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This documentation has all the details needed to fully configure your TNSR platform, from the basics of TNSR all the way to the complexities of implementing different applications. For quotes, updates, and more information about TNSR, please visit tnsr.com or contact TNSR sales.
TNSR is an open-source based packet processing platform that delivers superior secure networking solution performance, manageability, and services flexibility. TNSR can scale packet processing from 1 to 10 to 100 Gbps, even 1 Tbps and beyond on commercial-off-the-shelf (COTS) hardware - enabling routing, firewall, VPN and other secure networking applications to be delivered for a fraction of the cost of legacy brands. TNSR features a RESTCONF API - enabling multiple instances to be orchestration managed - as well as a CLI for single instance management.

1.1 TNSR Secure Networking

TNSR is a full-featured software solution designed to provide secure networking from 1 Gbps to 400 Gbps. With graduated pricing based on performance increments, TNSR is a viable option for users with moderate bandwidth needs to the demanding requirements of enterprise and service providers.

Each licensed instance comes bundled with TNSR Technical Assistance from our 24/7 world-wide team of support engineers. Find out more about the included support available with TNSR.

Contact us to begin a conversation about how TNSR can help meet your needs.

1.2 TNSR Trial

A 120-day trial version is also available. You can visit the Trials page of tnsr.com to find out full details on how the trial works.

1.3 TNSR Architecture

TNSR runs on a Linux host operating system. Initial configuration of TNSR includes installing associated services and configuring network interfaces. It is important to note that network interfaces can be managed by the host OS or by TNSR, but not by both. In other words, once a network interface is assigned to TNSR, it is no longer available - or even visible - to the host OS.

A little background. TNSR is the result of Netgate development, using many open source technologies to create a product that can be supported and easily implemented in production environments.

Without TNSR, Linux systems use drivers to plumb the connections from hardware interfaces (NICs) to the OS kernel. The Linux kernel then handles all I/O between these NICs. The kernel also handles all other I/O tasks, as well as memory and process management.
In high I/O situations, the kernel can be tasked with servicing millions of requests per second. TNSR uses two open source technologies to simplify this problem and service terabits of data in user space. Data Plane Development Kit (DPDK) bypasses the kernel, delivering network traffic directly to user space, and and Vector Packet Processing (VPP) accelerates traffic processing.

In practical terms, this means that once a NIC is assigned to TNSR, that NIC is attached to a fast data plane, but it is no longer available to the host OS. All management - including configuration, troubleshooting and update - of TNSR is performed either at the console or via RESTCONF. In cloud or virtual environments, console access may be available, but the recommended configuration is still to dedicate a host OS interface for RESTCONF API access.

The recommended configuration of a TNSR system includes one host NIC for the host OS and all other NICs assigned to TNSR.
This is important and bears repeating:

- The host OS cannot access NICs assigned to TNSR
- In order to manage TNSR, you must be able to connect to the console

### 1.4 Technology Stack

TNSR is designed and built from the ground up, using open source software projects including:

- **Vector Packet Processing** (VPP)
- **Data Plane Developer Kit** (DPDK)
- **YANG** for data modeling
- **Clixon** for system management
  - Command Line Interface (CLI)
  - **RESTCONF** for REST API configuration served by **nginx**
- **FRR** for routing protocols
- **strongSwan** for IPsec key management
- **Kea** for DHCP services
- **net-snmp** for SNMP
- **ntp.org** daemon for NTP
- **Unbound** for DNS
- **CentOS** as the base operating system

See also:

**What is Vector Packet Processing?** Vector processing handles more than one packet at a time, as opposed to scalar processing which handles packets individually. The vector approach fixes problems that scalar processing has with cache efficiency, read latency, and issues related to stack depth/misses.

For technical details on how VPP accomplishes this feat, see the [VPP Wiki](#).

### 1.5 Basic Assumptions

This documentation assumes the reader has moderate to advanced networking knowledge and some familiarity with the CentOS Linux distribution.
There are three tiers of Supported Platforms for TNSR that serve as a guide to deploying TNSR successfully. The information and specifications in each tier listed below meet different requirements for different deployment types:

- Tier One - Tested by Netgate
- Tier Two - DPDK and VPP Compatible
- Tier Three - Community Reported

Documented Platforms
Use the following instructions to install TNSR 19.12 from an .ISO image. Ensure that the target hardware meets the minimum specifications for a TNSR Supported Platform.

1. Obtain the TNSR .iso image file from Netgate®.
2. Write the .iso image to bootable media (DVD or USB drive) for hardware installations, or copy the .iso image to a location readable by the hypervisor for virtual machine installations.
3. Connect to the system or VM console.

**Note:** The installer supports both VGA and serial console output, with VGA as the default.

4. Insert or attach the boot media to the target system.
5. Boot the system using the TNSR image.

**Note:** If the optical drive or removable media is not set as the primary boot device for the hardware, then use the system boot menu to manually select the boot device.

6. After a few seconds, the installer displays a TNSR 19.12 screen.
7. **Press any key**, such as space, to stop the 60-second timer. The menu contains, at minimum, the following two choices:
   - **Install TNSR (serial-console) <version>:** Select this option for hardware that uses serial port 0 for its console.
   - **Install TNSR <version>:** Select this option for installation via VGA console
8. Highlight the correct option for this hardware and press Enter to begin the installation of TNSR. It may take a few seconds for the installer to display output to the console.

**Note:** If the console does not display a visual indication of which item is selected, reboot the device and use the BIOS boot selection menu to choose UEFI as the boot method. For example, on the SG-5100, press Esc during POST to access this menu, and of the two entries in the menu for the USB drive, choose the line that starts with UEFI:.

9. Once the installer launches, it displays a menu labeled Installation with nine choices. All options marked with [!] must be configured to resolve all installation requirements.
At a minimum, configure 2) Time Settings, 5) Installation Destination, and an administrator account with 9) User creation to allow the installer to proceed. These are covered next.

10. Configure the time zone
    - Enter 2 to start the time zone configuration process.
    - Enter 1 to enter the time zone selection screen.
    - Continue through the available options until the correct zone is located.
      For example, Enter 3 for America, then 36 for Chicago.
    - Enter the number corresponding to the region and zone, or type out the zone name.

After selecting a zone, the installer will return to the main menu.

11. Configure the installation destination.
    - Enter 5 to start the installation destination configuration process.
    - Select the correct target disk on the next screen.
      The installer will select the disk automatically when only one is present.
    - Enter c to continue.
    - Choose how to partition the disk.
      The default Use All Space is the best practice.

**Note:** Some items marked with a ! will resolve on their own a few moments after the installer launches, such as options 3 and 4. Wait a few moments and enter r to refresh the screen.
Starting installer, one moment...

anaconda 21.48.22.147-1 for TNSR started.
* installation log files are stored in /tmp during the installation
* shell is available on TTY2
* when reporting a bug add logs from /tmp as separate text/plain attachments

18:03:25 Not asking for UNC because we don’t have a network

================================================================================

Installation

1) [x] Language settings  
   (English (United States))
2) [ ] Time settings  
   (Timezone is not set.)
3) [x] Installation source  
   (Local media)
4) [x] Software selection  
   (TNSR Install)
5) [ ] Installation Destination  
   (No disks selected)
6) [x] Kdump  
   (Kdump is enabled)
7) [ ] Network configuration  
   (Not connected)
8) [x] Root password  
   (Root account is disabled.)
9) [ ] User creation  
   (No user will be created)

Please make your choice from above [‘q’ to quit | ‘b’ to begin installation | ‘r’ to refresh]:

================================================================================

Fig. 2: TNSR 19.12 Setup Menu
12. Add an administrator account.

Note: Security best practices dictate that it is best not to enable interactive logon for the root account. As such, the root account will be locked out after the installation. Use this process to add at least one alternate administrator account.

- Enter 9 to start the user configuration process.
- Enter 1 to create a new user.
- Enter 3 to enter the username.
- Enter 4 to configure the account to use a password.
- Enter 5 to set and confirm the password for the user.
- Enter 6 to mark the user as an Administrator.
- Enter c to finish and return to the main menu.

13. Optionally configure a Host OS interface.

This will enable a network interface in the host OS for use as a management interface. This interface can then be used to access the system for troubleshooting or maintenance.

Warning: Though this is technically optional, using a management interface is the best practice.

- Enter 7 to start the interface configuration.
- Choose one of the listed network interfaces.
- Configure interface parameters on this screen as needed, such as a static IP address.

Note: The default behavior is to use DHCP to obtain the interface address. If this is the desired behavior, then leave the address options as-is.

- Enter 7 to enable Connect automatically after reboot.
- Enter 8 to enable Apply configuration in installer.
- Enter c to complete the interface configuration and continue back to the interface list.
- Enter c again to exit the network configuration.

14. Once all options with [!] have been resolved, enter b from the main menu to begin the installation. Messages are displayed indicating the progress of the installation. When the installer finishes its tasks, it displays message that says Installation complete. Press return to quit. At that point, press Enter and the system will reboot.

Note: The installer may spend several minutes displaying the message Performing post-installation setup tasks, but it will eventually continue.
15. When the system is restarting, remove the DVD or USB drive while the system reboots. CentOS 7 will start up automatically from the disk to which it was installed. If the installation media remains inserted, the system may boot into the installer again.

**Note:** The boot options in the system BIOS may need changed if it does not boot automatically into CentOS 7.

16. After the system finishes rebooting, log in with the user and password chosen during the installation.

**Note:** Once the system reboots, network interfaces not configured in the installer will be disabled in CentOS. Depending on the hardware, these interfaces may automatically be enabled in TNSR. If TNSR does not see any interfaces, they will need to be manually configured in TNSR. See *Setup NICs in Dataplane* for details.

**Tip:** One network interface should be enabled in the host OS as a **management** interface to allow access to the system for troubleshooting or maintenance. This can be configured in the installer, as mentioned above, or afterward.

**Warning:** Once the Host OS is capable of reaching the Internet, check for updates (*Updating TNSR*) before proceeding. This ensures the security and integrity of the router before TNSR interfaces are exposed to the Internet.
After the installation completes and TNSR boots for the first time, TNSR has an empty default configuration. This means that TNSR has no pre-configured interfaces, addresses, routing behavior, and so on.

The host OS defaults are set during installation, and depend on the base OS, CentOS 7.7. For example, host management interfaces may have been configured by the installer.

### 4.1 Default Accounts and Passwords

By default, the TNSR installation includes host OS accounts for `root` with interactive login disabled, and a `tnsr` account.

For ISO installations, the best practice is to create at least one additional initial administrator account during the installation process. That user is custom created by the person performing the installation, and thus is not a common default that can be listed here.

**Warning:** When installing TNSR from an ISO image, the installer allows the `root` account to be unlocked and assigned a password. The best practice, however, is to leave the `root` account locked and create at least one additional administrator account using the installer. These additional accounts may use `sudo` to elevate privileges. Any users added to the `wheel` group later may also use `sudo` to execute commands as `root`.

The default behavior of the `tnsr` account varies by platform:

- **ISO/Bare Metal** The `tnsr` user is available with a default password of `tnsr-default`.

- **Appliances Shipped with TNSR Pre-installed** The `tnsr` user is available with a default password of `tnsr-default`.

- **AWS** The `tnsr` account is present but restricted to key-based authentication via SSH, using a key selected when launching the TNSR instance.

- **Azure** The `tnsr` account is present but restricted to key-based authentication via SSH, using a key selected when launching the TNSR instance.

The password for the `tnsr` account can be reset by any other account with access to the shell and `sudo`. For example, the command `shell sudo passwd tnsr` run at a TNSR prompt will set and confirm a new password for the `tnsr` user. The same action may also be performed for the `root` account (`shell sudo passwd root`). As mentioned in the previous warning, it is best to leave interactive logins for `root` disabled.

**Warning:** Change default passwords, even randomized default passwords or passwords pre-configured when launching a cloud-based instance, after the first login. Do not leave default passwords active!
Note: User authentication is performed by the host OS. Though users may be created inside TNSR (User Management), these users are propagated to the host. To control what users may access, see NETCONF Access Control Model (NACM).

4.2 Default TNSR Permissions

By default, there is no TNSR configuration present. As such, there are no pre-configured access permissions for users to restrict access to TNSR. Thus, any operating system user on the TNSR host will be able to reach the TNSR CLI and make changes.

To restrict which accounts have access to TNSR, see NETCONF Access Control Model (NACM).

4.3 Default Allowed Traffic

For the default behavior of allowed traffic to and from TNSR, there are two separate areas to consider:

- Traffic flowing through TNSR
- Traffic for the host OS management interface

4.3.1 TNSR

By default, there is no TNSR configuration present. As such, there are no default access lists (ACLs) and once TNSR is able to route traffic, all packets flow freely. See Access Lists for information on configuring access lists.

4.3.2 Host OS

The TNSR installation configures a default set of Netfilter rules for the host OS management interface. The following traffic is allowed to pass into and out of the host operating system interfaces:

- ICMP / ICMP6
- SSH (TCP/22)
- HTTP (TCP/80)
- HTTPS (TCP/443)
- BGP (TCP/179)
- OSPF (Protocol 89)
- RIP (UDP/520)
- ISAKMP (UDP/500)
- NTP (UDP/123, TCP/123)
- DNS (UDP/53, TCP/53)
- SNMP (UDP/161)
- DHCP Server (UDP/67)
- UDP Traceroute (UDP ports 33434-33524 with TTL=1)
To manage host ACLs which can override this behavior, see *Host ACLs*. 
This document is a crash course in getting TNSR up and running quickly after installation. The topics included here are covered in more detail throughout the remainder of the documentation.

Each section contains a list of additional related resources with more detail in a **See Also** box. Follow these links for more information on each topic.

### 5.1 First Login

When TNSR boots, it will present a login prompt on the console (video and serial). Login at this prompt using either the default tnsr account or an administrator account created during the installation process.

**Note:** For installations from ISO and for hardware shipped with TNSR preinstalled, the default password for the tnsr user is tnsr-default. For cloud-based installs such as AWS and Azure, by default the tnsr account can only login with key-based ssh authentication. See *Default Accounts and Passwords* for more information.

The tnsr user automatically enters the TNSR CLI when used to login interactively. Manually created administrative users do not have this behavior, and using them to login interactively will result in a login shell.

Alternately, if the host OS management interface was configured in the installer, login using an SSH client connecting to that interface.

**See also:**
- *Installation*
- *Default Accounts and Passwords*

#### 5.1.1 Changing the Password

The password for administrator accounts was set during the installation process, but the default tnsr account should have its password reset before making other changes.

Login to the tnsr account with the default tnsr-default password and change it using the `shell passwd` command from the TNSR CLI:

```sh
tnsr# shell passwd
Changing password for user tnsr.
Changing password for tnsr.  
(current) UNIX password: 
New password: 
```

(continues on next page)
Retype new password:
passwd: all authentication tokens updated successfully.
tnsr#

Alternately, login in as an administrator and change the password for the default tnsr account using sudo:

tnsr# shell sudo passwd tnsr
Changing password for user tnsr.
New password:
Retype new password:
passwd: all authentication tokens updated successfully.
tnsr#

Note: These examples use the TNSR prompt and shell command. The same commands may be used without the shell prefix from a non-TNSR shell prompt.

Warning: Use a strong password for this account as it will be able to make changes to the TNSR configuration, unless restricted by a custom NACM configuration.

See also:
• Installation
• Default Accounts and Passwords
• NETCONF Access Control Model (NACM)

5.2 Interface Configuration

There are two types of interfaces on a TNSR system: Host OS interfaces for managing the device and dataplane interfaces which are available for use by TNSR.

5.2.1 Host OS Management Interface

A host management interface may be configured manually in the installer or later in TNSR or in CentOS. See Installation for the full procedure to configure a host OS management interface during installation, and Host Interfaces for information on configuring host OS interfaces from within TNSR.

At a minimum, the host OS interface must have an IP address, subnet mask, and a default gateway configured. The default gateway is necessary so that the host OS may retrieve updates as that traffic does not flow through TNSR, but over the management interface. Additionally, other host traffic may flow through the management interface, such as the ping command from within the TNSR CLI.

If an interface was not configured for management in the installer, it will need to be manually changed back to host OS control and then configured for network access. See Remove TNSR NIC for Host Use for instructions on how to return an interface from TNSR back to host OS control so it can be used for management. This procedure will require rebooting the TNSR device.

