaultLow
- swFwDefaultHigh
- swFwDefaultBufSize

If the write operation sets the variable to 3 (swFwCustom), the following custom configuration variables are used for the Fabric Watch classArea combination:

- swFwCustUnit
- swFwCustTimebase
- swFwCustLow
- swFwCustHigh
- swFwCustBufSize

#### swFwWriteActVals [swFwClassAreaTable]

**Syntax** SwFwWriteVals

**Access** Read-write

**Status** Mandatory

**Description** This applies or cancels the alarm value changes.

**Note** For a read operation, the return value is always swFwCancelWrite.

The following custom alarm variables can be modified:

- swFwCustChangedActs
- swFwCustExceededActs
- swFwCustBelowActs
- swFwCustAboveActs
- swFwCustInBetweenActs

Changes to these custom alarm variables can be saved by setting this variable to swFwApplyWrite.

Changes to these custom alarm variables can be removed by setting this variable to swFwCancelWrite.

#### swFwDefaultChangedActs[swFwClassAreaTable]

**Syntax** SwFwActs

Access Read-only

Status Mandatory

**Description** Default action matrix for changed event.

## swFwDefaultExceededActs [swFwClassAreaTable]

Syntax SwFwActs

**Access** Read-only

Status Mandatory

**Description** Default action matrix for an exceeded event. The exceeded value can be

either above the high-threshold or below the low-threshold.

#### swFwDefaultBelowActs [swFwClassAreaTable]

**Syntax** SwFwActs

**Access** Read-only

**Status** Mandatory

**Description** Default action matrix for below event.

#### swFwDefaultAboveActs [swFwClassAreaTable]

Syntax SwFwActs

**Access** Read-only

**Status** Mandatory

**Description** Default action matrix for above event.

## swFwDefaultInBetweenActs [swFwClassAreaTable]

Syntax SwFwActs

Access Read-only

Status Mandatory

**Description** Default action matrix for in-between event.

## swFwCustChangedActs [swFwClassAreaTable]

Syntax SwFwActs

Access Read-write

**Status** Mandatory

**Description** Custom action matrix for changed event.

#### swFwCustExceededActs [swFwClassAreaTable]

Syntax SwFwActs

**Access** Read-write

**Status** Mandatory

**Description** Custom action matrix for an exceeded event.

## swFwCustBelowActs [swFwClassAreaTable]

**Syntax** SwFwActs

**Access** Read-write

**Status** Mandatory

**Description** Custom action matrix for below event.

#### swFwCustAboveActs [swFwClassAreaTable]

Syntax SwFwActs

**Access** Read-write

**Status** Mandatory

**Description** Custom action matrix for above event.

#### swFwCustInBetweenActs [swFwClassAreaTable]

**Syntax** SwFwActs

**Access** Read-write

**Status** Mandatory

**Description** Custom action matrix for in-between event.

## swFwValidActs [swFwClassAreaTable]

Syntax SwFwActs

**Access** Read-only

**Status** Mandatory

**Description** Matrix of valid acts for ClassArea.

## swFwActLevel [swFwClassAreaTable]

**Syntax** SwFwLevels

**Access** Read-write

Status Mandatory

**Description** swFwActLevel is used to point to the current level for classArea values,

and is either default or customizable.

**Note** For a read operation, the return value is either 2 (swFwDefault) or 3 (swFwCustom). 1 (swFwReserved) is obsolete.

If the write operation sets the variable to 2 (swFwDefault), the following default action matrix variables are used for the Fabric Watch classArea combination:

- swFwDefaultChangedActs
- swFwDefaultExceededActs
- swFwDefaultBelowActs
- swFwDefaultAboveActs
- swFwDefaultInBetweenActs

If the write operation sets the variable to 3 (swFwCustom), the following custom action matrix variables are used for the Fabric Watch classArea combination:

- swFwCustChangedActs
- swFwCustExceededActs
- swFwCustBelowActs
- swFwCustAboveActs
- swFwCustInBetweenActs

#### swFwThresholdTable

**Syntax** Sequence of SwFwThresholdEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of individual thresholds.

## swFwThresholdEntry [swFwThresholdTable]

**Syntax** SwFwThresholdEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry of an individual threshold.

**Index** swFwClassAreaIndex, swFwThresholdIndex

Table 46. SwFwThresholdEntry Objects and Object Types

See Page	Object Types
330	Integer
332	SwFwStatus
332	Display String of size 0 to 32
334	Display String of size 0 to 32
335	Integer
335	SwFwEvent
335	Integer
335	Display String of size 0 to 32
336	SwFwState
336	SwFwBehavior
336	Integer
	330 332 332 334 335 335 335 335 336 336

# swFwThresholdIndex [swFwThresholdTable]

**Syntax** Integer

**Access** Read-only

#### Status Mandatory

#### **Description** Represents the element index of a threshold.

**Note** For environment class, the indexes are from 2 through (*number of environment sensors*+1).

For example, the indexes for environment class temperature area are:

- envTemp001: index of 2
- envTemp002: index of 3
- envTemp003: index of 4
- envTemp004: index of 5
- envTemp005: index of 6

For port-related classes such as E\_Port, the indexes are from 1 through (*number of ports*). For example, the indexes for E\_Port classlink loss area are:

- eportLink000: index of 1
- eportLink001: index of 2
- eportLink002: index of 3
- eportLink003: index of 4
- eportLink004: index of 5
- eportLink005: index of 6
- eportLink006: index of 7eportLink007: index of 8
- eportLinkUU/: index of 8
- eportLink008: index of 9eportLink009: index of 10
- aport ink009. Index of 10
- eportLink010: index of 11eportLink011: index of 12
- eportLink011: index of 12
   eportLink012: index of 13
- eportLink012: index of 13eportLink013: index of 14
- eportLink013: index of 14
   eportLink014: index of 15
- eportLink015: index of 16

#### swFwStatus [swFwThresholdTable]

**Syntax** SwFwStatus

**Access** Read-write

**Status** Mandatory

**Description** Indicates whether a threshold is enabled or disabled.

#### swFwName [swFwThresholdTable]

**Syntax** Display String of size 0 to 32

**Access** Read-only

**Status** Mandatory

**Description** Name of the threshold.

For examples, see the following table.

Table 47. swFwName Threshold Names

envFan001	Env Fan 1	
envPS002	Env Power Supply 2	
envTemp001	Env Temperature 1	
gbicTemp001	GBIC Temperature 1	
gbicRXP001	GBIC RX power 1	
gbicTXP001	GBIC TX power 1	
gbicCrnt001	GBIC Current 1	
eportCRCs007	E_Port Invalid CRCs 7	
eportLink007	E_Port Link Failures 7	
eportProtoErr007	E_Port Protocol Errors 7	
eportRXPerf007	E_Port RX Performance 7	

Table 47. swFwName Threshold Names (continued)

Table 11. ow witame Threehold Ham	oo (oonunada)	
eportSignal007	E_Port Loss of Signal 7	
eportState007	E_Port State Changes 7	
eportSync007	E_Port Loss of Sync 7	
eportTXPerf007	E_Port TX Performance 7	
eportWords007	E_Port Invalid Words 7	
fabricDI000	Fabric Domain ID	
fabricED000	Fabric E_Port Down	
fabricFL000	Fabric Fabric Login	
fabricFQ000	Fabric Fabric<->QL	
fabricFR000	Fabric Reconfigure	
fabricGS000	Fabric GBIC Change 0	
fabricSC000	Fabric Segmentation	
fabricZC000	Fabric Zoning Change	
fcuportCRCs013	FCU Port Invalid CRCs 13	
fcuportLink013	FCU Port Link Failures 13	
fcuportProtoErr0	FCU Port Protocol Errors 13	
fcuportRXPerf013	FCU Port RX Performance 13	
fcuportSignal013	FCU Port Loss of Signal 13	
fcuportState013	FCU Port State Changes 13	
fcuportSync013	FCU Port Loss of Sync 13	
fcuportTXPerf013	FCU Port TX Performance 13	
fcuportWords013	FCU Port Invalid Words 13	
portCRCs000 Port Invalid CRCs 0	Port Invalid CRCs 0	
portLink000	Port Link Failures 0	
portProtoErr000	Port Protocol Errors 0	
portRXPerf000	Port RX Performance 0	
r		

Table 47. swFwName Threshold Names (continued)

portSignal000	Port Loss of Signal 0
portState000	Port State Changes 0
portSync000	Port Loss of Sync 0
portTXPerf000	Port TX Performance 0
portWords000	Port Invalid Words 0
fopportCRCs013	FOP Port Invalid CRCs 13
fopportLink013	FOP Port Link Failures 13
fopportProtoErr0	FOP Port Protocol Errors 13
fopportRXPerf013	FOP Port RX Performance 13
fopportSignal013	FOP Port Loss of Signal 13
fopportState013	FOP Port State Changes 13
fopportSync013	FOP Port Loss of Sync 13
fopportTXPerf013	FOP Port TX Performance 13
fopportWords013	FOP Port Invalid Words 13

## swFwLabel [swFwThresholdTable]

**Syntax** Display String of size 0 to 32

**Access** Read-only

Status Mandatory

**Description** Label of the threshold.

**Note** See Table 47 for swFwName threshold names.

#### swFwCurVal [swFwThresholdTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** Current counter of the threshold.

#### swFwLastEvent [swFwThresholdTable]

**Syntax** SwFwEvent

**Access** Read-only

**Status** Mandatory

**Description** Last event type of the threshold.

## swFwLastEventVal [swFwThresholdTable]

**Syntax** Integer

**Access** Read-only

**Status** Mandatory

**Description** Last event value of the threshold.

## swFwLastEventTime [swFwThresholdTable]

**Syntax** Display String of size 0 to 32

Access Read-only

**Status** Mandatory

**Description** Last event time of the threshold.

**Note** This value is in the same format as in swCurrentDate.

## swFwLastState [swFwThresholdTable]

**Syntax** SwFwState

**Access** Read-only

Status Mandatory

**Description** Last event state of the threshold.

## swFwBehaviorType [swFwThresholdTable]

**Syntax** SwFwBehavior

**Access** Read-write

**Status** Mandatory

**Description** A behavior of which the thresholds generate events.

#### swFwBehaviorInt [swFwThresholdTable]

**Syntax** Integer

**Access** Read-write

**Status** Mandatory

**Description** An integer of which the thresholds generate continuous events.

#### **End Device RIs Table**

#### **swEndDeviceRIsTable**

**Syntax** Sequence of SwEndDeviceRlsEntry

**Access** Not accessible

**Status** Mandatory

**Description** The table of rls of individual end devices.

#### swEndDeviceRIsEntry [swEndDeviceRIsTable]

**Syntax** SwEndDeviceRlsEntry

**Access** Not accessible

**Status** Mandatory

**Description** An entry of an individual end devices rls.

Index swEndDevicePort, swEndDeviceAlpa

Table 48. SwEndDeviceRlsEntry Objects and Object Types

SwEndDeviceRIsEntry Objects	See Page	Object Types
swEndDevicePort	338	Integer
swEndDeviceAlpa	338	Integer
swEndDeviceLinkFailure	338	Integer
swEndDeviceSyncLoss	339	Integer
swEndDeviceSigLoss	339	Integer
swEndDeviceProtoErr	339	Integer
swEndDeviceInvalidWord	340	Integer
swEndDeviceInvalidCRC	340	Integer