Consult CentOS 7.7 documentation for the specifics of network configuration for other environments.
Warning: Once the Host OS is capable of reaching the Internet, check for updates (Updating TNSR) before proceeding. This ensures the security and integrity of the router before TNSR interfaces are exposed to the Internet.

See also:
- Installation
- Disable Host OS NICs for TNSR
- Host Interfaces
- Remove TNSR NIC for Host Use

5.2.2 Dataplane Interfaces

Interfaces not configured for host OS management control in the installer will be setup in such a way that they are available for use by the dataplane and thus TNSR.

Enter the TNSR CLI (Entering the TNSR CLI) and configure the network interfaces:

```plaintext
tnsr# configure
tnsr(config)# dataplane dpdk dev ?
0000:00:14.0 Ethernet controller: Intel Corporation Ethernet Connection I354 (rev 03)
0000:00:14.1 Ethernet controller: Intel Corporation Ethernet Connection I354 (rev 03)
0000:00:14.2 Ethernet controller: Intel Corporation Ethernet Connection I354 (rev 03)
0000:00:14.3 Ethernet controller: Intel Corporation Ethernet Connection I354 (rev 03)
0000:03:00.0 Ethernet controller: Intel Corporation I211 Gigabit Network Connection (rev 03)
0000:04:00.0 Ethernet controller: Intel Corporation I211 Gigabit Network Connection (rev 03) ( Active Interface enp4s0 )
tnsr(config)# dataplane dpdk dev 0000:00:14.1 network
tnsr(config)# dataplane dpdk dev 0000:00:14.2 network
tnsr(config)# service dataplane restart
tnsr(config)# exit
```

See also:
- Installation
- Setup NICs in Dataplane

5.3 TNSR Interfaces

Next, the interfaces inside TNSR must be configured with addresses and routing.

5.3.1 WAN DHCP Client

In this example, WAN will be set as a DHCP client and configured as the outside NAT interface:
tnsr# configure terminal
tnsr(config)# interface GigabitEthernet0/14/1
tnsr(config-interface)# description Internet
tnsr(config-interface)# dhcp client ipv4
tnsr(config-interface)# enable
tnsr(config-interface)# ip nat outside
tnsr(config-interface)# exit
tnsr(config)# exit

See also:
- DHCP Client Example
- Configure Interfaces

5.3.2 LAN Interface

Next, configure an address for the internal network and set it as the inside NAT interface:

tnsr(config)# interface GigabitEthernet0/14/2
tnsr(config-interface)# ip address 172.16.1.1/24
tnsr(config-interface)# description Local
tnsr(config-interface)# ip nat inside
tnsr(config-interface)# enable
tnsr(config-interface)# exit

See also:
- Configure Interfaces

5.4 NAT

Configure TNSR to use the WAN interface address for NAT, and enable NAT forwarding:

tnsr(config)# nat pool interface GigabitEthernet0/14/1
tnsr(config)# nat global-options nat44 forwarding true

See also:
- Network Address Translation
- NAT Pool Addresses
- NAT Forwarding

5.5 DHCP Server

Setup a basic DHCP server on the LAN side to hand out addresses, also instruct clients to use TNSR as their gateway and DNS server.

tnsr(config)# dhcp4 server
tnsr(config-kea-dhcp4)# description LAN DHCP Server
tnsr(config-kea-dhcp4)# interface listen GigabitEthernet0/14/2
tnsr(config-kea-dhcp4)# subnet 172.16.1.0/24
See also:

- Dynamic Host Configuration Protocol

## 5.6 DNS Server

Configure TNSR to act as a DNS server for local clients, using upstream forwarding DNS servers of 8.8.8.8 and 8.8.4.4:

```
  tnsr# configure
  tnsr(config)# unbound server
  tnsr(config-unbound)# interface 127.0.0.1
  tnsr(config-unbound)# interface 172.16.1.1
  tnsr(config-unbound)# access-control 172.16.1.0/24 allow
  tnsr(config-unbound)# forward-zone .
  tnsr(config-unbound-fwd-zone)# nameserver address 8.8.8.8
  tnsr(config-unbound-fwd-zone)# nameserver address 8.8.4.4
  tnsr(config-unbound-fwd-zone)# exit
  tnsr(config-unbound)# exit
  tnsr(config-unbound)# unbound enable
```

See also:

- DNS Resolver

## 5.7 Ping

### 5.7.1 From the Host

The TNSR CLI includes a ping utility which will send an ICMP echo request out.

```
  tnsr# ping 203.0.113.1
  PING 203.0.113.1 (203.0.113.1) 56(84) bytes of data.
  64 bytes from 203.0.113.1: icmp_seq=1 ttl=64 time=0.680 ms
  64 bytes from 203.0.113.1: icmp_seq=2 ttl=64 time=0.176 ms
  64 bytes from 203.0.113.1: icmp_seq=3 ttl=64 time=0.505 ms
  64 bytes from 203.0.113.1: icmp_seq=4 ttl=64 time=0.453 ms
  64 bytes from 203.0.113.1: icmp_seq=5 ttl=64 time=0.420 ms
  64 bytes from 203.0.113.1: icmp_seq=6 ttl=64 time=0.144 ms
```

(continues on next page)
By default this will follow the host OS routing table, but by specifying a source address, it will use addresses from TNSR:

```plaintext
tnsr# ping 203.0.113.1 source 203.0.113.2
PING 203.0.113.1 (203.0.113.1) from 203.0.113.2 : 56(84) bytes of data.
64 bytes from 203.0.113.1: icmp_seq=1 ttl=64 time=0.700 ms
64 bytes from 203.0.113.1: icmp_seq=2 ttl=64 time=0.353 ms
64 bytes from 203.0.113.1: icmp_seq=3 ttl=64 time=0.590 ms
64 bytes from 203.0.113.1: icmp_seq=4 ttl=64 time=0.261 ms
64 bytes from 203.0.113.1: icmp_seq=5 ttl=64 time=0.395 ms
64 bytes from 203.0.113.1: icmp_seq=6 ttl=64 time=0.598 ms
64 bytes from 203.0.113.1: icmp_seq=7 ttl=64 time=0.490 ms
64 bytes from 203.0.113.1: icmp_seq=8 ttl=64 time=0.790 ms
64 bytes from 203.0.113.1: icmp_seq=9 ttl=64 time=0.155 ms
64 bytes from 203.0.113.1: icmp_seq=10 ttl=64 time=0.430 ms
--- 203.0.113.1 ping statistics ---
10 packets transmitted, 10 received, 0% packet loss, time 9001ms
rtt min/avg/max/mdev = 0.155/0.476/0.790/0.187 ms
```

See also:
- Diagnostic Utilities

### 5.7.2 From LAN Client

At this stage a LAN client will be able to connect to the network (port or switch) connected to the LAN interface. It can pull an IP address and other configuration via DHCP, resolve domain names via DNS, and reach hosts beyond TNSR using it as a gateway.

A ping executed on a client will flow through TNSR and replies will return.

### 5.8 Save the TNSR Configuration

TNSR maintains three separate configuration databases: startup, candidate, and running. The running copy is the active configuration. TNSR loads the startup copy at boot time.

To ensure the expected configuration is loaded when TNSR is rebooted, copy the running configuration to the startup configuration after making changes:

```plaintext
tnsr# configure
tnsr(config)# configuration copy running startup
```
Optionally, create a backup copy of the configuration which can be loaded later if necessary:

```plaintext
tnsr(config)# configuration save running backup.xml
```

See also:

- Configuration Database
- Configuration Backups

### 5.9 Next Steps

From here, click the Next button at the bottom of the page to continue on to the next section of the documentation, or choose a topic from the table of contents to the left.

Other suggested next steps include:

- Configure updates (non-trial version only)
- See more practical examples, such as setting up the RESTCONF API
- Configure IPsec tunnels
- Configure time synchronization
COMMAND LINE BASICS

The TNSR command line interface (CLI) may seem familiar to administrators who are familiar the CLI of other routers or networking equipment. However, the specific behavior and structure of the TNSR CLI differs in several aspects.

Tip: For a full TNSR CLI command reference, visit Commands.

6.1 Working in the TNSR CLI

6.1.1 Command Prompt

The TNSR CLI command prompt has several components:

```plaintext
<hostname> tnsr<(mode)># <user input>
```

These components are:

- **hostname** The fully qualified hostname of the router.
- **mode** This section of the prompt changes depending on the current mode to indicate that a different subset of commands is available.

See also:

For a list of modes and prompt strings, see Mode List.

- **user input** This area is where a user enters commands and other input.

In this brief example, the router hostname is `router`, and the mode section of the prompt is shown changing when a command enters or exits a mode.

```
router tnsr# configure
router tnsr(config)# interface GigabitEthernet3/0/0
router tnsr(config-interface)# description Management
router tnsr(config-interface)# exit
router tnsr(config)# exit
router tnsr#
```

6.1.2 Command History

The TNSR CLI stores the last 300 commands across sessions. This command history is kept in `~/.tnsr_history`. 

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The command history is accessed by pressing Ctrl-P (previous command), Ctrl-N (next command), or by using the up and down arrow keys.

The number of commands stored by TNSR can be controlled by the cli history-config lines <count> command. To restore the default value, use no cli history-config lines.

This behavior may also be disabled by the cli history-config disable or no cli history-config enable commands. Use cli history-config enable to turn it back on.

### 6.1.3 Autocomplete

The TNSR CLI supports case-sensitive tab expansion and prediction for input to speed up interactive work. For example, the first few letters of a command or entity may be typed, depending on context, and then pressing the tab key will complete a portion or all of the remaining input where possible. Additionally, in cases when there is an existing entry or only one possible choice, pressing tab will automatically insert the entire entry. Commands or entities may also be shortened provided the input is not ambiguous.

**Tip:** Press ? to show possible completions of the current command when in the middle of a word, or press it between words to show the next available parameter (*Finding Help*).

### 6.1.4 Keyboard Shortcuts

The TNSR CLI supports several CLI navigation and editing key combinations, including:

<table>
<thead>
<tr>
<th>Command</th>
<th>Keys</th>
</tr>
</thead>
<tbody>
<tr>
<td>Previous History Command</td>
<td>Ctrl-P or up arrow</td>
</tr>
<tr>
<td>Next History Command</td>
<td>Ctrl-N or down arrow</td>
</tr>
<tr>
<td>Erase Character</td>
<td>Backspace or Ctrl-H</td>
</tr>
<tr>
<td>Erase Word</td>
<td>Ctrl-W</td>
</tr>
<tr>
<td>Cursor to Start of Line</td>
<td>Ctrl-A</td>
</tr>
<tr>
<td>Cursor to End of Line</td>
<td>Ctrl-E</td>
</tr>
<tr>
<td>Clear and Redraw Screen</td>
<td>Ctrl-L</td>
</tr>
<tr>
<td>Exit the CLI</td>
<td>Ctrl-D</td>
</tr>
<tr>
<td>Context-Sensitive Help</td>
<td>?</td>
</tr>
</tbody>
</table>

### 6.2 Finding Help

The CLI includes context-sensitive help. At any point, enter a ? and TNSR will print a list of available commands or keywords that are valid in the current context. Enter a space before the ? to ensure correct context.

Additionally, the `help` command can be issued in any mode. There are three variations:

- **help, help commands** These are equivalent and print a list of available commands in the current mode.
- **help mode** Prints information about the current mode, including whether or not exiting the mode will cause a commit (*Configuration Database*).
6.3 Starting TNSR

The services required by TNSR to run are enabled by the installer, and they will automatically start at boot time. There is no need to manually stop or start TNSR services during normal operation.

6.3.1 TNSR Service Relationships

TNSR requires the vpp, clixon-backend, and clixon-restconf services.

The clixon-backend service is configured to depend on vpp, thus:

- If the vpp service is restarted, clixon-backend will also restart if it is running.
- If the vpp service is stopped, clixon-backend will stop if it is running.
- If both vpp and clixon-backend are stopped, then starting clixon-backend will also start vpp.

Note: TNSR may require additional services depending on features enabled by the TNSR configuration. These will be automatically managed as needed.

6.3.2 Manual TNSR Service Operations

Stop TNSR services:

```bash
sudo systemctl stop vpp clixon-restconf
```

Start TNSR services:

```bash
sudo systemctl start clixon-backend clixon-restconf
```

Restarting TNSR services if they are already running:

```bash
sudo systemctl restart vpp clixon-restconf
```

These services are all daemons and not interactive. To configure TNSR, the administrator must initiate the TNSR CLI separately, as described in Entering the TNSR CLI.

Convenience Alias

For convenience, an alias in the shell can be used to handle this task. For example, the following single line can be added to ~/.bashrc:

```bash
alias restarttnsr='sudo systemctl stop vpp clixon-restconf;
                 sudo systemctl start clixon-backend clixon-restconf'
```

Note: The changes to ~/.bashrc will not take effect immediately. Either logout and login again, or source the file by running source ~/.bashrc or . ~/.bashrc.

The above actions can then be accomplished all at once by running restarttnsr.
6.4 Entering the TNSR CLI

The TNSR CLI can be started a few different ways. The command to start the CLI is `/usr/bin/clixon_cli`, but the exact method varies, as discussed in this section.

When started, the TNSR CLI will print the hostname followed by the prompt:

```
 tnsr#
```

From that prompt, commands can be entered to view status information or perform other tasks. Throughout this documentation, the router hostname will typically be omitted unless it is required for clarification.

6.4.1 Using the tnsr account

TNSR includes a `tnsr` user by default, and this user will automatically load the TNSR CLI at login. To take advantage of this user, login to it directly using ssh, or switch to it using `sudo` or `su` from another account.

The behavior of the `tnsr` account varies by platform, and its password can be reset using any account with access to `sudo` (See Default Accounts and Passwords).

To switch from another user to the `tnsr` user, use `sudo`:

```
$ sudo su - tnsr
```

Alternately, use `su` and enter the password for the `tnsr` user:

```
$ su - tnsr
Password:
```

6.4.2 Using another account

The TNSR CLI can also be started manually from any user.

This command will start the TNSR CLI as the current user, which is ideal to use in combination with `NACM`:

```
$ /usr/bin/clixon_cli
```

6.4.3 Using root

This command will start the TNSR CLI as root, which generally should be avoided unless absolutely necessary (for example, recovering from a flawed NACM configuration):

```
$ sudo /usr/bin/clixon_cli
```

6.4.4 Current User

From inside TNSR, check the current user as seen by TNSR with `whoami`:

```
tnsr# whoami
  real UID/GID: 996/992
  effective UID/GID: 996/992
```
6.4.5 Shell Alias

For convenience, the command to launch the TNSR CLI can be added to an alias in the shell. For example, the following line can be added to ~/.bashrc to run TNSR as the current user:

```
alias tnsrcli='/usr/bin/clixon_cli'
```

**Note:** The changes to ~/.bashrc will not take effect immediately. Either logout and login again, or source the file by running `source ~/.bashrc` or `. ~/.bashrc`.

Then the TNSR CLI may be accessed using the alias from the shell, tnsrcli.

6.5 Configuration Database

TNSR maintains three separate configuration databases: startup, candidate, and running. These files are stored as XML in plain text files.

- **startup** The configuration loaded when the host boots up.

  **Note:** A restart of TNSR services is not the same as a reboot. If, for example, the clixon services are restarted, TNSR will still be using the running database.

- **candidate** An in-process potential configuration that exists while the TNSR configuration is being actively edited. When committed, this configuration will be accepted as the running configuration by TNSR if it is free of errors.

- **running** The active running configuration, which reflects the current state of TNSR.

**Note:** These databases are located in /var/tnsr/ on the host, but these files are not intended to be accessed outside of TNSR.

The configuration database is managed using the configuration command from within config mode.

6.5.1 Saving the Configuration

For changes to persist between reboots of the TNSR host, the running configuration must be copied to the startup configuration as shown in this example:

```
tnsr# configure
tnsr(config)# configuration copy running startup
```
6.5.2 Viewing the Configuration

To view the configuration databases, use the `show configuration` command followed by the database name, for example:

```
tnsr# show configuration running
```

or:

```
tnsr# show conf run
```

The default output is XML, but the configuration may also be printed in json format by adding `json` to the end of the command.

6.5.3 Reverting to the Startup Configuration

TNSR can also revert to the previously saved startup configuration to remove undesirable changes to the running configuration, should a regression in behavior occur.

For example:

```
tnsr# configure
tnsr(config)# configuration copy startup candidate
tnsr(config)# configuration candidate commit
tnsr(config)# exit
```

**Warning:** It is not possible to copy the startup configuration directly to the running configuration as that will not result in the settings being active. The configuration must be committed after copying to the candidate.

6.5.4 Configuration Database Commands

These brief examples show other available configuration database management commands.

Delete the candidate database entirely, which if committed will leave TNSR with an empty configuration:

```
tnsr(config)# configuration candidate clear
```

Commit changes made to the candidate database, which if successful will become the running database:

```
tnsr(config)# configuration candidate commit
```

Discard the current candidate database to remove a change that has failed to validate, returning to the running configuration without the attempted changes:

```
tnsr(config)# configuration candidate discard
```

Attempt to validate the current candidate configuration to locate errors:

```
tnsr(config)# configuration candidate validate
```

Load a file from the host into the candidate database. The contents of the file can replace the candidate entirely, or merge a new section into an existing configuration. After loading, the candidate must be committed manually.
Copy the candidate configuration to the startup configuration:

```
tnsr(config)# configuration candidate load <filename> [(replace|merge)]
```

Copy the running configuration to either the candidate or startup configuration:

```
tnsr(config)# configuration copy running (candidate|startup)
```

Copy the startup configuration to the candidate configuration:

```
tnsr(config)# configuration copy startup candidate
```

Save either the candidate or running configuration to a file on the host.

```
tnsr(config)# configuration save (candidate|running) <filename>
```

While not a configuration database command directly, the TNSR CLI automatically discards the candidate database if it fails to validate. This behavior can be changed using the following command:

```
tnsr(config)# no cli option auto-discard
```

### 6.6 Configuration Mode

After starting the TNSR CLI, the administrator is in basic mode and not configuration mode. To enter configuration mode, enter the `configure` command. This command may be abbreviated to `config` and it is also acceptable to write `terminal` after, as a convenience for administrators familiar with IOS who type it out of habit.

All of the following commands are equivalent:

```
tnsr# configure
tnsr# configure terminal
tnsr# config
tnsr# conf t
```

After entering any **one** of the above commands, the prompt changes to reflect the new configuration mode:

```
tnsr# configure
tnsr(config)#
```

After entering other configuration commands, the new configuration is stored in the candidate database (*Configuration Database*). A candidate database may be committed either when all of the required information is present, or when exiting the current context. Some commands are committed immediately.

### 6.6.1 Navigating Configuration Modes

Certain commands in configuration mode enter other modes, for example, the `interface` command will enter `config-interface` mode when used on an existing interface:

```
tnsr(config)# interface GigabitEthernet3/0/0
tnsr(config-interface)#
```

To leave a mode, use the `exit` command. This will return to the previous, lower mode:
From config mode, using `exit` will return to basic mode:

```bash
tnsr(config)# exit
tnsr#
```

From any mode, the `exit` command may be repeated until the prompt returns to basic mode.

At that point, if no errors have been encountered by TNSR, all changes have been committed to the running database. If an error occurs, TNSR will print a message indicating the problem. Solving such problems is covered in Troubleshooting later in this section.

### 6.6.2 Removing Configuration Items

Items are removed or negated using `no`, followed by the option to remove. For example, to remove an interface description:

```bash
tnsr(config)# interface GigabitEthernet0/14/1
tnsr(config-interface)# no description
```

In this case, since there is only one description, removing the description does not require the existing content of that option. In most cases, the `no` command only requires enough parameters to uniquely identify an entry to be removed or negated.

In certain cases, a partial command may remove multiple items or may be used as a shorthand method of removing a longer entry when the details do not uniquely identify an entry.

For example, this command removes one input ACL from an interface:

```bash
tnsr(config-interface)# no access-list input acl idsblock
```

Where this shorter version will remove all input ACL entries on an interface:

```bash
tnsr(config-interface)# no access-list input acl
```

Finally, this form would remove all ACLs of any type from an interface:

```bash
tnsr(config-interface)# no access-list
```

The `?` help command (Finding Help) is useful in determining when these actions are possible. For example, the CLI will show `<cr>` (“carriage return”) as an available keyword when testing a command:

```bash
tnsr(config-interface)# no access-list ?
<cr>
    acl     ACL Rule
    input   ACL applies to ingress packets
    macip   MACIP Rule
    output  ACL applies to egress packets
```

Since the help request printed `<cr>` among the choices, the command may be completed by pressing `Enter`. 
Interactive Large Delete Confirmation

When performing a delete operation in sensitive areas, TNSR checks the size of the pending change when exiting a mode or committing configuration changes. This feature prevents accidental removal of significant sections of the router configuration.

If TNSR considers a change too large to happen automatically, such as removing the entire OSPF configuration, then TNSR will prompt for confirmation before proceeding.

This feature is disabled by default, but may be enabled as follows:

```bash
tnsr# configure
tnsr(config)# cli option check-delete-thresholds
```

To disable the feature, precede it with `no`:

```bash
tnsr# configure
tnsr(config)# no cli option check-delete-thresholds
```

For example, with the feature enabled, attempting to make a large change results in a confirmation prompt:

```bash
tnsr(config)# route dynamic ospf
tnsr(config-frr-ospf)# no server
Really delete that? [yes/no]: y
tnsr(config-frr-ospf)#
```

6.6.3 Troubleshooting

If a change to the candidate database fails a validation check or application of the change to the system fails for some reason, it is discarded automatically by default. TNSR resets the candidate database to the current contents of the running database to avoid further attempts to apply the faulty configuration contained in the candidate database.

This automatic behavior can be changed, however, in cases where power users want more control to troubleshoot failed configuration transactions:

```bash
tnsr# configure
tnsr(config)# no cli option auto-discard
```

When auto-discard is disabled, if a configuration commit fails the candidate database retains the faulty configuration data. Further configuration commands may apply additional changes to the candidate database. However, until the configuration data which caused the failure is removed or set to a value which can be successfully applied, no further commit will succeed.

Disabling the auto-discard feature only persists for the duration of the current CLI session in which it was disabled. At the start of a new CLI session, auto-discard will again be enabled by default.

To view the status of the `auto-discard` option, use `show cli`:

```bash
tnsr# show cli
Discard erred candidate database: true
```

A faulty candidate can be viewed with the `show configuration candidate` command, as described in *Configuration Database*.

There are three approaches to rectify this situation:

- Issue alternate commands that directly correct the faulty configuration.
- Abandon the attempted configuration:
6.7 Configuration Backups

The candidate and running databases can be saved to or loaded from files in the host OS. This can be used to make backups, copy configurations to other routers, or similar purposes.

The filenames can take an absolute path and filename, or the path may be omitted to save the file in the directory from which the TNSR CLI was invoked by the administrator. When saving, this file must be writeable by the TNSR backend daemon. When loading, this file must be readable by the TNSR backend daemon.

**Tip:** The best practice is to store backup configuration files in a secure location to prevent unauthorized access to sensitive information.

Saving the running configuration as a backup:

```bash
tnsr# config
tnsr(config)# configuration save running backup.xml
```

Loading a configuration file from a backup:

```bash
tnsr# config
tnsr(config)# configuration candidate load backup.xml
tnsr(config)# configuration candidate commit
```

6.8 Viewing Status Information

Status information can be viewed using the `show` command from either basic or configuration mode.

For a full list of possible `show` commands, enter `show ?`:

```bash
tnsr# show ?
  acl     Access Control Lists
  bfd     Bidirectional Forwarding Detection
  cli     State of per-session CLI options
  clock   Show the current system date and time
  configuration Config DB configuration state
  dslite  DS-Lite
  gre     GRE tunnels
  history-config Show history configuration
  host    Host information
  http    HTTP
  interface Interface details
  ipsec   IPsec
```

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6.9 Service Control

Services controlled directly by TNSR can be restarted from within the TNSR CLI in configuration mode.

To control a service, use the `service` command as follows:

```
tnsr# configure
tnsr(config)# service <name> <action>
```

The service name must be one of the following:

- **backend**  Configuration backend (`clixon_backend`)
- **bgp**  BGP routing (`bgpd, zebra`)
- **dataplane**  Dataplane (`vpp`)
- **dhcp**  DHCP (`kea`)
- **http**  HTTP for RESTCONF API (`nginx`)
- **ntp**  Time service (`ntpd`)
- **ospf**  OSPF Routing (`ospfd, zebra`)
- **ospf6**  OSPF6 Routing (`ospf6d, zebra`)
- **restconf**  RESTCONF API (`clixon_restconf`)
- **rip**  RIP Routing (`ripd, zebra`)
- **snmp**  SNMP Server (`snmpd`)
- **unbound**  DNS Resolver (`unbound`)

The following action types are available:

- **start**  Start the service if it is not already running.
- **stop**  Stop the service if it is currently running.
**6.10 Diagnostic Utilities**

The TNSR CLI includes convenience utilities for testing connectivity.

### 6.10.1 Diagnostic Routing Behavior

The utilities in this section behave the same with regard to routing. These utilities will send traffic using the host OS routing table by default unless a specific source address is passed to the command.

### 6.10.2 Ping

To perform a basic ICMP echo request, use the `ping` command:

```
tnsr# ping <destination host> source <interface IP address>
```

TNSR will send 10 ICMP echo requests to the destination host, waiting a maximum of 12 seconds for a reply. The source address would be a TNSR interface address, which will allow `ping` to send its request using the routing table in TNSR.

The `ping` command supports a number of additional parameters which alter its behavior:

```
tnsr# ping (<dest-host>|<dest-ip>) [ipv4|ipv6] [interface <if-name>] [source <src-addr>] [count <count>] [packet-size <bytes>] [ttl <ttl-hops>] [timeout <wait-sec>]
```

- **dest-host**/**dest-ip** The target of the ICMP echo request. This may be a hostname, IPv4 IP address, or IPv6 IP address.
- **ipv4**/**ipv6** When a hostname is used for the destination, this parameter controls the address family used for the ICMP echo request when the DNS response for the hostname contains both IPv4 (A) and IPv6 (AAAA) records.
- **interface** The TNSR interface from which the ICMP echo requests will originate.
- **source** The source IP address for the ICMP echo requests. This is required to initiate an ICMP echo request using the routing table in TNSR. If omitted, the ICMP echo request will use the host OS routing table.
- **count** The number of ICMP echo requests to send. Default value is 10.
- **packet-size** The size of of the ICMP echo request payload, not counting header information. Default value is 56.
- **ttl** The Time To Live/Hop Limit value for ICMP echo requests, which can limit how far they may travel across the network. Default value is 121 hops.
- **timeout** The total time to wait for the command to complete.
### 6.10.3 Traceroute

To perform a network routing trace to a destination host, use the `traceroute` command:

```
tnsr# traceroute <destination host> source <interface IP address>
```

The source address would be a TNSR interface address, which will allow `traceroute` to send its request using the routing table in TNSR.

As with the `ping` command, there are several additional parameters to change the behavior of the trace:

```
tnsr# traceroute (<dest-host>|<dest-ip>) [ipv4|ipv6] [interface <if-name>] [source <src-addr>] [packet-size <bytes>] [no-dns] [timeout <seconds>] [ttl <ttl-hos>] [waittime <wait-sec>]
```

Most parameters are the same as those found in `ping (Ping)`. Only the items that differ are listed here:

- **no-dns** Do not attempt to use DNS to reverse resolve hosts that respond to probes.
- **waittime** Amount of time the command will wait for individual probe responses to return.

**Warning:** The `traceroute` command requires `/usr/bin/traceroute` to be present in the base operating system. The TNSR package set includes a dependency which will automatically install a package for traceroute. It may also be installed manually using `sudo yum install -y traceroute` or a similar command, depending on the host OS package management configuration.

### 6.11 Basic System Information

The TNSR CLI can set several basic elements about the system itself, which also serves as a good introduction to making changes on TNSR. These settings are made in `config` mode.

The following parameters are available:

- **system contact <text>** System contact information, such as an e-mail address or telephone number.
- **system description <text>** A brief description of this TNSR instance, for example its role or other identifying information.
- **system location <text>** The location of this TNSR instance, for example a physical location (building, room number, rack number and position, VM host)
- **system name <text>** The hostname of this TNSR instance.

**Warning:** This setting also changes the hostname in the host operating system to match, replacing any previously configured hostname.

This example shows how to set the above parameters, starting from `master` mode:

```
gw tnsr# configure
gw tnsr(config)# system contact support@example.com
gw tnsr(config)# system description TNSR Lab Router
gw tnsr(config)# system location HQ MDF/Rack 2 Top
gw tnsr(config)# system name labrtr01
labrtr01 tnsr(config)# exit
```
To view the values of these parameters, along with uptime and memory usage, use the `show system` command from either `master` or `config` mode:

```
labrtr01 tnsr# show system
  description: TNSR Lab Router
  contact: support@example.com
  name: labrtr01
  location: HQ MDF/Rack 2 Top
System Parameters:
  object-id: 1.3.6.1.4.1.13644
  uptime: 1303615 seconds
  total-ram: 8004488 KiB
  free-ram: 3236820 KiB
  total-swap: 2932732 KiB
  free-swap: 2932732 KiB
Platform:
  os-name: Linux
  os-release: 3.10.0-957.21.3.el7.x86_64
  os-version: CentOS Linux release 7.6.1810 (Core)
  machine: x86_64
Product:
  product-vendor: Netgate
  product-name: TNSR
  product-model: x
  product-serial: 0
```
Now that TNSR is installed, it needs additional manual setup.

**Note:** This section assumes TNSR was installed as described in *Installation*. Devices pre-loaded with TNSR by Netgate do not require these extra steps.

This section contains information for a manual setup of interfaces. It can also serve as a reference for activating additional hardware added to an existing installation.

### 7.1 Setup Interfaces

TNSR requires complete control of the network interfaces that it will use. This means that the host operating system must not be attempting to use or control them in any way. The device ID of the interface(s) also must be obtained to inform VPP and TNSR what interfaces to use. The interface link can be tuned through VPP and configured through TNSR.

**Warning:** The host management interface must remain under the control of the host operating system. It must not be configured as an interface to be controlled by TNSR.

Network interfaces not configured in the installer will be disabled in CentOS during the installation process. The interfaces will need to be re-enabled in TNSR. For a fresh installation of TNSR, skip ahead to *Setup NICs in Dataplane*. Interfaces added to the TNSR instance after the initial setup will need to be disabled using the following procedure.

#### 7.1.1 Identify NICs to use with TNSR

To start, locate the network interfaces in use by the host operating system. View a list of network interfaces known to the host OS with this command:

```
$ ip link
```

To determine if a network interface is in use by the host OS, run the following command:

```
$ ip link show up
```

If an interface shows in that list, and its name does not start with `vpp`, then it is under control of the host.
Note: The TNSR installer will automatically mark any interface not configured in the installer for use by TNSR.

Make a note of the network interfaces and their purpose. Note which interface will be used for host management, and which interfaces will be used by TNSR. The host management interface will be left under the control of the operating system, while the remaining interfaces may be used by TNSR. In this example, the host contains four network interfaces: `enp0s20f0`, `enp0s20f1`, `enp0s20f2`, and `enp0s20f3` and TNSR will use `enp0s20f1` and `enp0s20f2`.

### 7.2 Disable Host OS NICs for TNSR

In order for TNSR to control network interfaces, they must be disabled in the host OS. In most cases this is not necessary, as network interfaces not configured in the installer will be automatically disabled in CentOS during the installation process. For a fresh installation of TNSR, skip ahead to Setup NICs in Dataplane. This section remains to explain how to change interfaces added after initial installation, or for installations which do not contain whitelisted network interfaces.

This is a two-step process. First, the link must be forced down, and then the network interface must be disabled in Network Manager.

**Warning:** The host management interface must remain under the control of the host operating system. It must not be configured as an interface to be controlled by TNSR. Do not disable the management interface during this step.

For each of the interfaces noted in the last section, manually force the link down:

```
$ sudo ip link set <interface name> down
```

For example:

```
$ sudo ip link set enp0s20f1 down
$ sudo ip link set enp0s20f2 down
```

Next, disable these network interfaces in Network Manager. For each of these interfaces, edit the corresponding startup script:

```
$ sudo vi /etc/sysconfig/network-scripts/ifcfg-<interface name>
```

In each of these files, ensure the following values are set. Add lines if they are not already present in the file:

```
ONBOOT=no
NM_CONTROLLED=no
```

Note: To change an interface from being usable by TNSR to back under host OS control, see Remove TNSR NIC for Host Use.
7.3 Setup NICs in Dataplane

Next, determine the device ID for the interfaces. Start the CLI *(Entering the TNSR CLI)* and run the following command to output the device IDs as seen by the dataplane:

```
  tnsr# configure
  tnsr(config)# dataplane dpdk dev ?
  0000:02:01.0  Ethernet controller: Intel Corporation 82545EM Gigabit Ethernet
  Controller (Copper) (rev 01) ( Active Interface eth0 )
  0000:02:02.0  Ethernet controller: Intel Corporation 82545EM Gigabit Ethernet
  Controller (Copper) (rev 01)
  0000:02:03.0  Ethernet controller: Intel Corporation 82545EM Gigabit Ethernet
  Controller (Copper) (rev 01)
```

Interfaces under host control will be noted in the output with *Active Interface*. Other listed interfaces are usable by TNSR.