**Note** Because switches start with port 0, the SNMP port number should be physical port number + 1. In turn, that means that SNMP port 3 translates to port 2.

#### swEndDevicePort [swEndDeviceRIsTable]

**Syntax** Integer

**Access** Not accessible

**Status** Mandatory

**Description** This object represents the port of the local switch to which the end device is

connected.

#### swEndDeviceAlpa [swEndDeviceRlsTable]

**Syntax** Integer

**Access** Not accessible

**Status** Mandatory

**Description** This object represents the AL\_PA of the end device. The SNMP AL\_PA

number should be the logical AL\_PA number + 1. For example, SNMP

AL\_PA number 0xf0 translates to 0xef.

#### swEndDevicePortID [swEndDeviceRIsTable]

**Syntax** Octet String of size 4

Access Read-only

**Status** Mandatory

**Description** The fibre channel port address ID of the entry.

#### swEndDeviceLinkFailure [swEndDeviceRIsTable]

Syntax Integer

Access Read-only

**Status** Mandatory

**Description** Link failure count for the end device.

#### swEndDeviceSyncLoss [swEndDeviceRIsTable]

Syntax Integer

**Access** Read-only

**Status** Mandatory

**Description** Synchronization loss count for the end device.

## swEndDeviceSigLoss [swEndDeviceRIsTable]

**Syntax** Integer

**Access** Read-only

Status Mandatory

**Description** Signal loss count for the end device.

## swEndDeviceProtoErr [swEndDeviceRIsTable]

Syntax Integer

**Access** Read-only

**Status** Mandatory

**Description** Protocol error count for the end device.

#### swEndDeviceInvalidWord [swEndDeviceRIsTable]

**Syntax** Integer

Access Read-only

**Status** Mandatory

**Description** Invalid word count for the end device.

## swEndDeviceInvalidCRC [swEndDeviceRIsTable]

Syntax Integer

Access Read-only

Status Mandatory

**Description** Invalid CRC count for the end device.

# sw Trap Types

This section contains information that is specific to sw trap types, and includes the following subsections:

- "sw Traps" on page 341
- "Traps for Fabric Watch Subsystems" on page 343
- "Traps for Track Changes Subsystems" on page 344

## sw Traps

#### swFault

Enterprise sw

Variables swDiagResult

**Description** A 1 (swFault) is generated whenever the diagnostics detect a fault with the

switch.

#TYPE Switch is faulty.

#SUMMARY Faulty reason: %d

#ARGUMENTS 0

#SEVERITY Critical

#TIMEINDEX 1

#STATE Non-operational

## swSensorScn (Obsoleted by swFabricWatchTrap)

Enterprise sw

**Variables** swSensorStatus, swSensorIndex, swSensorType, swSensorValue,

swSensorInfo

**Description** A 2 (swSensorScn) is generated whenever an environment sensor changes

its operational state. For example, a fan stops working. The VarBind in the Trap Data Unit contains the corresponding instance of the sensor status, sensor index, sensor type, sensor value (reading), and sensor information.

Note that the sensor information contains the type of sensor and its number in textual format.

#TYPE A sensor (temperature, fan, or other) changed its

operational state.

#SUMMARY %s: is currently in state %d

#ARGUMENTS 4, 0

#SEVERITY Informational

#TIMEINDEX 1

#STATE Operational

#### swFCPortScn

Enterprise sw

**Variables** swFCPortOpStatus, swFCPortIndex

**Description** A 3 (swFCPortScn) is generated whenever an FC\_Port changes its

operational state. For example, the FC\_Port goes from online to offline. The VarBind in the Trap Data Unit contains the corresponding instance of

the FC\_Ports operational status and index.

#TYPE A fibre channel Port changed its operational

state.

#SUMMARY Port Index %d changed state to %d

#ARGUMENTS 1, 0

#SEVERITY Informational

#TIMEINDEX 1

#STATE Operational

#### swEventTrap

**Enterprise** sw

**Variables** swEventIndex, swEventTimeInfo, swEventLevel, swEventRepeatCount,

swEventDescr

**Description** This trap is generated when an event level is at or below

swEventTrapLevel.

#TYPE A firmware event has been logged.

#SUMMARY Event %d: %s (severity level %d) - %s

#ARGUMENTS 0, 1, 2, 4

#SEVERITY Informational

#TIMEINDEX 1

#STATE Operational

# Traps for Fabric Watch Subsystems

#### **swFabricWatchTrap**

**Enterprise** sw

**Variables** swFwClassAreaIndex, on page 319

swFwThresholdIndex, on page 330

swFwName, on page 332

swFwLabel, on page 334

swFwLastEvent, on page 335

swFwLastEventVal, on page 335

swFwLastEventTime, on page 335

swFwLastState, on page 336

**Description** Trap to be sent by Fabric Watch to notify of an event.

#TYPE Fabric Watch has generated an event.

#SUMMARY Threshold %s Class/Area %d at index %d has

generated event %d with %d on %s. This event is

%d

#ARGUMENTS 2, 0, 1, 6, 4, 5, 7

#SEVERITY Warning

#TIMEINDEX 1

#STATE Operational

# **Traps for Track Changes Subsystems**

#### swTrackChangesTrap

Enterprise sw

Variables swTrackChangesInfo

**Description** Trap to be sent for tracking logins/logouts/ and configuration changes.

#TYPE Track changes has generated a trap.

#SUMMARY %s #ARGUMENTS 0

#SEVERITY Informational

#TIMEINDEX 1

#STATE Operational



# MIB FUNCTIONAL GROUPINGS

#### **Overview**

This appendix provides a function-based listing of MIB objects. For information about the correlation of various objects to a particular function.

## **Switch Variables**

MIB variables that assist in monitoring or modifying the status or state of switches are in the following tables or group:

- "Connectivity Unit Table" on page 107
- "Connectivity Unit Table of Revisions for Hardware/Software Elements" on page 125
- "fc Fabric Element Module Table" on page 197
- "Flash Administration" on page 270

#### **Sensor Variables**

MIB variables that assist in monitoring or modifying the status or state of fans, power supply, and temperature are in the following tables:

- "Connectivity Unit Sensor Table" on page 127
- "Operating Environment Sensor Table (Temperature, Fan, Power Supply, and Others)" on page 274

#### **Port Variables**

MIB variables that assist in monitoring or modifying ports are in the following tables or group:

#### **Variables for State and Status**

- "Connectivity Unit Port Table" on page 133
- "FxPort Configuration Table" on page 201
- "FxPort Operation Table" on page 210
- "FxPort Physical Level Table" on page 214
- "Fx Port Capability Table" on page 243
- "Fibre Channel Port Group" on page 291

#### **Variables for Statistics and Measurement**

- "Connectivity Unit Port Statistics Fabric Table" on page 171
- "FxPort Error Table" on page 225
- "Class 2 Accounting Table" on page 236
- "Class 3 Accounting Table" on page 240

#### **Event Variables**

MIB variables that assist in monitoring or modifying events are in the following table or group:

- "Connectivity Unit Event Table" on page 149
- "Event Group (To Map the errLog)" on page 312

#### **ISL** and End Device Variables

MIB variables that assist in monitoring or modifying ISL and end-devices are in the following tables or groups:

#### **ISL Variables**

- "Connectivity Unit Link Table" on page 155
- "Fabric Group" on page 280

#### **End Device Variables**

- "Connectivity Unit Link Table" on page 155
- "FxPort Fabric Login Table" on page 218
- "Name Server Database Group" on page 306

# **SNMP Configuration Variables**

MIB variables that assist in configuring SNMP are in the following tables or group:

- "SNMP Trap Registration Table" on page 164
- "SW Agent Configuration Group" on page 288
- "Connectivity Unit Link Table" on page 155
- "Connectivity Unit Link Table" on page 155

## **GLOSSARY**

**8b/10b encoding** Encoding scheme that converts each 8-bit data byte into a 10-bit transmission

character. Used to balance ones and zeros in high speed transports.

**Address identifier** Value used to identify source or destination of a frame.

AL\_PA Arbitrated Loop Physical Address. Unique 8-bit value assigned during loop

initialization to each port in an arbitrated loop.

Alias address identifier

An address identifier recognized by a port in addition to its standard identifier. An alias address identifier can be shared by multiple ports.

Alias AL\_PA An AL\_PA value recognized by an L\_Port in addition to the AL\_PA assigned

to the port. See also AL\_PA.

Alias server Fabric software facility that supports multicast group management.

ANSI American National Standards Institute. Governing body for fibre channel

standards in the U.S.A.

API Application Programming Interface. Defined protocol that allows

applications to interface with a set of services.

**Arbitrated loop** A fibre channel transport structured as a loop. Allows communication

between ports without using a switch. Requires successful arbitration by a port before a circuit is established. Supports up to 126 devices and 1 fabric

attachment.

**Arbitrating state** The state in which a port has become the loop master. This state is only

available from the open state.

**ASIC** Application-Specific Integrated Circuit.

ATM Asynchronous Transfer Mode. Transport for transmitting data over LANs or

WANs that transmit fixed-length units of data. Provides any-to-any

connectivity and allows nodes to transmit simultaneously.

**AW\_TOV** Arbitration Wait Timeout Value. The minimum time an arbitrating L\_Port

waits for a response before beginning loop initialization.

**Bandwidth** The total transmission capacity of a link, cable, or system.

**BB\_Credit** Buffer-to-buffer credit. The number of frames that can be transmitted to a

directly connected recipient or within an arbitrated loop. Determined by number of available receive buffers. See also Buffer-to-buffer flow control,

EE\_Credit.

**Beginning running** 

disparity

The disparity at the transmitter or receiver when the special character associated with an ordered set is encoded or decoded. See also Disparity.

**BER** Bit Error Rate. Rate at which bits are expected to be received in error.

Expressed as ratio of error bits to total bits transmitted. See also Error.