For a fresh installation of TNSR, skip ahead to *Configuring Interfaces for TNSR*, otherwise continue on to identify host interfaces added after TNSR was installed.

### 7.3.1 Host Interface Name to Dataplane ID Mapping

The output of the `dataplane dpdk dev ?` command includes the device IDs in the first column. The device IDs will map to the network cards in a way that is typically easy to determine. For example:

<table>
<thead>
<tr>
<th>Interface</th>
<th>Identifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>enp0s20f0</td>
<td>0000:00:14.0</td>
</tr>
<tr>
<td>enp0s20f1</td>
<td>0000:00:14.1</td>
</tr>
<tr>
<td>enp0s20f2</td>
<td>0000:00:14.2</td>
</tr>
<tr>
<td>enp0s20f3</td>
<td>0000:00:14.3</td>
</tr>
<tr>
<td>enp3s0</td>
<td>0000:03:00.0</td>
</tr>
<tr>
<td>enp4s0</td>
<td>0000:04:00.0</td>
</tr>
</tbody>
</table>

The host OS interface name and VPP identifiers contain the same information represented in different ways. They both reference the PCI bus number, slot number, and function number. The Interface name contains the values in decimal while the identifier shown in VPP uses hexadecimal.

Deconstructing the first interface name, it contains the following:

<table>
<thead>
<tr>
<th>Component</th>
<th>Interface Value</th>
<th>VPP ID Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device Type</td>
<td>en (Ethernet)</td>
<td>n/a</td>
</tr>
<tr>
<td>PCI Bus</td>
<td>p0</td>
<td>00</td>
</tr>
<tr>
<td>Bus Slot</td>
<td>s20</td>
<td>14 (Decimal 20 in Hex)</td>
</tr>
<tr>
<td>Function</td>
<td>f0</td>
<td>.0</td>
</tr>
</tbody>
</table>

Using this pattern, make a note of the VPP identifiers for the next step. In this example, since `enp0s20f1` and `enp0s20f2` are the interfaces to use, the corresponding VPP IDs are `0000:00:14.1` and `0000:00:14.2`. 
7.3.2 Configuring Interfaces for TNSR

Next, edit the dataplane configuration. Start the CLI (Entering the TNSR CLI) and enter configuration mode:

```
tnsr# configure
tnsr(config)#
```

Add the device IDs of the interfaces to be used by the VPP dataplane, determined above:

```
tnsr(config)# dataplane dpdk dev 0000:00:14.1 network
tnsr(config)# dataplane dpdk dev 0000:00:14.2 network
```

Then commit the configuration:

```
tnsr(config)# configuration candidate commit
```

Restart the VPP dataplane:

```
tnsr(config)# service dataplane restart
ntnsr(config)# exit
```

The interfaces will now be available for TNSR. Start the CLI again and run `show interface` and verify that the interfaces appear in the output. The output example below has been shortened for brevity:

```
tnsr# show interface
Interface: GigabitEthernet0/14/1
[...]
Interface: GigabitEthernet0/14/2
[...]
Interface: local0
[...]
```

The TNSR interface name also reflects the type, followed by the PCI Bus/Slot/Function ID of each interface, using the same hexadecimal notation as VPP.

**Note:** Once TNSR attaches to interfaces in this way, they will no longer be shown as devices in the host OS. To return a network interface back to host OS control, see [Remove TNSR NIC for Host Use](#).

One exception to this behavior is Mellanox network interfaces as they use the same driver for both host OS and DPDK, they still appear in the host OS.

### Customizing Interface Names

The default interface names, such as `GigabitEthernet0/14/1`, may be customized by an administrator. To customize the names, the PCI ID of the device must be known. The custom names can be used anywhere that an interface name is necessary in TNSR.

**Note:** Only dataplane hardware interface names may be customized in this way. Interfaces from virtual sources such as loopback, IPsec, and GRE cannot be renamed.

The command to rename interfaces is `dataplane dpdk dev <pci-id> network name <name>`. To activate the change, the dataplane must be restarted after making the name change.

This example changes the name of `GigabitEthernet0/14/1, PCI ID 0000:00:14.1, to DMZ:`
First, look at the list of interfaces. Note that the interface is in the list with its original name:

```
$ tnsr# show interface
Interface: GigabitEthernet0/14/1
[...]
Interface: GigabitEthernet0/14/2
[...]
Interface: local0
[...]
```

Next, remove any references to the interface from TNSR, and then remove the interface configuration entirely:

```
$ tnsr(config)# no interface GigabitEthernet0/14/1
```

Now set the name of the device, then restart the dataplane:

```
$ tnsr(config)# dataplane dpdk dev 0000:00:14.1 network name DMZ
$ tnsr(config)# service dataplane restart
```

After the dataplane restarts, the interface will appear in the list with its new name:

```
$ tnsr# show interface
Interface: DMZ
[...]
Interface: GigabitEthernet0/14/2
[...]
Interface: local0
[...]
```

To change the name back at a later time, all references to the interface must first be removed, and then the name can be reset:

```
$ tnsr(config)# no interface DMZ
$ tnsr(config)# no dataplane dpdk dev 0000:00:14.1 name
$ tnsr(config)# service dataplane restart
```

### 7.3.3 Troubleshooting

If the interfaces do not appear in the `show interface` output, the default driver did not attach to those interfaces and they may require a different driver instead. To see a list of available drivers, use the following command from config mode:

```
$ tnsr(config)# dataplane dpdk uio-driver ?
  igb_uio       UIO igb driver
  uio_pci_generic Generic UIO driver
```

To enable a different driver, complete the command using the chosen driver name, then commit the configuration and restart the dataplane.

**Note:** Ethernet 700 Series Network Adapters based on the Intel Ethernet Controller X710/XL710/XXV710 and Intel Ethernet Connection X722 are not compatible with the `uio_pci_generic` DPDK driver. For these devices, use the `igb_uio` driver instead.
Note: Mellanox devices use RDMA and not UIO, so changing this driver will not have any effect on their behavior. If a Mellanox device does not appear automatically, TNSR may not support that device.

```text
tnsr(config)# dataplane dpdk uio-driver igb_uio
tnsr(config)# configuration candidate commit
tnsr(config)# service dataplane restart
tnsr(config)# exit
```

Then attempt to view the interfaces with `show interface` again. If they are listed, then the correct driver is now active.

### 7.4 Setup QAT Compatible Hardware

TNSR Supports hardware compatible with Intel® QuickAssist Technology, also known as QAT, for accelerating cryptography and compression operations.

This hardware can be found in CPIC cards as well as many C3000 and Skylake Xeon systems. Netgate XG-1541 and XG-1537 hardware has an add-on option for a CPIC card.

#### 7.4.1 Setup Process

**Enable SR-IOV in the BIOS**

SR-IOV is required for QAT to function in TNSR. SR-IOV enables Virtual Functions which are required for binding by crypto devices.

The procedure to enable SR-IOV varies by platform. Generally this involves rebooting the hardware and entering the BIOS setup, making the change, and then saving and rebooting. The exact location of the SR-IOV option also varies in different BIOS implementations.

Note: Netgate devices which ship with a CPIC card preinstalled will have this step completed at the factory, but double check the BIOS to ensure it is set as expected.

**Enable IOMMU in grub**

IOMMU (Input–Output Memory Management Unit), which in this context is also known as Intel VT-d, must be enabled in `grub` for QAT to function. It functions similar to PCI passthrough, allowing the dataplane to access the QAT device.

To enable IOMMU in `grub`:

- Open `/etc/default/grub` in a text editor (as root or with `sudo`)
- Locate the line starting with `GRUB_CMDLINE_LINUX`
- Check if that line includes `intel_iommu=on iommu=pt`
- If those parameters are not included on the line, append them to the end, before the end quote.
- Save and exit the text editor
- Run one following commands (depending on how the device boots):
– **Legacy:** `sudo grub2-mkconfig -o /boot/grub2/grub.cfg`
– **UEFI:** `sudo grub2-mkconfig -o /boot/efi/EFI/centos/grub.cfg`

- Reboot the device

**Change the uio driver to igb_uio**

Next, change the TNSR dataplane `uio` driver to `igb_uio`:

```
> tnsr# configure
tnsr(config)# dataplane dpdk uio-driver igb_uio
```

**Configure the QAT PCI device in TNSR**

Next, configure the QAT device in TNSR.

To configure this device, first locate its PCI ID. TNSR will print the PCI ID when viewing possible parameters for dataplane devices

```
> tnsr(config)# dataplane dpdk dev ?
0000:03:00.0 Ethernet controller: Intel Corporation Ethernet Connection X552 10 GbE SFP+
0000:03:00.1 Ethernet controller: Intel Corporation Ethernet Connection X552 10 GbE SFP+
0000:04:00.0 Co-processor: Intel Corporation DH895XCC Series QAT
0000:05:00.0 Ethernet controller: Intel Corporation I350 Gigabit Network Connection (rev 01) ( Active Interface enol )
0000:05:00.1 Ethernet controller: Intel Corporation I350 Gigabit Network Connection (rev 01)
```

In this instance, the following line from the output is for the QAT device:

```
0000:04:00.0 Co-processor: Intel Corporation DH895XCC Series QAT
```

The first value printed on the line is the PCI ID, `0000:04:00.0`.

Now, tell TNSR the device at that address is a `crypto` device:

```
> tnsr(config)# dataplane dpdk dev 0000:04:00.0 crypto
```

**Activate and check the settings**

When viewing the XML configuration with `show configuration running`, it will contain settings similar to the following example. Note that if other dataplane options are present in the configuration, those will also be visible. Here is how it looks once configured:

```
<dataplane-config>
  <dpdk>
    <dev>
      <id>0000:04:00.0</id>
      <device-type>crypto</device-type>
    </dev>
    <uio-driver>igb_uio</uio-driver>
  </dpdk>
</dataplane-config>
```
After configuring the crypto device and uio driver, TNSR will commit the settings to the dataplane configuration.

To activate the new settings, restart the dataplane.

```
  tnsr(config)# service dataplane restart
  tnsr(config)# exit
  tnsr#
```

Lastly, using the `shell` command, verify that VPP can see the crypto device:

```
  tnsr# shell sudo vppctl show dpdk crypto devices
  0000:04:00.0_qat_sym crypto_qat up
    numa_node 0, max_queues 2
    free_resources 0, used_resources 1
    SYMMETRIC_CRYPTO, SYM_OPERATION_CHAINING, HW_ACCELERATED, IN_PLACE_SGL, OOP_SGL_IN_SGL_OUT, OOP_LB_IN_SGL_OUT, OOP_LB_IN_LB_OUT
```

7.4.2 Troubleshooting

If the QAT device does not appear in the `show dpdk crypto devices` output, or it only shows an AES-NI device, then VPP can not see the crypto device. To correct this, first verify the QAT drivers are loaded, VFs exist for the QAT device, and grub `BOOT_IMAGE` is passing the necessary iommu parameters.

Verify IOMMU parameters:

```
  $ dmesg | grep iommu
```

The following parameters should appear somewhere on the `BOOT_IMAGE` line in the `dmesg` output:

```
  intel_iommu=on iommu=pt
```

Verify that the QAT drivers are loaded in the operating system:

```
  $ lsmod | grep qat
  qat_dh895xccvf 13281 0
  qat_dh895xcc 13510 0
  intel_qat 141755 2 qat_dh895xccvf,qat_dh895xcc
  dh_generic 13286 1 intel_qat
  rsa_generic 18819 1 intel_qat
  authenc 17776 1 intel_qat
```

Verify Virtual Functions (VFs) exist for the QAT device:

```
  $ lspci | grep QAT | wc -l
```

The number of listings are dependent on how many threads VPP uses to process packets. At minimum there will be at least three entries, but there may be many more. The lines will look similar to this example:

```
  04:00.0 Co-processor: Intel Corporation DH895XCC Series QAT
  04:01.0 Co-processor: Intel Corporation DH895XCC Series QAT Virtual Function
  04:01.1 Co-processor: Intel Corporation DH895XCC Series QAT Virtual Function
```

TNSR stores the device Physical Function (PF), 04:00.0 for example, in its configuration because the VFs do not yet exist at boot time. They are created by `clixon-backend` when it processes the `crypto` device. Then, the allocated VFs on the PF have their addresses written to `startup.conf`. 

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The VFs are bound to `igb_uio` because `igb_uio` is a driver which allows a userspace process to do RDMA on buffers that are used by a PCI device.

If the drivers are loaded and the VFs show under `lspci`, then verify `/etc/vpp/startup.conf` has the appropriate `dpdk` settings. The `igb_uio` driver must be present and the PCI IDs of TNSR interfaces along with one of the VFs for the QAT device:

```plaintext
dpdk {
    uio-driver igb_uio
    dev 0000:04:01.0
    dev 0000:05:00.1
    dev 0000:03:00.0
    dev 0000:03:00.1
}
```

If that looks correct, verify `igb_uio` is being used by the QAT VF and interfaces:

```
$ sudo vppctl show pci all | grep igb_uio
0000:03:00.0  0 8086:15ac  2.5 GT/s x1  igb_uio
0000:03:00.1  0 8086:15ac  2.5 GT/s x1  igb_uio
0000:04:01.0  0 8086:0443  unknown  igb_uio
0000:05:00.1  0 8086:1521  5.0 GT/s x4  igb_uio
```

Physical TNSR interfaces will display there in addition to the QAT VF ID, which matches the QAT VF ID configured for `dpdk` in `/etc/vpp/startup.conf`.

If any of those tests do not provide the expected output, then reboot the system and check again. Ensure the TNSR services and VPP are running, and then check the VPP QAT status again.

```
$ sudo vppctl show dpdk crypto devices
```

If there is still no output, verify the PCI ID for the crypto device specified in TNSR is accurate. It must be the first PCI ID displayed by `lspci | grep qat`. Then verify the PCI ID of the next listing in that output (first VF device) is specified in `/etc/vpp/startup.conf` properly and also the same PCI ID seen by VPP when running:

```
$ sudo vppctl show pci all | grep igb_uio
```

### 7.5 Remove TNSR NIC for Host Use

If TNSR is controlling a network interface that should be used by the host OS, it can be returned to host OS control in a few steps.

#### 7.5.1 Locate the Interface

First, identify the interface in question. The PCI ID and Linux interface name are required to proceed, and *Host Interface Name to Dataplane ID Mapping* explains the relationship between these interface names and IDs.

In this example, the TNSR interface `GigabitEthernet0/14/3` will be returned to the host OS. Based on the name, the PCI ID is `0000:00:14.3`, and converting from hexadecimal to decimal yields the Linux interface name `enp0s20f3`. This is determined based on PCI bus 0, Bus slot 20 (decimal), function 3.
7.5.2 Remove the Interface from TNSR

First, remove any configuration items using the interface. The interface could be present in several places, so inspect the entire running configuration for references to this interface and then remove them.

Next, remove the interface configuration itself:

```
    tnsr# configure
    tnsr(config)# no interface GigabitEthernet0/14/3
```

If the interface was manually specified in the dataplane by PCI ID as mentioned in Configuring Interfaces for TNSR, that must be also be removed. This will be present in the running configuration inside the `<dataplane>` section, if one exists. To remove the configuration, follow this example using the correct PCI ID:

```
    tnsr(config)# no dataplane dpdk dev 0000:00:14.3
```

Save the configuration after making these changes, as the next steps will involve actions that may result in the startup configuration being used by TNSR:

```
    tnsr(config)# configuration copy running startup
```

Exit the TNSR CLI.

7.5.3 Edit the Host Interface Configuration

The network manager interface configuration scripts are located in `/etc/sysconfig/network-scripts/`. This directory will contain an interface configuration script for the Linux interface name determined above, in the form of `ifcfg-<name>`. In this example, this is `ifcfg-enp0s20f3`.