**Bit synchronization** The delivery of correctly clocked bits at the required BER. See also BER.

**Block** As applied to fibre channel, upper-level application data that is transferred

in a single sequence.

**Broadcast** Transmission of data from a single source to all devices in fabric, regardless

of zoning. See also Multicast, Unicast.

**Buffer-to-buffer flow** 

control

Management of frame transmission rate between directly-connected ports or

within an arbitrated loop. See also BB Credit.

**Cascade** Two or more interconnected fibre channel switches.

**Circuit** Established communication path between ports. Consists of two virtual

circuits that transmit in opposite directions. See also Link.

Class 1 A connection-oriented service that provides a dedicated connection between

two ports, with notification of delivery or nondelivery.

Class 2 A multiplex and connectionless frame switching service between two ports,

with notification of delivery or nondelivery.

Class 3 A connectionless frame switching service between two ports, without

notification of delivery or nondelivery. Can also be used to provide a multicast connection between originator and recipients, with notification of

delivery or nondelivery.

Class 4 Connection-oriented service that provides a virtual circuit between two ports,

including notification of delivery or non-delivery. Allows fractional parts of

the bandwidth to be used in a virtual circuit.

Class 6 Connection-oriented service that provides a multicast connection between

the multicast originator and recipients, including notification of delivery or

nondelivery.

**Class F** A connectionless service for control traffic between switches, with

notification of delivery or nondelivery between the E\_Ports.

**Classes of service** A set of specific delivery characteristics and attributes for frame delivery.

CLS Close Primitive Signal. The protocol used by a port in an arbitrated loop to

close a circuit.

**Code balance** The ratio of one bit to the total number of transmitted bits

Comma Unique pattern (either 1100000 or 0011111) used in 8b/10b encoding to

specify character alignment within a data stream. See also K28.5.

**Community (SNMP)** Relationship between a group of SNMP managers and an SNMP agent, in

which authentication, access control, and proxy characteristics are defined.

**Connection initiator** A port that has originated a Class 1 dedicated connection and received a

response from the recipient.

**Connection recipient** A port that has received a Class 1 dedicated connection request and

transmitted a response to the originator.

**CRC** Cyclic Redundancy Check. A check for transmission errors; included in

every data frame.

**Credit** As applies to fibre channel, the number of receive buffers available for

transmission of frames between ports. See also BB\_Credit and EE\_Credit.

**CT\_HDR** Common Transport Header. A header that conforms to the Fibre Channel

Common Transport (FC\_CT) protocol.

CT IU Common Transport Information Unit. An information unit that conforms to

the Fibre Channel Common Transport (FC\_CT) protocol.

Current fill word The fill word currently selected by the LPSM (loop port state machine). See

also Fill word.

**Cut-through** Switching technique that allows selection of a transmission route for a frame

as soon as destination address is received. See also Route.

Type of transmission word that occurs within frames. The frame header, data Data word

field, and CRC consist of data words. See also Frame, Ordered set,

Transmission word.

**Defined** configuration

The complete set of all zone objects defined in the fabric; can include multiple zone configurations. See also Enabled configuration, Zone configuration.

**Disparity** The relationship of ones and zeros in an encoded character. Neutral disparity

indicates an equal number of each, positive disparity a majority of ones, and

negative disparity a majority of zeros.

**Distributed Fabrics** The combined user's guides for Extended Fabrics and Remote Switch. Not

a software product.

DLS Dynamic Load Sharing. Dynamic distribution of traffic over available paths.

Allows for redistribution when an Fx\_Port or E\_Port comes up or down.

**Domain ID** A unique number between 1 and 239 that identifies the switch to the fabric.

E D TOV Error Detect Timeout Value. Time allowed for round-trip transmission before

recovery is initiated. Can also be defined as the minimum time an L Port

waits for sequence completion before initiating recovery. See also

R\_A\_TOV.

E Port Expansion Port. A switch port that has the ability to connect to a similar port

on another switch, allowing creation of an interswitch link. See also ISL.

**EE** Credit End-to-end credit. The number of receive buffers allocated by recipient port

> to originating port. Used by Class 1 and 2 services to manage exchange of frames across intervening ports in fabric. See also End-to-end flow control,

BB Credit.

**Enabled** The currently enabled zone configuration. Only one configuration can be configuration

enabled at a time. See also Defined configuration, Zone configuration.

**End-to-end flow** Governs flow of Class 1 and 2 frames between N\_Ports. See also

**control** Buffer-to-buffer flow control, EE\_Credit.

**Error** As applies to fibre channel, a missing or corrupted frame, time-out, loss of

synchronization, or loss of signal. See also Loop failure.

**Exchange** As applies to fibre channel, a communication session between N Ports

involving the transmission of one or more related sequences, in one or both

directions. See also Sequence.

**Extended Fabrics** Product that allows interconnection of fibre channel fabric over distances of

up to 100 km.

**F\_Port** Fabric Port. A port that can transmit using fabric protocol and can interface

over links. Can be used to connect N Ports to a switch. See also FL Port,

Fx\_Port.

**Fabric** A fibre channel network of two or more switches. Also called a "switched

fabric." See also SAN, Cascade.

**Fabric name** Unique 64-bit identifier assigned to each separate fabric. Communicated

during login and port discovery.

**Fabric OS** Proprietary operating system on switches.

**Fabric Watch** Product that allows monitoring and configuration of fabric and switch

elements.

FC-AL-3 The Fibre Channel Arbitrated Loop standard. Defined on top of FC-PH

standards.

**FC-FLA** The Fibre Channel Fabric Loop Attach standard.

**FCP** Fibre Channel Protocol. Mapping of protocols onto fibre channel standard

protocols. For example, SCSI FCP maps SCSI-3 onto fibre channel.

**FC-PH-1, 2, 3** The Fibre Channel Physical and Signaling Interface standards.

**FC-PI** The Fibre Channel Physical Interface standard.

**FC-PLDA** The Fibre Channel Private Loop Direct Attach standard. Applies to operation

of peripheral devices on private loops.

FC-SW-2 The Fibre Channel Switch Fabric standard, second generation. Specifies

tools and algorithms for interconnection and initialization of fibre channel

switches.

Fibre channel transport

Protocol service that supports communication between fibre channel service

providers. See also FSP.

**FIFO** First In, First Out. May refer to a data buffer that follows the first in, first out

rule.

**Fill word** A word transmitted to keep a fibre active. Either an idle or ARB ordered set.

**FL\_Port** Fabric Loop Port. A port that can transmit under both fabric protocol and

loop protocol. Can be used to connect NL\_Ports to a switch. See also F\_Port,

Fx\_Port.

**FLOGI** Fabric Login. Process by which a node makes a logical connection to fabric.

Used by ports to determine if fabric is present, and if fabric is present, to

exchange service parameters with it. See also PLOGI.

**Frame** Fibre channel structure used to transmit data. Consists of start-of-frame

delimiter, header, any optional headers, data payload, cyclic redundancy check (CRC), and end-of-frame delimiter. There are two types: data frames and link control frames. Similar to the networking concept "packet." See also

Sequence, Data word.

**FRU** Field Replaceable Unit. A component that can be replaced on site.

**FS** Fibre Channel Service. A service that is defined by fibre channel standards

and exists at a well-known address. For example, name server is a fibre

channel service. See also FSP.

**FS\_ACC** Fibre Channel Services Accept. The information unit used to indicate

acceptance of a request for a fibre channel service.

**FS IU** Fibre Channel Services Information Unit. An information unit that has been

defined by a specific fibre channel service.

**FS\_REQ** Fibre Channel Services Request. A request for a fibre channel services

function, or notification of a fabric condition or event.

**FS\_RJT** Fibre Channel Services Reject. An indication that a request for fibre channel

services could not be processed.

**FSP** Fibre Channel Service Protocol. The common protocol used for all fabric

services, transparent to fabric type or topology. See also FS.

**FSPF** Fabric Shortest Path First. Routing protocol for fibre channel switches.

**Full-duplex** Mode of communication that allows a port to simultaneously transmit and

receive frames. See also Half-duplex.

**Fx Port** Fabric port that can operate either as F Port or FL Port. See also F Port,

FL\_Port.

**G\_Port** Generic Port. Port that can operate either as E\_Port or F\_Port. Ports are

defined as G\_Ports when disconnected or have not assumed specific function

within fabric.

**Gateway** IP address assignment that provides translation for incompatible networks.

For example, ATM gateway can connect a fibre channel link to an ATM

connection.

**GBIC** Gigabit Interface Converter. Removable serial transceiver module that

allows gigabit physical-layer transport for fibre channel.

**Gbps** Gigabits (1,062,500,000 bits) per second.

**GBps** Gigabytes (1,062,500,000 bytes) per second.

**Half-duplex** Mode of communication that allows a port to either transmit or receive

frames, but not both simultaneously. The only exception is link control frames, which can be transmitted at any time. See also Full-duplex.

**Hard address** The AL\_PA that an NL\_Port attempts to acquire during loop initialization.

Hardware translative

mode

A method for achieving address translation. The following two hardware

translative modes are available to a QuickLoop enabled switch:

Standard Translative Mode: Allows public devices to communicate with

private devices that are directly connected to the fabric.

QuickLoop Mode: Allows initiator devices to communicate with private

or public devices that are not in the same loop.

**HBA** Host Bus Adapter. Interface card between a server or workstation bus and

the fibre channel network. Similar to a network interface card.

**Hub** Fibre channel wiring concentrator that collapses loop topology into physical

star topology. Nodes are automatically added when active and removed when

inactive.

**Idle** Continuous transmission of an ordered set when no data is being transmitted

to maintain an active fibre channel link and synchronization. See also Fill

word.

**IN\_ID** Initial Identifier. The field in the CT\_HDR that displays the port ID of the

client originator of a fibre channel services request.

**Initiator** Server or workstation that initiates communications with storage devices

over a fibre channel network. See also Target.

**IOD** In Order Delivery. A parameter that, when set, guarantees that frames are

delivered in order if possible, otherwise, frames are dropped.

**IPA** Initial process associator. An identifier associated with a process at an

N\_Port.

**ISL** Interswitch Link. Fibre channel link from the E\_Port of one switch to E\_Port

of another.

**Isolated E\_Port** A port that is online but not operational between switches due to overlapping

domain ID or nonidentical parameters such as E\_D\_TOVs.

**IU** Information Unit. An individual set of information as defined by higher-level

process protocol definition, or upper-level protocol mapping.

**JBOD** Just a Bunch Of Disks. A number of disks connected in a single chassis to

one or more controllers. See also RAID.