From a shell on the host OS, edit the file for this interface using `sudo`, for example:

```
    $ sudo vi /etc/sysconfig/network-scripts/ifcfg-enp0s20f3
```

Inside that file change `ONBOOT` to `yes`:

```
    ONBOOT=yes
```

Remove the `NM_CONTROLLED` line, if one is present.

7.5.4 Reactivate the Host Interface

At this point, the interface is ready to return to host OS control. There are two methods to complete the process: Reboot the host, or manually reactivate the interface.

Reboot

The fastest and easiest option is to **reboot the host**. This will allow the host to naturally locate and resume control of the device.

**Warning:** All traffic processing by TNSR will stop while the host is rebooting!

Reboot the host from the shell as follows:
Manually Reactivate

**Warning:** The following procedure is advanced and we do not recommend using this method. We strongly advise rebooting the host instead.

There is also a manual method which may be used if a reboot is not feasible.

First, stop the dataplane and related services:

```
$ sudo shutdown -r
```

**Warning:** All traffic processing by TNSR will stop while this service is stopped!

```
$ sudo systemctl stop vpp
```

Next, start a root shell and unbind the device from the current driver (TNSR):

```
$ sudo -s
#
# echo '0000:00:14.3' > '/sys/bus/pci/devices/0000:00:14.3/driver/unbind'
```

**Warning:** Note the use of the PCI ID in both locations in the command, and the use of quotes around parameters.

That leaves the device unbound. Now it must be returned to a host kernel driver. The name of this driver depends on the hardware. For most Netgate TNSR devices this will be `igb`, as in the following example.

Still using the root shell from the previous command, bind the interface to the driver as follows:

```
# echo '0000:00:14.3' > '/sys/bus/pci/drivers/igb/bind'
```

Lastly, start the dataplane and related services:

```
$ sudo systemctl start clixon-backend
```

### 7.5.5 Configure the Host Interface

At this point the interface is now under host OS control and will be listed in the output of `ip` and similar commands.

```
$ ip addr show dev enp0s20f3
5: enp0s20f3: <NO-CARRIER,BROADCAST,MULTICAST,UP> mtu 1500 qdisc mq state DOWN group default qdisc qLEN 1000
   link/ether 00:08:a2:09:95:b4 brd ff:ff:ff:ff:ff:ff
```

The interface configuration in the host OS can be used to change the interface behavior as needed. The default behavior is to act as a DHCP client. This can be changed by editing the interface configuration file noted in *Edit the Host Interface Configuration*. Consult the CentOS documentation for additional details.
TNSR™ software updates are available to download over the Internet using Linux package management tools (RPM, yum). The settings required to communicate with the software repository containing TNSR updates are preconfigured on TNSR. Connections to the Netgate TNSR repository must be authenticated using a valid signed client certificate.

**Warning:** Trial versions of TNSR cannot be updated. Reinstall with a full version of TNSR or install a new trial version.

**Note:** All versions of TNSR, including trial versions, can update the operating system packages even without the update certificate in place. Only TNSR-related packages require authentication to update.

This guide explains how to obtain and install the required client certificate on a TNSR instance.

**Warning:** Portions of this process are not final and may change.

Commands must be executed on the TNSR instance to generate an X.509 certificate signing request. The request must then be submitted to Netgate for signing. Once the request has been signed and a certificate has been generated, the certificate must be downloaded and installed in TNSR.

**Note:** While it is possible to create the certificate outside of TNSR and import it afterward, this guide only demonstrates using TNSR directly. See *Public Key Infrastructure* for more details about creating and importing certificates.

At a high level, the steps involved in the process can be summarized as:

### 8.1 Generate a Key Pair

This guide uses the TNSR CLI `pki` commands documented in *Public Key Infrastructure* to generate cryptographic keys that can be used for secure communications and authentication.

**Warning:** When creating keys and certificates for updates, the name of each component must be `tnsr-updates`, which is the name required by the software repository configuration.

The first step is to generate a set of cryptographic keys:
tnsr# pki private-key tnsr-updates generate
-----BEGIN PRIVATE KEY-----
[...]
-----END PRIVATE KEY-----
tnsr#

Note: This command can be run only once successfully. Subsequent attempts will result in an error unless the existing key is deleted.

This new tnsr-updates key object contains the private key, which is secret, and a public key, which is included in the certificate.

The same key pair can be used as the basis for multiple certificate signing requests. If a certificate expires, is accidently deleted, or needs to be replaced for any other reason other than the keys being compromised, generate a new signing request using the existing key pair.

8.2 Generate a Certificate Signing Request

The Certificate Signing Request (CSR) contains a public key derived from the key pair generated in the previous step, plus attributes that uniquely identify the requester. A CSR is signed by a Certificate Authority to generate a certificate.

To generate a CSR, first set values which identify this TNSR instance:

```
  tnsr# pki signing-request set common-name tnsr-example.netgate.com
  tnsr# pki signing-request set country US
  tnsr# pki signing-request set state Texas
  tnsr# pki signing-request set city Austin
  tnsr# pki signing-request set org Netgate
  tnsr# pki signing-request set org-unit Engineering Testing 1 2 3
```

For the Common Name, enter the fully qualified domain name or Public IP address of the TNSR instance. For the other fields, enter information about the name and location of the organization controlling this TNSR instance.

A Digest Algorithm is also required to sign the request:

```
  tnsr# pki signing-request set digest sha256
```

View the values that have been set before generating the request:

```
  tnsr# pki signing-request settings show
  Certificate signing request fields:
    common-name: tnsr-example.netgate.com
    country: US
    state: Texas
    city: Austin
    org: Netgate
    org-unit: Engineering Testing 1 2 3
    digest: sha256
```

Any typos can be corrected by re-running the appropriate set commands.

When all values are correct, generate the request:
**Warning:** As with the key pair, the request must have the name `tnsr-updates`.

```
tnsr# pki signing-request tnsr-updates generate
-----BEGIN CERTIFICATE REQUEST-----
MIICzTCCAbUCAQAwgYcxXTAFbgNVBAAMGHRuc3ItZ2hhbXBsZS5uZXN0YXR1LnV
bTElMakGALUEhMCMVMDJAMBQgMBVRlGeGFzMQ8wDQYDVQHDAZBdXN0aW4x
EDAObgNVAmBO51dGdhGUxJAgBqNVBAeMGVvZ2luZ2VyYW5nIFRlc3Rpbmcg
MzAyTm9yZGUgEsMzBlZDQgMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAwMDAw
------END CERTIFICATE REQUEST-----
```

TNSR will print the CSR data to the terminal, as shown above. Copy the text, including the lines containing `BEGIN CERTIFICATE REQUEST` and `END CERTIFICATE REQUEST`, and save it to a file.

### 8.3 Submit the Certificate Signing Request

To generate a signed certificate, the signing request must be submitted to Netgate. Netgate will send the request with a Certificate Authority key trusted by the TNSR update repository servers.

#### 8.3.1 Required Customer Information

The certificate signing request must be accompanied by information Netgate can use to identify the customer and validate the request. This information varies by platform.

**TNSR Device or ISO Install**

For customers using a device preloaded with TNSR or installing TNSR from an ISO image, the certificate signing support request must be accompanied by information that Netgate can use to validate the request. Netgate must be able to determine that the request is being sent from an authorized user on an account that has an appropriate TNSR purchase.

For example, send the support request from the same e-mail address which was used when making the TNSR purchase and include an order number and other relevant information in the support request when submitting the CSR.

**TNSR in AWS**

For AWS customers, two additional pieces of information are necessary to validate the status of customer accounts before Netgate can sign a certificate:

- The AWS Customer ID
• The AWS Instance ID

Note: When registering a TNSR instance to obtain a client certificate, Netgate must be able to prove that this instance of TNSR is a valid instance of the currently published AWS image. To do this, Netgate utilizes the AWS API that indicates which TNSR image the specified instance ID is an instance of. This is the only use of the customer instance ID, which is not stored or retained in any way.

The AWS Customer ID can be found using the instructions at https://docs.aws.amazon.com/general/latest/gr/acct-identifiers.html

The AWS Instance ID can be retrieved from the EC2 Web Console:

1. Navigate to https://console.aws.amazon.com/ec2/
2. Click Instances
3. Click the box next to the TNSR instance to select it
4. The AWS Instance ID is displayed at the bottom of the page under the Description tab

8.3.2 Create a Support Request for the CSR

Using the CSR and customer information, submit a request on the Netgate Support Portal.

Warning: The following steps are still under design and development and may change at any time.

1. Navigate to https://go.netgate.com/support/login
2. Log in with an existing account using an email address and password, or register a new account using the Sign Up button and following the prompts
3. Create a new support request with the following properties:
   Department Select Netgate Global Support
   Software Product Select the matching purchased TNSR product, either TNSR Business or TNSR Enterprise
   Platform Choose the value that matches where TNSR is running, for example TNSR in AWS, Netgate XG-1541 1U, or Whitebox / Other
   General Problem Description Select TNSR Certificate Authorization
   Support Level Choose the support level that matches the purchased TNSR product, TNSR Business, TNSR Business Plus, or TNSR Enterprise
   AWS Instance ID For TNSR on AWS customers only, The ID for this TNSR instance located previously
   AWS Customer ID For TNSR on AWS customers only, the AWS Customer ID located previously
   Order Number For device and ISO customers, the order number of the TNSR purchase for this device
4. Include any other necessary identifying information in the Description field
5. Click Attach file and attach the file containing the CSR text
6. Submit the support request
8.4 Retrieve the signed certificate

**Warning:** The following steps are still under design and development and may change at any time.

Once the certificate signing request has been signed by Netgate, the status of the support request will be updated to reflect that the certificate is ready.

When this occurs, download the signed certificate:

1. Navigate to https://go.netgate.com/support/login
2. Locate the support request
3. Download the attached signed certificate file

8.5 Install the certificate

With the signed certificate in hand, it can now be installed on the TNSR instance:

**Warning:** As with the key and CSR, the name of the certificate must be tnsr-updates.
After successfully installing the certificate, TNSR can now download software updates from the repository.

8.6 Package Management

The package management commands allow the operator to install new software packages as well as discover and perform updates for installed packages.

8.7 Package Information Commands

There are three commands which query the package database.

A <pkg-glob> is a simple regular expression. It consists of a string of alphanumeric characters which is optionally prefixed or suffixed with a * character. The * character indicates zero or more characters.

For example:

<table>
<thead>
<tr>
<th>pkg-glob</th>
<th>matches only the package abc and would not match abcd.</th>
</tr>
</thead>
<tbody>
<tr>
<td>*abc</td>
<td>matches abc or zabc and would not match abcz.</td>
</tr>
<tr>
<td>abc*</td>
<td>matches abc or abcz and would not match zabc.</td>
</tr>
<tr>
<td><em>abc</em></td>
<td>matches any package with abc contained anywhere in its name.</td>
</tr>
<tr>
<td>*</td>
<td>matches any package.</td>
</tr>
</tbody>
</table>

Tip: Do not escape or quote the glob as would typically be required by a Unix shell. The glob abc\* is not the same as abc*.

The first two commands have qualifiers that limit the scope of the packages to all, installed, or updatable packages. These limitations are optional, and if not specified then it defaults to all packages in the database.

To display detailed information on packages:

```bash
tnsr# package info [ available | installed | updates ] <pkg-glob>
```

Warning: package information is limited to the first 25 packages found. If a query returns more items, a more specific pkg-glob must be used to narrow the search.

To display a simple listing of package names and versions for all matching packages:

```bash
tnsr# package list [ available | installed | updates ] <pkg-glob>
```

The search command searches for a string in either the package name or description. The output includes the package name and description of the package. The search term is literal, it is not a regular expression or glob:

```bash
tnsr# package search <term>
```
8.8 Package Installation

**Warning:** Recommended procedure is to reboot the router after any package install, remove, or upgrade operation.

To install a package and its required dependencies:

```
package install <pkg-glob>
```

To remove a package:

```
package remove <pkg-glob>
```

To upgrade a package:

```
package upgrade [ <pkg-glob> ]
```

8.9 Updating TNSR

**Warning:** Trial versions of TNSR packages cannot be updated. Reinstall with a full version of TNSR or install a new trial version. The operating system may be updated, but not TNSR.

With a signed client certificate from Netgate in place, TNSR has access to the Netgate software repositories which contain important updates to TNSR. These updates can be retrieved using the `package` command in the TNSR CLI, or `yum` in the host OS shell.

**Note:** Updating TNSR will also update the operating system. Even when there are no TNSR updates available, it is a good practice to periodically perform an update to obtain important operating system updates such as security vulnerability mitigations.

8.9.1 Pre-Upgrade Tasks

Before updating TNSR, perform the following tasks:

- Make sure the signed certificate is in place (*Install the certificate*)
- Make sure the TNSR instance has working Internet connectivity through the host OS management interface
- Take a backup of the running and startup configurations (*Configuration Backups*)

8.9.2 Updating via the TNSR CLI

The easiest way to update TNSR is from within the TNSR CLI itself.

```
tnsr# package upgrade
```
That command will download and apply all available updates. Afterward, exit the CLI and start it again.

**Note:** There will be no output from this command until the process completely finishes, which may take a few minutes for larger updates.

### 8.9.3 Updating via the shell

TNSR can also be updated from the command line using the host OS package management commands, in this case, `yum`:

```bash
$ sudo yum clean all
$ sudo yum clean expire-cache
$ sudo yum -y upgrade
```

**Update Script**

The following shell script may be used to keep TNSR and CentOS updated. In addition to the updates it also makes a local backup before performing the update.

Listing 1: Download: `updatetnsr.sh`

```bash
#!/bin/sh

# Stop existing services
sudo systemctl stop strongswan frr vpp clixon-restconf

# Time to make the backups
mkdir -p ~/tnsr-config-backup
sudo cp -p /var/tnsr/running_db ~/tnsr-config-backup/running_db-`date +%Y%m%d%H%M%S`.xml
sudo cp -p /var/tnsr/startup_db ~/tnsr-config-backup/startup_db-`date +%Y%m%d%H%M%S`.xml

# Update all RPMs
sudo yum clean all
sudo yum clean expire-cache
sudo yum -y upgrade

# Ensure services are stopped, in case some automatically started after update.
sudo systemctl stop strongswan frr vpp clixon-restconf

# Run config database upgrade script
sudo /usr/bin/tnsr-db-update

# Start services
sudo systemctl start clixon-backend clixon-restconf
```

### 8.9.4 Updating the Configuration Database

If TNSR fails to start due to a change in the configuration, use the included configuration database migration utility, `/usr/bin/tnsr-db-update`, to check for and correct potential problems.
**Warning:** TNSR must be stopped before attempting to run this script, which modifies the running database at `/var/tnsr/running_db`.

The `/usr/bin/tnsr-db-update` script must be run as root either directly or via `sudo`:

```
$ sudo /usr/bin/tnsr-db-update
```

The utility will make a backup of the configuration before making alterations. This backup is placed in `/var/lib/tnsr/db-backups/tnsr-<version>/running_db-<timestamp>`.

### 8.9.5 Update Troubleshooting

If the TNSR CLI method does not work, use the shell method instead.

If either method prints an error referring to a broken package database, recover it as follows:

```
$ mkdir -p ~/tmp/
$ sudo mv /var/lib/rpm/__db* ~/tmp/
$ sudo rpm --rebuilddb
$ sudo yum clean all
```
An interface must exist in TNSR before it is available for configuration. For hardware interfaces this is handled by the procedure in *Setup Interfaces*. To create additional types of interfaces, see *Types of Interfaces* later in this chapter. Once interfaces are present in TNSR, they can be configured to perform routing and other related tasks.

**See also:**

For information on interface status, see *Monitoring Interfaces*.

### 9.1 Locate Interfaces

The next step is to decide the purpose for which TNSR will use each interface.

First, look at the list of interfaces:

```
tnsr# show interface
Interface: GigabitEthernet0/14/1
[...]
Interface: GigabitEthernet0/14/2
[...]
Interface: local0
[...]
```

In the above shortened output, there are two viable interfaces, GigabitEthernet0/14/1 and GigabitEthernet0/14/2. These can be used for any purpose, so map them as needed for the design of the network for which TNSR will be routing.