**K28.5** Special 10-bit character used to indicate beginning of transmission words

that perform fibre channel control and signaling functions. First seven bits

are comma pattern. See also Comma.

L Port Loop Port. Node or fabric port that can use loop protocol or fabric protocol.

See also Nonparticipating mode, Participating mode.

**Latency** Time required to transmit a frame, from the time sent until time of arrival.

**Link** As applies to fibre channel, a physical connection between two ports,

consisting of both transmit and receive fibres. See also Circuit.

**Link services** Protocol for link-related actions.

**LIP** Loop Initialization Primitive. The signal used to begin initialization in a loop.

Indicates either loop failure or resetting of a node. See also Loop

initialization.

**LIS HOLD TIME** The maximum period of time for a node to forward a loop initialization

sequence.

**LM\_TOV** Loop Master Timeout Value. The minimum time that the loop master waits

for a loop initialization sequence to return.

**Login BB\_Credit** The number of receive buffers a receiving L\_Port has available when a circuit

is first established. Communicated through PLOGI, PDISC link services, or

FLOGI.

**Loop circuit** A temporary bidirectional communication path established between L\_Ports.

**Loop failure** Loss of signal within a loop for any period of time, or loss of synchronization

for longer than the timeout value. See also E\_D\_TOV.

**Loop initialization** Logical procedure used by L\_Ports to discover environment. Can be used to

assign AL\_PA addresses, detect loop failure, or reset a node. See also LIP.

**Loop\_ID** Hex value representing 1 of 127 possible AL\_PA values in a loop.

**Looplet** Set of devices connected in a loop to a port that is part of another loop.

**LPSM** Loop Port State Machine. Logical entity that performs arbitrated loop

protocols and defines behavior of L\_Ports when they require access to an

arbitrated loop.

**LWL** Long wavelength fibre optic cable. Based on 1300-nm lasers supporting

1.0625-Gbps link speeds. Connectors are color-coded blue. See also SWL.

MIB Management Information Base. SNMP structure that provides configuration

and device information to assist with device management.

**Monitoring state** The state in which a port is monitoring the flow of information for data

relevant to the port.

**Multicast** Transmission of data from a single source to a number of specified N\_Ports.

See also Broadcast, Unicast.

**Multimode** Fibre-optic cabling specification allowing up to 500 m between devices.

**N\_Port** Node Port. Port that can attach to a fibre channel port. See also NL\_Port,

Nx\_Port.

**NAA** Network Address Authority. An identifier that indicates the format of a

network address.

Name server Service of storing names, addresses, and attributes for up to 15 minutes,

provided by a switch to other entities in fabric. Defined by fibre channel standards, and existing at a well-known address. Also called Simple Name

Server, SNS, or directory service. See also FS.

**NL\_Port** Node Loop Port. An N\_Port that can use loop protocol. See also N\_Port,

Nx Port.

**Node** Fibre channel entity with one or more N\_Ports or NL\_Ports.

**Node name** Unique identifier for a node, communicated during login and port discovery.

**Nonparticipating** 

mode

Mode in which L\_Port is inactive in loop and cannot arbitrate or send frames, but can retransmit received transmissions. Port enters mode if there are more

than 127 devices in loop, and an AL\_PA cannot be acquired. See also

Participating mode.

**Nx\_Port** Node port that can operate as either an N\_Port or NL\_Port.

**Open originator** The L\_Port that wins arbitration in an arbitrated loop and sends an OPN

ordered set to the destination port, then enters the open state.

**Open recipient** The L\_Port that receives the OPN ordered set from the open originator, and

then enters the open state.

**Open state**The state in which a port can establish a circuit with another port. A port must

be in the open state before it can arbitrate.

**OPN** Open Primitive Signal. The protocol used by a port that has won arbitration

in an arbitrated loop to establish a circuit.

Ordered set A type of transmission word that occurs outside of frames, and is used to

manage frame transport and differentiate fibre channel control information

from data. See also Data word, Transmission word.

**Participating mode** Mode in which an L\_Port in a loop has valid AL\_PA and can arbitrate, send

frames, and retransmit received transmissions. See also Nonparticipating

mode.

**Path selection** The selection of a transmission path through the fabric. Switches use the

FSPF protocol.

**Phantom device** Device not physically in a loop but logically included by phantom address.

**Phantom address** AL\_PA value assigned to device not physically in loop. Also called phantom

AL\_PA.

**PLOGI** Port Login. Port-to-port login process by which initiators establish sessions

with targets. See also FLOGI.

**Point-to-point** Two fibre channel devices connected by a direct link. See also Topology.

**Port\_Name** Unique FC identifier for port, communicated during login and port discovery.

**POST** Power On Self Test. Series of self-tests run after a switch is rebooted or reset.

**Private NL Port** NL Port that does not log into the fabric, and communicates only with private

NL Ports in same loop.

**Private device** Device that supports arbitrated loop protocol and understands 8-bit

addresses, but cannot log into fabric.

**Private loop** An arbitrated loop with no fibre channel attachment.

**Protocol** A defined method and standards for communication.

**Public NL Port** NL Port that logs into the fabric, can function within public or private loops,

and can communicate with public or private NL Ports.

**Public device** Device that supports arbitrated loop protocol, understands 8-bit addresses,

and can log into fabric.

**Public loop** An arbitrated loop attached to a switch.

**QuickLoop** Can indicate either the product that allows private devices within loops to

communicate over the fabric with other devices, or the set of actual devices

or looplets connected in a loop by QuickLoop technology.

**R\_A\_TOV** Resource Allocation Timeout Value. Maximum time a frame can be delayed

in the fabric and still be delivered. See also E\_D\_TOV.

**RAID** Redundant Array of Independent Disks. Collection of disk drives that appear

as a single volume to the server, and are fault-tolerant through mirroring or

parity checking. See also JBOD.

**Remote switch** Product that enables two switches to connect over an ATM connection.

Requires compatible fibre channel-to-ATM gateways. Can be up to 10 km

distance between each switch and respective gateway.

**Request rate**The rate at which requests arrive at a servicing entity. See also Service Rate.

**Route** As applies to fabric, a communication path between two switches. See also

FSPF.

**RR\_TOV** Resource Recovery Timeout Value. The minimum time a target device in a

private loop must wait after a LIP before logging out a SCSI initiator. See

also E\_D\_TOV, R\_A\_TOV.

**RSCN** Registered State Change Notification. Switch function that sends notification

of fabric changes from the switch to specified nodes.

**SAN** Storage Area Network. Network of systems and storage devices that usually

communicate using fibre channel protocols. See also Fabric.

**Sequence** A fibre channel structure containing one or more frames transmitted in a

unidirectional manner between N Ports. See also Exchange, Frame.

**Service rate** The rate at which an entity can service requests. See also Request Rate.

**SI** Sequence Initiative.

**Single mode** Fibre-optic cabling standard that provides for distances of up to 10 km

between devices.

**SNMP** Simple Network Management Protocol. Internet management protocol that

does not rely on underlying communication protocols and can therefore be made available over other protocols, such as UDP/IP. See also Community

(SNMP).

**SNMPv1** The original standard for SNMP, now labeled v1.

**SNS** Simple Name Server. See Name server.

**Switch** A combination of hardware and firmware that routes frames according to

fibre channel protocol. Switches can have G\_Ports, E\_Ports, F\_Ports, and

FL\_Ports.

**Switch Domain\_ID** Unique identifier for a switch, used in routing frames. Usually automatically

assigned by the switch, but can be manually assigned by administrator.

**Switch name** Arbitrary name assigned to switch by administrator. See also Switch

Domain\_ID.

**Switch port** Port on a switch. Switch ports can be E\_Ports, F\_Ports, or FL\_Ports.

SWL Short wavelength fiber-optic cable. Based on 850-nm lasers supporting

1.0625-Gbps link speeds. Connectors are color-coded black. See also LWL.

**Target** Storage device that receives communications from a server or workstation

over a fibre channel network. See also Initiator.

**Tenancy** The time from when a port wins arbitration in a loop until the same port

returns to the monitoring state. Also referred to as loop tenancy.

**Throughput** The rate of data flow achieved within a cable, link, or system. See also

Bandwidth.

**Topology** As applies to fibre channel, the structure of the fibre channel network and

the resulting possible communication paths. There are three fibre channel

topologies: point-to-point, fabric, and arbitrated loop.

**Transfer state** A state in which a port can establish circuits with multiple ports without

re-entering the arbitration cycle for each circuit. This state can only be

accessed by an L\_Port in the open state.

**Translative mode** Mode in which public devices can communicate with private devices across

fabric.

Transmission

character

A 10-bit character encoded according to the rules of the 8b/10b algorithm.

See also 8b/10b encoding, Transmission word.

**Transmission word** Group of 4 transmission characters, totaling 40 bits. Two types: data words

and ordered sets. See also Data word, Ordered set, Transmission character.

**Trap (SNMP)** Message sent by SNMP agent to inform SNMP management station of

critical error. See also SNMP.

**Tunneling** Technique for enabling source and destination hosts to communicate when

on same type of network, but connected by a different type of network.

**U\_Port** Universal Port. Switch port that can operate as G\_Port, E\_Port, or

FL\_Port. A port is defined as a U\_Port if not connected, or if it has not

assumed a specific function in the fabric.

**UDP** User Datagram Protocol. A protocol that runs on top of IP and provides port

multiplexing for higher layer protocols.

**ULP** Upper Layer Protocol. Protocol that runs on top of fibre channel. Typical

upper layer protocols: SCSI, IP, HIPPI, IPI.

**ULP\_TOV** Upper Level Timeout Value. The minimum time that a SCSI ULP process

waits for SCSI status before initiating ULP recovery.

**Unicast** Transmission of data from a single source to single destination. See also

Broadcast, Multicast.

**Web Tools** Product that provides a graphical interface for monitoring and managing

individual switches or entire fabrics from standard workstations.

Well-known address As applies to fibre channel, a logical address stored on the switch and defined

by fibre channel standards as being assigned to a specific function.

**WWN** Worldwide Name. Identifier that is unique world-wide. Each entity in a fabric

has a separate WWN.

**Xmitted close state** The state in which an L Port cannot send messages, but can retransmit

messages within the loop. A port in the Xmitted Close state cannot attempt

to arbitrate.

**Zone** Set of hosts and devices attached to same fabric and having access

permission, including RSCNs and user data, to each other. Entities inside a zone are not visible to entities outside the same zone, even if the outside

entities are in another zone.

**Zone configuration** A specified set of zones. Enabling a zone configuration enables all zones in

that configuration. See also Defined configuration, Enabled configuration.

**Zoning** Product that allows partitioning of fabric into logical groupings of devices.

See also Zone.