The example configuration for this network is:

<table>
<thead>
<tr>
<th>Interface</th>
<th>Function</th>
<th>IP Address</th>
<th>Gateway</th>
</tr>
</thead>
<tbody>
<tr>
<td>GigabitEthernet0/14/1</td>
<td>WAN</td>
<td>203.0.113.2/24 2001:db8:0:2::2/64</td>
<td>203.0.113.1 2001:db8:0:2::1</td>
</tr>
<tr>
<td>GigabitEthernet0/14/2</td>
<td>LAN</td>
<td>10.2.0.1/24 2001:db8:1::1/64</td>
<td>n/a</td>
</tr>
</tbody>
</table>
Connect the interfaces on the router hardware to the appropriate networks at layer 1 and layer 2, for example by plugging the WAN into an Internet circuit and the LAN into a local switch. If TNSR is plugged into a managed switch, ensure that its ports are configured for the appropriate VLANs.

**Tip:** These interface names can be set to custom values. See *Customizing Interface Names* for details.

### 9.2 Configure Interfaces

With the configuration data in hand, it is now possible to configure TNSR interfaces for basic IP level connectivity.

From within the TNSR CLI (*Entering the TNSR CLI*), enter configuration mode and setup the interfaces using this example as a guide:

```
tnsr# configure terminal
tnsr(config)# interface GigabitEthernet0/14/1
tnsr(config-interface)# description WAN
tnsr(config-interface)# ip address 203.0.113.2/24
tnsr(config-interface)# ipv6 address 2001:db8:0:2::2/64
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# interface GigabitEthernet0/14/2
tnsr(config-interface)# description LAN
tnsr(config-interface)# ip address 10.2.0.1/24
tnsr(config-interface)# ipv6 address 2001:db8:1::1/64
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# exit
```

In this sample session, both interfaces were configured with an appropriate description for reference purposes, an IP address/subnet mask, and then placed into an enabled state.

If other hosts are present and active on the connected interfaces, it will now be possible to ping to/from TNSR to these networks.

**Tip:** After making changes, don’t forget to save them to ensure they persist for the next startup by issuing the `configuration copy running startup` command from within `config` mode. See *Saving the Configuration* for more information.

### 9.2.1 Interface Command

The `interface` command can configure existing interfaces and create new interfaces.

Configure an existing interface:

```
tnsr(config)# interface <name>
```

This command enters `config-interface` mode
Note: The maximum interface name length is 63 characters.

Create a new interface:

```plaintext
tnsr(config)# interface <type> <options>
```

The mode entered by this command depends upon the type of interface it creates. For more information on interface types and how to configure them, see *Types of Interfaces.*

Print a list of available interfaces and types:

```plaintext
tnsr(config)# interface ?
```

### 9.2.2 Interface Configuration Options

The following commands are available when configuring an interface (config-interface mode):

- **access-list (input|output) acl <acl-name>**  Access Control Lists which apply to packets on this interface in the given direction *(Standard ACLs).*
- **access-list macip <macip-name>**  MACIP Access Control Lists which apply to packets on this interface *(MACIP ACLs).*
- **bond <id>**  Set this interface as a part of the given bonding group *(Bonding Interfaces).*
- **bridge domain <id>**  Set this interface as a member of the given bridge domain *(Bridge Interfaces).*
- **description**  Set the interface description.
- **detailed-stats (enable|disable)**  Enable or disable the collection of detailed packet statistics which individually track received and transmitted unicast, multicast, and broadcast packets. Disabled by default. Disabling these counters for an interface will not clear the values, it only stops new data collection.
- **dhcp client [ipv4]**  Configures this interface to obtain its IPv4 address using Dynamic Host Configuration Protocol.
- **dhcp client ipv4 hostname <host-name>**  Sets the hostname sent with DHCP client requests.
- **disable**  Disable interface administratively.
- **enable**  Enable interface administratively.
- **ip address <ip-address>**  Sets the IPv4 address for this interface. May be repeated to add multiple addresses to an interface.

**Note:** TNSR 19.08 and later support multiple IP addresses in the same prefix. Older versions only allowed a single address per prefix.

- **ip nat (inside|outside|none)**  Configures this interface to be an inside or outside NAT interface *(Network Address Translation).* To stop an interface from participating in NAT, use either `no ip nat` or `ip nat none`.
- **ip reassembly**  Configures *(IP Reassembly)* for IPv4.
- **ip route-table <route-table-name>**  Configures a specific IPv4 route table to be used for traffic exiting this interface.
ipv6 address <ip6-address> Sets the IPv6 address for this interface. May be repeated to add multiple addresses to an interface.

**Note:** TNSR 19.08 and later support multiple IP addresses in the same prefix. Older versions only allowed a single address per prefix.

ipv6 reassembly Configures IP Reassembly for IPv6.

ipv6 route-table <route-table-name> Configures a specific IPv6 route table to be used for traffic exiting this interface.

lldp LLDP options for this interface (Link Layer Discovery Protocol).

mac-address Configures an alternative MAC address for this interface.

**Warning:** Changing the MAC address on an active interface will result in unpredictable behavior. Packets already in transit addressed to the old MAC will be dropped, and it may take some time for other hosts and equipment on directly connected networks to update their ARP tables with the new MAC address.

The best practice is to set an interface administratively down (disable) before changing the MAC address, and then enable it again afterward.

map MAP-E/T options for this interface (MAP (Mapping of Address and Port)).

mtu <size> Sets the interface L2 Maximum Transmission Unit (MTU) size, in bytes.

vlan tag-rewrite disable Disable tag rewriting for this interface.

vlan tag-rewrite pop-1 Remove one level of VLAN tags from packets on this interface.

vlan tag-rewrite pop-2 Remove two levels of VLAN tags from packets on this interface.

vlan tag-rewrite push-1 (dot1ad|dot1q) <tag 1> Add a new layer of VLAN tagging to frames on this interface using the provided VLAN tag.

vlan tag-rewrite push-2 (dot1ad|dot1q) <tag 1> <tag 2> Add two new layers of VLAN tagging to frames on this interface using the provided VLAN tags.

vlan tag-rewrite translate-1-1 (dot1ad|dot1q) <tag 1> <tag 1> Replace one layer of VLAN tags with the a different VLAN ID.

vlan tag-rewrite translate-1-2 (dot1ad|dot1q) <tag 1> <tag 2> Replace one layer of VLAN tags with two layers of tagging using the provided VLAN IDs.

vlan tag-rewrite translate-2-1 (dot1ad|dot1q) <tag 1> Replace two layers of VLAN tags with one layer of tagging using the provided VLAN ID.

vlan tag-rewrite translate-2-2 (dot1ad|dot1q) <tag 1> <tag 2> Replace two layers of VLAN tags with two different layers of tagging using the provided VLAN IDs.

### 9.2.3 DHCP Client Example

The previous example was for a static IP address deployment.

To configure a TNSR interface to obtain its IP address via DHCP as a client, follow this example instead:
9.3 Types of Interfaces

Regular Interfaces  Typically these are hardware interfaces on the host, or virtualized by the hypervisor in a virtual machine environment. These are made available to TNSR through VPP, as described in Setup Interfaces.

VLAN Subinterfaces  VLAN interfaces are configured on top of regular interfaces. They send and receive traffic tagged with 802.1q VLAN identifiers, allowing multiple discrete networks to be used when connected to a managed switch performing VLAN trunking or tagging.

memif  Shared memory packet interfaces (memif) are virtual interfaces which connect between TNSR and other applications on the same host.

tap  Virtual network TAP interfaces which are available for use by host applications.

ipsec  Interfaces created and used by IPsec tunnels.

Loopback  Local loopback interfaces used for a variety of reasons, including management and routing so that the address on the interface is always available, no matter the status of a physical interface.

GRE  Generic Routing Encapsulation, an unencrypted tunneling interface which can be used to route traffic to remote hosts over a virtual point-to-point interface connection.

SPAN  Switch Port Analyzer, copies packets from one interface to another for traffic analysis.

Bond  Bonded interfaces, aggregate links to switches or other devices employing a load balancing or failover protocol such as LACP.

Bridge  Bridges connect interfaces together bidirectionally, linking the networks on bridge members together into a single bridge domain. The net effect is similar to the members being connected to the same layer 2 or switch.

VXLAN Interfaces  Virtual Extensible LAN (VXLAN) is a similar concept to VLANs, but it encapsulates Layer 2 traffic in UDP, which can be transported across other IP networks. This enables L2 connectivity between physically separated networks in a scalable fashion.

Host Interfaces  Host interfaces exist outside TNSR, in the operating system. These are used primarily for host OS management.

9.3.1 VLAN Subinterfaces

VLANs enable a device to carry multiple discrete broadcast domains, allowing a single switch to function as if it were multiple switches. VLANs are commonly used for network segmentation in the same way that multiple switches can be used: To place hosts on a specific segment, isolated from other segments. Where trunking is employed between switches, devices on the same segment need not reside on the same switch. Devices that support trunking can also communicate on multiple VLANs through a single physical port.

TNSR supports VLANs primarily through subinterfaces, though a variety of VLAN tag rewriting options are available directly on interfaces (Configure Interfaces). Using subinterfaces, TNSR can send and receive VLAN tagged traffic on one or more interfaces. The device to which TNSR is connected must also tag traffic in the same way as TNSR.
TNSR also supports multiple levels of VLAN tagged subinterfaces, commonly known as QinQ or 802.1ad. This is used to transport multiple VLANs inside another VLAN-tagged outer frame. Intermediate equipment only sees the outer tag, and the receiving end can pop off the outer tag and use the multiple networks inside independently as if it had a direct layer 2 connection to those networks. In this way, providers can isolate multiple tenants on the same equipment, allowing each tenant to use whichever VLAN tags they require, or achieve other goals such as using greater than the default limit of 4096 VLANs.

**Note:** TNSR can forward packets it receives on a QinQ interface or route packets out a QinQ interface, but the router-plugin does not currently support QinQ so features such as ping will not work against the subinterface directly.

### VLAN Subinterface Configuration

A few pieces of information are necessary to create a VLAN subinterface (“subif”):

- The parent interface which will carry the tagged traffic, e.g. GigabitEthernet3/0/0
- The subinterface ID number, which is a positive integer that uniquely identifies this subif on the parent interface. It is commonly set to the same value as the VLAN tag
- The VLAN tag used by the subif to tag outgoing traffic, and to use for identifying incoming traffic bound for this subif. This is an integer in the range 1-4095, inclusive. This VLAN must also be tagged on the corresponding switch configuration for the port used by the parent interface.

### Creating a VLAN Subinterface

The `interface subif <parent> <subinterface id>` command creates a new subif object with the given identifier. This command enters `config-subif` mode. That mode contains the following commands:

- **default** Default subinterface, will match any traffic that does not match another subinterface on the same parent interface.
- **untagged** This subinterface will match frames without any VLAN tags.
- **exact-match** Specifies whether to exactly match the VLAN ID and the number of defined VLAN IDs. When this is not set, frames with more VLAN tags will also be matched. Layer 3/routed interfaces must use `exact-match`, it is optional for unrouted/L2 interfaces.
- **dot1q (<vlan-id>|any)** The VLAN tag to match for this subinterface.
- **inner-dot1q (<vlan-id>|any)** An inner 802.1q VLAN tag for use with QinQ
- **outer-dot1ad (<vlan-id>|any)** An outer 802.1ad VLAN tag for use with QinQ
- **outer-dot1q (<vlan-id>|any)** An outer 802.1q VLAN tag for use with QinQ
- **vlan <vlan-id>** VLAN ID for tag rewriting

**Note:** Where multiple similar options are present, generally this is for compatibility with other equipment that requires using those specific options. Consult the documentation for the peer device to find out which options it prefers.

After creating the interface, it will be available in TNSR. The name of this interface is composed of the parent interface name and the subif id, joined by a .. For example, TenGigabitEthernet6/0/0.70.
VLAN Subinterface Examples

VLAN Example

First, create a new subif object. In this example, both the subif id and the 802.1q VLAN tag are the same, 70:

```
tnsr(config)# interface subif TenGigabitEthernet6/0/0 70
tnsr(config-subif)# dot1q 70
tnsr(config-subif)# exact-match
tnsr(config-subif)# exit
```

Upon commit, this creates a corresponding subif interface which appears with the parent interface name and the subif id, joined by a .:

```
tnsr(config)# interface TenGigabitEthernet6/0/0.70
tnsr(config-interface)#
```

At this point, it behaves identically to regular interface in that it may have an IP address, routing, and so on.

QinQ Example

This example creates a QinQ subinterface with an inner tag of 100 and an outer tag of 200. The subinterface ID number can be any arbitrary unsigned 32-bit integer, but in this case it makes the purpose more clear to have it match the outer and inner VLAN tags of the subinterface:

```
tnsr(config)# subif GigabitEthernet0/0/0 200100
tnsr(config-subif)# inner-dot1q 100
tnsr(config-subif)# outer-dot1q 200
tnsr(config-subif)# exit
tnsr(config)# exit
```

9.3.2 Shared Memory Packet Interfaces (memif)

A Shared Memory Packet Interface (memif) has two components: A socket and an interface. A memif also requires a role, either master or slave. In most TNSR applications, it will be the master and the other endpoint will be a slave. A single socket may only be associated with one role type.

Memif Configuration

Creating a memif Socket

The `interface memif socket` command requires an identifier number and a filename, both of which must be unique to this socket. The full form of the command is: `interface memif socket id <id> filename <socket-filename>

In this command, the available parameters are:

- **id** A required identifier unique to this memif instance. This is an integer in the range 1..4294967294.
- **socket-filename** The full path to a socket file used for establishing memif connections. A socket can be used for either master or slave interfaces, but not both. A socket can have more than one master, or it can have more than one slave.
Creating a memif interface

Next, the `interface memif interface <id>` command creates a memif object. This command requires its own interface identifier, and it must be tied to the socket using the same ID from the previous command.

This command enters `config-memif` mode, where the following commands are available:

- **socket-id <id>**  The socket ID for the associated memif socket created previously. This value is required.
- **buffer-size <size>**  The size of the buffer allocated for each ring entry. Default 2048.
- **mac-address <mac>**  MAC address for the memif interface.
- **mode <mode>**  Sets the mode for the memif interface. Mode must be one of:
  - **ethernet**  Ethernet (L2) mode.
  - **ip**  IP (L3) mode.
  - **punt/inject**  Reserved for future use. Not yet implemented.
  - **ring-size <size>**  Number of entries in receive and transmit rings. Value is 8..32 and is used as a power of 2. Default value is 10 for 1024 (2^10) entries.
  - **role <role> [options]**  Sets the role of the memif interface. The default role is `master` and this is the most common role for TNSR. The following modes and options are available:
    - **master**  Master role. The master does not expose its memory to the slave peer.
    - **slave [rx-queues|tx-queues] <num-queues>**  Slave role. Allocates and shares memory with the master to transfer data. When operating in slave mode, the number of receive or transmit queues may be set as an option:
      - **rx-queues <n-rx-qs>**  Number of receive queues. May be between 1..255.
      - **tx-queues <n-tx-qs>**  Number of transmit queues. May be between 1..255.
  - **secret <sec-str>**  A quoted secret string, up to 24 characters.

After creating the interface, it will be available in TNSR. The name of this interface is composed of the socket ID and the interface ID: `interface memif<socket id>/<interface id>`.

### Memif Example

First, create a socket with an ID of 23, using a socket file of `/tmp/memif23.sock`:

```bash
tnsr(config)# interface memif socket id 23 filename /tmp/memif23.sock
```

Next, run commands to create a memif interface with an interface ID of 100 taking on the role `master` on the socket created previously:

```bash
tnsr(config)# interface memif interface 100
tnsr(config-memif)# socket-id 23
tnsr(config-memif)# role master
tnsr(config-memif)# exit
```
Now the interface will be available to TNSR. In this example with a socket ID of 23 and an interface ID of 100, the full interface name is memif23/100.

**Memif status**

For a list of all current memif entries, along with their names and configuration, use the `show interface memif` command:

```plaintext
tnsr# show interface memif

Socket Id   Filename
----------   ------------------------------------------
0            /run/vpp/memif.sock
23           /tmp/memif23.sock

memif id: 100
    Memif name: memif23/100
    Interface: memif23/100
    Role: master
    Mode: ethernet
    MAC address: 02:fe:8c:e5:ce:06
    Socket id: 23
    Ring size: 0
    Buffer size: 0
    Admin up: false
    Link up: false
```

### 9.3.3 Tap Interfaces

Virtual network tap interfaces give daemons and clients in the host operating system access to send and receive network traffic through TNSR to other networks. A tap interface can carry layer 2 and layer 3 frames between the host OS and TNSR, and be a bridge member.

**Tap Configuration**

The `interface tap <name>` command creates a tap object with the given name. This name is also used to create the tap interface in the host OS. For example, if a tap object was created with `interface tap mytap`, then the interface in the host OS is named `mytap`.

This command enters `config-tap` mode, which contains the following commands:

- **instance <instance>** Required instance identifier for the tap interface. A tap interface appears in TNSR using the `tap` prefix followed by the chosen identifier number. For example, with an identifier number of 1, the TNSR interface will be `tap1`.
- **mac-address <mac>** The MAC address for the TNSR side of the tap interface.
- **(rx-ring-size|tx-ring-size) <size>** Configures the receive (`rx`) or transmit (`tx`) ring buffer size.

**Note:** Default ring size is 256. The value must be a power of 2 and must be less than or equal to 32768.

- **host bridge <bridge-name>** Configure the tap as part of a host bridge.
A tap object cannot have both an IP address and a bridge name set.

host (ipv4|ipv6) gateway <ip-addr> Configure a gateway for the host tap interface.
host (ipv4|ipv6) prefix <ip-addr> Configures the host IPv4 or IPv6 address for the tap interface.
host mac-address <mac> The MAC address for the host side of the tap interface.
host namespace <ns> Configure a namespace inside which the tap will be created on the host.

**TAP Examples**

**Example tap Interface**

The following commands create a tap object named mytap with an instance id of 1:

```bash
tnsr(config)# interface tap mytap
tnsr(config-tap)# instance 1
```

At this point, the TNSR and host OS interfaces exist but contain no configuration:

In TNSR:

```bash
tnsr# show interface tap1
Interface: tap1
  Admin status: down
  Link up, unknown, unknown duplex
  Link MTU: 9216 bytes
  MAC address: 02:fe:77:d9:be:1e
  IPv4 Route Table: ipv4-VRF:0
  IPv6 Route Table: ipv6-VRF:0
```

In the host OS:

```bash
$ ip address show mytap
300: mytap: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UNKNOWN
  group default qlen 1000
  link/ether 42:5a:f0:6f:d9:77 brd ff:ff:ff:ff:ff:ff
  inet6 fe80::405a:f0ff:fe6f:d977/64 scope link
    valid_lft forever preferred_lft forever
```

**Example Tap Interface Addresses**

Configuring addresses for tap interfaces depends on the location of the interface.

For the interface visible in TNSR, configure it in the same manner as other TNSR interfaces:

```bash
tnsr# configure
tnsr(config)# int tap1
tnsr(config-interface)# ip address 10.2.99.2/24
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# exit
tnsr#
```
The MAC address of the tap interface may also be set on the `tap` object:

```bash
tnsr# configure
tnsr(config)# interface tap mytap
tnsr(config-tap)# mac-address 02:fe:77:d9:be:ae
tnsr(config-tap)# exit
tnsr(config)# exit
tnsr#
```

The address for the host OS interface is configured by the `host` command under the tap object instance:

```bash
tnsr# configure
tnsr(config)# interface tap mytap
tnsr(config-tap)# host ipv4 prefix 10.2.99.1/24
tnsr(config-tap)# exit
tnsr(config)# exit
tnsr#
```

At this point, the interfaces will show the configured addresses:

**In TNSR:**

```bash
tnsr# show interface tap1
Interface: tap1
  Admin status: up
  Link up, unknown, unknown duplex
  Link MTU: 9216 bytes
  MAC address: 02:fe:77:d9:be:ae
  IPv4 Route Table: ipv4-VRF:0
  IPv4 addresses:
    10.2.99.2/24
  IPv6 Route Table: ipv6-VRF:0
```

**In the host OS:**

```
$ ip address show mytap
308: mytap: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UNKNOWN...
  group default qlen 1000
    link/ether 02:fe:77:d9:be:ae brd ff:ff:ff:ff:ff:ff
    inet 10.2.99.1/24 scope global mytap
      valid_lft forever preferred_lft forever
    inet6 fe80::02fe:77d9:beae/64 scope link
      valid_lft forever preferred_lft forever
```

The `host <family> prefix <address>` syntax works similarly for IPv6 with an appropriate address.

### 9.3.4 Loopback Interfaces

Loopback interfaces are internal interfaces available for use in TNSR for routing and other internal traffic handling purposes such as acting as a bridged virtual interface (**Bridge Interfaces**).

#### Loopback Configuration

Before a loopback interface can be configured, a loopback instance must be created by the `interface loopback <name>` command. This command enters `config-loopback` mode. The loopback must be given a unique name and a positive numeric instance identifier.
The following commands are available in config-loopback mode:

**instance**  
A required instance identifier. This value is used to generate the loopback interface name in TNSR in the form of `loop<id>`. For example, with an id of `1`, the loopback interface name is `loop1`.

**description**  
A brief text description of this loopback instance.

**mac-address**  
An optional MAC address to use for the loopback interface. If omitted, TNSR will generate a MAC in the form of `de:ad:00:00:00:<id>`.

### Loopback Example

This example creates a new loopback object named `mgmtloop` with an instance identifier of `1`:

```
tnsr(config)# interface loopback mgmtloop
tnsr(config-loopback)# instance 1
tnsr(config-loopback)# exit
```

Upon commit, the new interface will be available for use by TNSR. The interface will be designated `loop<instance id>`, in this case, `loop1`. It can then be configured in the same manner as other interfaces:

```
tnsr(config)# interface loop1
tnsr(config-interface)# ip address 10.25.254.1/24
tnsr(config-interface)# exit
```

### 9.3.5 GRE Interfaces

A Generic Routing Encapsulation (GRE) interface enables direct routing to a peer that does not need to be directly connected, similar to a VPN tunnel, but without encryption. GRE is frequently combined with an encrypted transport to enable routing or other features not possible with the encrypted transport on its own. GRE interfaces can be combined with dynamic routing protocols such as BGP, or use static routing.

### GRE Configuration

To create a GRE object, TNSR requires an object name, positive integer instance ID, source IP address, and destination IP address. The first step is to run the `gre <object-name>` command, which enters config-gre mode. Inside config-gre mode, the following commands are available:

**instance <id>**  
Required instance identifier. This value is used to generate the GRE interface name in TNSR in the form of `gre<id>`. For example, with an id of `1`, the GRE interface name is `gre1`.

**source <ip-address>**  
Required IP address on TNSR to use as a source for GRE traffic associated with this instance. Can be an IPv4 or IPv6 address.

**destination <ip-address>**  
Required IP address of the remote GRE peer, which is the destination for GRE traffic associated with this instance. Can be an IPv4 or IPv6 address, but the address family must match that of the source IP address.

**encapsulation route-table <route-table>**  
This option controls which route table is used by the GRE object, for traffic utilizing the GRE interface. The default behavior is to use the default routing table.

**tunnel-type <type>**  
TNSR supports multiple GRE tunnel types, where `<type>` is one of the following:

- **l3**  
  Layer 3 encapsulation, the default type of GRE tunnel, which can carry layer 3 IP traffic and above.
**erspan session-id <id>** Encapsulated Remote Switched Port Analyzer (ERSPAN). This requires a session ID number, which is an integer in the range 0..1023. When combined with Switch Port Analyzer (SPAN) Interfaces, ERSAN can deliver copies of local packets to a remote host for inspection. Explained in detail in GRE ERSAN Example Use Case.

**teb** Transparent Ethernet Bridging (TEB)

**GRE Examples**

This example creates a new GRE object named test1, with an instance id of 1, and the source and destination addresses shown:

```bash
tnsr(config)# gre test1
tnsr(config-gre)# instance 1
tnsr(config-gre)# source 203.0.113.2
tnsr(config-gre)# destination 203.0.113.25
```

Upon commit, the new GRE interface will be available for use by TNSR. The name of the GRE interface is gre<instance id>, which in this case results in gre1. The GRE interface can then be configured similar to other interfaces (Configure Interfaces):

```bash
tnsr(config)# interface gre1
tnsr(config-interface)# ip address 10.2.123.1/30
tnsr(config-interface)# enable
tnsr(config-interface)# exit
```

See also:

For an example ERSAN configuration, see GRE ERSAN Example Use Case

**GRE Status**

To view a list of current GRE objects, use show gre:

```bash
tnsr# show gre
Name   Instance Type Source IP     Dest IP       Encap Rt  Session Id
------- -------- ---- -------------- ----------- ----------
test1   1        L3    203.0.113.2  203.0.113.25  ipv4-VRF:0  0
```

This command prints a list of all GRE objects and a summary of their configuration.

**9.3.6 Switch Port Analyzer (SPAN) Interfaces**

A SPAN interface ties two interfaces together such that packets from one interface (the source) are directly copied to another (the destination). This feature is also known as a “mirror port” on some platforms. SPAN ports are commonly used with IDS/IPS, monitoring systems, and traffic logging/statistical systems. The target interface is typically monitored by a traffic analyzer, such as snort, that receives and processes the packets.

A SPAN port mirrors traffic to another interface which is typically a local receiver. To send SPAN packets to a remote destination, see GRE ERSAN Example Use Case which can carry mirrored packets across GRE.
SPAN Configuration

SPAN instances are configured from config mode using the span <source-interface> command. That command enters config-span mode. Inside config-span mode, the following commands are available:

onto <destination-interface> <layer> <state> Specifies a destination for SPAN traffic. May be repeated for multiple destinations. This interface may not be the same as the <source-interface> given to create the span instance.

The available parameters include:

destination-interface The interface which will receive copies of packets from the source interface. The destination interface can be any interface available to TNSR except for the <source-interface> given to create the span instance.

layer Sets the layer above which packet information is forwarded to the destination. Can be one of the following choices:

- hw Mirror hardware layer packets.
- l2 Mirror Layer 2 packets.

state Can be one of the following choices:

- rx Enables receive packets
- tx Enables transmit packets
- both Enables both transmit and receive
- disabled Disables both transmit and receive

Note: When removing a span instance, the state does not need to be present on the command, and will be ignored.

SPAN Example

This example creates a new span that copies all packets sent and received on GigabitEthernet0/14/0 to memif1/1. The packet copies include hardware level information and above.

```
tnsr(config)# span GigabitEthernet0/14/0
tnsr(config-span)# onto memif1/1 hw both
tnsr(config-span)# exit
```

See also:

For an example ERSPAN configuration that combines GRE in ERSPAN mode with a span instance, see GRE ERSPAN Example Use Case.

9.3.7 Bonding Interfaces

TNSR supports bonding multiple interfaces together for link aggregation and/or redundancy. Several bonding methods are supported, including Link Aggregation Control Protocol (LACP, 802.3ad). These types of interfaces may also be called LAG or LAGG on other platforms and switches.
**Bond Configuration**

A bond instance has two main components on TNSR: The bond itself, and the interfaces which are a member of the bond. Beyond that, the device to which the bonded interfaces connect, typically a switch, must also support the same bonding protocol and it must also have ports with an appropriately matching configuration.

**Warning:** Bonds may only be created between hardware interfaces. Virtual interfaces such as Tap interfaces, loopback interfaces, subinterfaces, and other bond interfaces cannot be added to a bond.

**Creating a bond**

The `interface bond <instance>` command in `config` mode enters `config-bond` mode. An instance number, such as 0, must be manually specified to create a new bond interface.

`config-bond` mode contains the following commands:

- **load-balance (l2|l23|l34)** Configures the load balancing hash for the bonded interface. This setting determines how traffic will be balanced between ports. Traffic matching a single source and destination pair for the configured hash value will flow over a single link. Using higher level hashing will balance loads more evenly in the majority of cases, depending on the environment, but requires additional resources to handle.
  
  This load-balance configuration is only available in `lacp` and `xor` modes.
  
  This should be set to match the switch configuration for the ports.

  - **l2** Layer 2 (MAC address) hashing only. Any traffic to/from a specific pair of MAC addresses will flow over a single link. This method is the most common, and may be the only method supported by the other end of the bonded link.

  **Note:** If the bonded interface only transmits traffic to a single peer, such as an upstream gateway, then all traffic will flow over a single link. The bond still has redundancy, but does not take advantage of load balancing.

  - **l23** Layer 2 (MAC address) and Layer 3 (IP address) hashing. For non-IP traffic, acts the same as **l2**.

  - **l34** Layer 3 (IP address) and Layer 4 (Port, when available) hashing. If no port information is present (or for fragments), acts the same as **l23**, and for non-IP traffic, acts the same as **l2**.

- **mode (round-robin|active-backup|xor|broadcast|lacp)**

  - **round-robin** Load balances packets across all bonded interfaces by sending a packet out each interface sequentially. This does not require any cooperation from the peer, but can potentially lead to packets arriving at the peer out of order. This can only influence outgoing traffic, the behavior of return traffic is up to the peer.

  - **active-backup** Provides only redundancy. Uses a single interface of the bond, and will switch to another if the first interface fails. The switch can only see the MAC address of the active port.

  - **xor** Provides hashed load balancing of packet transmission. The transmit behavior is controlled by the `load-balance` option discussed previously. This mode is a step up from `round-robin`, but the behavior of return traffic is still up to the peer.
**broadcast** Provides only link redundancy by transmitting all packets on all links.

**lACP** Provides dynamic load balancing and redundancy using Link Aggregation Control Protocol (LACP, 802.3ad). In this mode, TNSR will negotiate an LACP link with an appropriately-configured switch, and monitors the links. This method is the most flexible and reliable, but requires active cooperation from a switch or suitable peer. The load balancing behavior can be controlled with the `load-balance` command discussed previously.

**mac-address <mac-address>** Optionally specifies a manually-configured MAC address to be used by all members of the bond, except in `active-backup` mode in which case it is only used by the active link.

### Bond Interface Settings

Additionally, from within `config-interface` on an Ethernet interface, the following commands are available:

`bond <instance> [long-timeout] [passive]`

- **instance** The instance ID of the bond to which this interface will belong.
- **long-timeout** Uses a 90-second timeout instead of the default timeout of 3 seconds when monitoring bonding peers, such as with LACP.
- **passive** This interface will be a member of the bond but will not initiate LACP negotiations.

### Bond Example

This example sets up a basic LACP bond between two interfaces. The first step is to create the bond instance:

```
tnsr(config)# interface bond 0
tnsr(config-bond)# load-balance 12
tnsr(config-bond)# mode lacp
tnsr(config-bond)# mac-address 00:08:a2:09:95:99
tnsr(config-bond)# exit
```

Next, decided which TNSR interfaces will be members of the bond, and configure them to be a part of the bond instance. In this case, the example uses `GigabitEthernet0/14/2` and `GigabitEthernet0/14/3`:

```
tnsr(config)# int GigabitEthernet0/14/2
tnsr(config-interface)# bond 0
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# int GigabitEthernet0/14/3
tnsr(config-interface)# bond 0
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# exit
```

With that complete, TNSR will now have a new interface, `BondEthernet0`:

```
Interface: BondEthernet0
  Admin status: down
  Link up, unknown, unknown duplex
  Link MTU: 9216 bytes
  MAC address: 00:08:a2:09:95:99
```

(continues on next page)
Looking at the interfaces that are members of the bond, the `BondEthernet0` membership is also reflected there:

```
Interface: GigabitEthernet0/14/2
  Admin status: up
  Link up, unknown, full duplex
  Link MTU: 9206 bytes
  MAC address: 00:08:a2:09:95:99
  IPv4 Route Table: ipv4-VRF:0
  IPv6 Route Table: ipv6-VRF:0
  Bond interface: BondEthernet0
  counters:
    received: 52575 bytes, 163 packets, 0 errors
    transmitted: 992 bytes, 8 packets, 19 errors
    31 drops, 0 punts, 0 rx miss, 0 rx no buffer

Interface: GigabitEthernet0/14/3
  Admin status: up
  Link up, unknown, full duplex
  Link MTU: 9206 bytes
  MAC address: 00:08:a2:09:95:99
  IPv4 Route Table: ipv4-VRF:0
  IPv6 Route Table: ipv6-VRF:0
  Bond interface: BondEthernet0
  counters:
    received: 4006 bytes, 37 packets, 0 errors
    transmitted: 620 bytes, 5 packets, 13 errors
    20 drops, 0 punts, 0 rx miss, 0 rx no buffer
```

A configuration can now be applied to `BondEthernet0`:

```	nsnr(config)# interface BondEthernet0
  tsnr(config-interface)# ip address 10.2.3.1/24
  tsnr(config-interface)# enable
  tsnr(config-interface)# exit
  tsnr(config)# exit
```

Finally, look at the completed interface configuration:

```
 tsnr# show interface BondEthernet0
 Interface: BondEthernet0
  Admin status: up
  Link up, unknown, unknown duplex
  Link MTU: 9216 bytes
  MAC address: 00:08:a2:09:95:99
  IPv4 Route Table: ipv4-VRF:0
  IPv4 addresses:
```
10.2.3.1/24
IPv6 Route Table: ipv6-VRF:0
Slave interfaces:
  GigabitEthernet0/14/2
  GigabitEthernet0/14/3
counters:
  received: 0 bytes, 0 packets, 0 errors
  transmitted: 806 bytes, 9 packets, 0 errors
  2366 drops, 0 punts, 0 rx miss, 9 rx no buffer

For information on the LACP state, use `show interface lACP`:

```
tnsr# show interface lACP
Interface name: GigabitEthernet0/14/2
  Bond name: BondEthernet0
  RX-state: CURRENT
  TX-state: TRANSMIT
  MUX-state: COLLECTING_DISTRIBUTING
  PTX-state: PERIODIC_TX

Interface name: GigabitEthernet0/14/3
  Bond name: BondEthernet0
  RX-state: CURRENT
  TX-state: TRANSMIT
  MUX-state: COLLECTING_DISTRIBUTING
  PTX-state: PERIODIC_TX
```

**Bond Status**

To view the bond configuration, use `show interface bond`. This will show the configured bond parameters and other information that does not appear on the interface output:

```
tnsr# show interface bond
Interface name: BondEthernet0
  Mode: lACP
  Load balance: l2
  Active slaves: 2
  Slaves: 2
  Slave interfaces:
    GigabitEthernet0/14/2
    GigabitEthernet0/14/3
```

To view the bonding status of all interfaces, use `show interface bonding`:

```
tnsr# show interface bonding
Interface: BondEthernet0
  Admin status: up
  Slave interfaces:
    GigabitEthernet0/14/2
    GigabitEthernet0/14/3

Interface: GigabitEthernet0/14/0
  Description: Uplink
  Admin status: up
```
To view the LACP status, use `show interface lacp [interface name]`:

```plaintext
tnsr# show interface lacp
Interface name: GigabitEthernet0/14/2
  Bond name: BondEthernet0
  RX-state: CURRENT
  TX-state: TRANSMIT
  MUX-state: COLLECTING_DISTRIBUTING
  PTX-state: PERIODIC_TX

Interface name: GigabitEthernet0/14/3
  Bond name: BondEthernet0
  RX-state: CURRENT
  TX-state: TRANSMIT
  MUX-state: COLLECTING_DISTRIBUTING
  PTX-state: PERIODIC_TX
```

### 9.3.8 Bridge Interfaces

Bridges connect multiple interfaces together bidirectionally, linking the networks on bridge members together into a single bridge domain. The net effect is similar to the members being connected to the same layer 2 or switch.

This is commonly used to connect interfaces across different types of links, such as Ethernet to VXLAN. Another common use is to enable filtering between two segments of the same network. It could also be used to allow individual ports on TNSR to act in a manner similar to a switch, but unless filtering is required between the ports, this use case is not generally desirable.

**Warning:** Bridges connect together multiple layer 2 networks into a single larger network, thus it is easy to unintentionally create a layer 2 loop if two bridge members are already connected to the same layer 2. For example, the same switch and VLAN.

There are two components to a bridge: The bridge itself, and the interfaces which are members of the bridge.
Bridge Configuration

Creating a Bridge

A bridge is created by the `interface bridge domain <bdi>` command, available in config mode. This command enters config-bridge mode where the following options are available:

- **arp entry ip <ip-addr> mac <mac-addr>** Configures a static ARP entry on the bridge. Entries present will be used directly, rather than having TNSR perform an ARP request flooded on all bridge ports to locate the target. Additionally, when a bridge is not set to learn MACs, these entries must be created manually to allow devices to communicate across the bridge.

- **arp term** Boolean value that when present enables ARP termination on this bridge. When enabled, TNSR will terminate and respond to ARP requests on the bridge. Disabled by default.

- **flood** Boolean value that when present enables Layer 2 flooding. When TNSR cannot locate the interface where a request should be directed on the bridge, it is flooded to all ports.

- **forward** Boolean value that when present enables Layer 2 unicast forwarding. Allows unicast traffic to be forwarded across the bridge.

- **learn** When present, enables Layer 2 learning on the bridge.

- **mac-age <minutes>** When set, enables MAC aging on the bridge using the specified aging time.

- **uu-flood** When present, enables Layer 2 unknown unicast flooding.

**Warning:** At least one of flood, forward, learn, or uu-flood must be enabled when creating a bridge for it to be valid.

Bridge Interface Settings

To add an interface to a bridge as a member, the following settings are available from within config-interface mode:

```
interface bridge domain <domain-id> [bvi] [shg <n>]
```

- **domain id** Bridge Domain ID, corresponding to the ID given when creating the bridge interface previously.

- **bvi** Boolean value that when present indicates that this is a Bridged Virtual Interface (BVI). A bridge connects multiple interfaces together but it does not connect them to TNSR. A BVI interface, typically a loopback, allows TNSR to participate in the bridge for routing and other purposes.

  An L3 packet routed to the BVI will have L2 encapsulation added and then is handed off to the bridge domain. Once on the bridge domain, the packet may be flooded to all bridge member ports or sent directly if the destination is known or static. A packet arriving from the bridge domain to a BVI will be routed as usual.

  **Note:** A bridge domain may only contain one BVI member.

- **shg <n>** A Split Horizon Group identifier, used with VXLAN interfaces. This number must be non-zero and the same number must be used on each VXLAN tunnel added to a bridge domain. This prevents packets from looping back across VXLAN interfaces which are meshed between peers.
Bridge Example

This example will setup a bridge between GigabitEthernet3/0/0 and GigabitEthernet0/14/1, joining them into one network. Further, a loopback interface is used to allow TNSR to act as a gateway for clients on these bridged interfaces.

First, create the bridge with the desired set of options:

```bash
tnsr(config)# interface bridge domain 10
tnsr(config-bridge)# flood
tnsr(config-bridge)# uu-flood
tnsr(config-bridge)# forward
tnsr(config-bridge)# learn
tnsr(config-bridge)# exit
```

Next, add both interfaces to the bridge:

```bash
tnsr(config)# int GigabitEthernet3/0/0
tnsr(config-interface)# bridge domain 10
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# int GigabitEthernet0/14/1
tnsr(config-interface)# bridge domain 10
tnsr(config-interface)# enable
tnsr(config-interface)# exit
tnsr(config)# interface loopback bridgeloop
tnsr(config-loopback)# instance 1
tnsr(config-loopback)# exit
tnsr(config)# interface loop1
tnsr(config-interface)# ip address 10.25.254.1/24
tnsr(config-interface)# bridge domain 10 bvi
tnsr(config-interface)# enable
tnsr(config-interface)# exit
```

Bridge Status

To view the status of bridges, use the `show interface bridge domain [<id>]` command:

```bash
tnsr(config)# show interface bridge domain 10
Bridge Domain Id: 10
  flood: true
  uu-flood: true
  forward: true
  learn: true
  arp-term: false
  mac-age: 0
  BVI IF: loop1
  Domain Interface Members
    IF: GigabitEthernet0/14/1  SHG: 0
    IF: GigabitEthernet3/0/0  SHG: 0
    IF: local0  SHG: 0
    IF: loop1  SHG: 0
  ARP Table Entries
```

If the `id` value is omitted, TNSR will print the status of all bridges.
9.3.9 VXLAN Interfaces

Virtual Extensible LAN, or VXLAN, interfaces can be used to encapsulate Layer 2 frames inside UDP, carrying traffic for multiple L2 networks across Layer 3 connections such as between routed areas of a datacenter, leased lines, or VPNs.

VXLAN tunnels are commonly used to bypass limitations of traditional VLANs on multi-tenant networks and other areas that require large scale L2 connectivity without direct connections.

There are two main components to a VXLAN tunnel: The VXLAN tunnel itself, and the bridge domain used to terminate the tunneled traffic to another local interface.

**VXLAN Configuration**

A new VXLAN tunnel is created with the `vxlan <tunnel-name>` command in config mode, which then enters config-vxlan mode.

In config-vxlan mode, the following commands are available:

- **instance <id>** Required instance identifier configured on the VXLAN tunnel. Based on this, a new interface will be available in TNSR named `vxlan_tunnel<id>`. For example, with instance 0 the interface is named `vxlan_tunnel0`.

- **vni <u24>** Required VXLAN Network Identifier

- **source <ip-addr>** Required source IP address on TNSR used to send VXLAN tunnel traffic.

- **destination <ip-addr>** Required destination IP address for the far side of the tunnel. This can be a multicast address, but if it is, then the multicast interface must also be defined.

- **encapsulation route-table <rt-table-name>** Routing table used for VXLAN encapsulation.

- **multicast interface <if-name>** Interface used for multicast. Required if the destination address is a multicast address. If defined, the destination address must be multicast.

**Note:** The source IP address, destination IP address and encapsulation route table must all be of the same address family, either IPv4 or IPv6.

**VXLAN-Related Settings**

In addition to the VXLAN settings, there are related settings in bridges and interfaces which are used with VXLAN tunnels.

In config-bridge mode, the `arp term` command to enable ARP termination is needed for bridges used with VXLAN tunnels.

In config-interface mode, when adding an interface to a bridge, the `shg` (Split Horizon Group) parameter is required for VXLAN tunnels. This number must be non-zero and the same number must be used on each VXLAN tunnel added to a bridge domain. This prevents packets from looping back across VXLAN interfaces which are meshed between peers.

**VXLAN Example**

First, create the bridge with the desired set of options:
Add host interface to bridge domain:

```
tnsr(config)# int GigabitEthernet3/0/0
tnsr(config-interface)# bridge domain 10 shg 1
tnsr(config-interface)# exit
```

Create the VXLAN tunnel:

```
tnsr(config)# vxlan xmpl
 tnsr(config-vxlan)# instance 0
 tnsr(config-vxlan)# vni 10
 tnsr(config-vxlan)# source 203.0.110.2
 tnsr(config-vxlan)# destination 203.0.110.25
 tnsr(config-vxlan)# exit
```

Add the VXLAN tunnel to bridge domain:

```
tnsr(config)# int vxlan_tunnel0
 tnsr(config-interface)# bridge domain 10 shg 1
 tnsr(config-interface)# exit
```

### VXLAN Status

To view the status of VXLAN tunnels, use the `show vxlan` command:

```
tnsr# show vxlan
Name     Instance Source IP     Dest IP     Encap Rt     Decap Node IF Name     Mcast IF
--------- -------- --------------- ----------- ---------- ---------- -------------- -------- --
           -VNI                                            
---        -------- --------------- ----------- ---------- ---------- -------------- ----- --
xmpl 0     203.0.110.2 203.0.110.25 ipv4-VRF:0 1 vxlan_tunnel0
```

### 9.3.10 Host Interfaces

Host interfaces are interfaces which have not been allocated to the dataplane. As such, these exist separate from other types of TNSR interfaces. As the name implies, they are available for use by the host operating system. These interfaces are primarily used for host OS management.

Host interfaces may be managed from TNSR as described in this section, or using another mechanism in the host OS, such as Network Manager.

**Warning:** To be used as a host interface, an interface must not be used by the dataplane. To return an interface from dataplane to host control, see *Remove TNSR NIC for Host Use.*
Host Interface Configuration

To configure a host interface, from config mode, use the host interface <name> command to enter config-host-if mode. The <name> parameter is the name of the interface in the host operating system. To see a list of available interfaces, use show host interface.

config-host-if mode contains the following commands:

- **description <text>** A brief text description of this interface, such as Management.
- **enable|disable** Enables or disables the interface.
- **ip address <ipv4-prefix>** Sets a static IPv4 address and CIDR mask to use on the interface.
- **ipv6 address <ipv6-prefix>** Sets a static IPv6 address and prefix to use on the interface.
- **mtu <mtu-value>** Sets the maximum transmission unit size for the interface.

Host Interface Example

This example configures the host OS interface enp8s0f1 with an IP address of 10.2.178.2/24 and an MTU of 1500:

```
tnsr# configure
tnsr(config)# host int enp8s0f1
tnsr(config-host-if)# ip address 10.2.178.2/24
tnsr(config-host-if)# mtu 1500
tnsr(config-host-if)# enable
tnsr(config-host-if)# exit
tnsr(config)# exit
```

To confirm that the settings were applied to the interface, use show host interface:

```
tnsr# show host interface enp8s0f1
Interface: enp8s0f1
   Link up
   Link MTU: 1500 bytes
   MAC address: 00:90:0b:7a:8a:6a
   IPv4 addresses:
      10.2.178.2/24
```

As additional confirmation, check how the interface looks in the host operating system using a shell command:

```
tnsr# shell ip addr show enp8s0f1
7: enp8s0f1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP group default qlen 1000
   link/ether 00:90:0b:7a:8a:6a brd ff:ff:ff:ff:ff:ff
   inet 10.2.178.2/24 scope global enp8s0f1
      valid_lft forever preferred_lft forever
```

Host Interface Status

The show host interface (<name>|ipv4|ipv6|link) command shows the current status of host interfaces. When run without parameters, show host interface will print the status of all host interfaces.

The command also supports the following parameters:

- **<name>** The name of an interface. Restricts the output to only the single given interface.
**ipv4** Restricts the output to include only interface IPv4 addresses.

**ipv6** Restricts the output to include only interface IPv6 addresses.

**link** Restricts the output to include only interface link status information, including the MTU and MAC address.

Any subset of these parameters may be given in the same command to include the desired information.
A route is how TNSR decides where to deliver a packet. Each route is comprised of several components, including:

- **Route Table** A discrete collection of routes to be consulted by TNSR or its services.
- **Destination** The network/prefix to which clients or TNSR services will send packets.
- **Next Hop Address** The neighboring router which can accept traffic for the destination network.
- **Next Hop Interface** The interface through which TNSR can reach the neighboring router

### 10.1 Route Tables

TNSR is able to use multiple discrete route tables but these tables do not offer complete VRF-style isolation. When routing packets, TNSR consults the route tables present on the interface the packet enters (ingress) which match the address family of the packet (IPv4 or IPv6).

If an interface is not configured for a specific route table, TNSR uses the default table. For IPv4, the default routing table is `ipv4-VRF:0`. For IPv6, the default is `ipv6-VRF:0`. Custom routing tables may be given arbitrary names.

**Warning:** VRF is in the name of the default route tables, but TNSR does not offer full virtual routing and forwarding (VRF) features at this time.

Identical routes can have different destination paths in separate route tables, but identical networks cannot be directly connected to multiple interfaces.

### 10.2 Neighbors

For directly connected networks, TNSR will attempt to locate neighboring hosts via Address Resolution Protocol (ARP) for IPv4 or Neighbor Discover Protocol (NDP) for IPv6. In this way, TNSR can discover the hardware MAC address to which a packet will be delivered in these networks.

#### 10.2.1 Static Neighbors

Static neighbor entries can override this dynamic behavior so that a specified IPv4 or IPv6 address is always associated with the same MAC address.

The command to specify a static neighbor takes the following form:
tnsr(config)# neighbor <interface> <ip-address> <mac-address>
[no-adj-route-table-entry]

The parameters for this command are:

- `<interface>` The interface on which this static entry will be placed.
- `<ip-address>` The IPv4 or IPv6 address for the static neighbor entry.
- `<mac-address>` The MAC address to associate with the given IP address.
- `no-adj-route-table-entry` Do not create an adjacency route table entry.

For example, to add a static entry to map 1.2.3.4 to a MAC address of 00:11:22:33:44:55 on the interface GigabitEthernet3/0/0, run this command from config mode:

```
 tnsr(config)# neighbor GigabitEthernet3/0/0 1.2.3.4 00:11:22:33:44:55
```

### 10.2.2 View Neighbors

To see the current table of known IPv4 and IPv6 neighbors, use the `show neighbor [interface <if-name>]` command.

**Note:** In other products, this information may be referred to as the ARP table or NDP table.

```
 tnsr# show neighbor

<table>
<thead>
<tr>
<th>Interface</th>
<th>S/D</th>
<th>IP Address</th>
<th>MAC Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>GigabitEthernet0/14/0</td>
<td>D</td>
<td>203.0.113.1</td>
<td>00:90:0b:37:a3:24</td>
</tr>
<tr>
<td>GigabitEthernet0/14/0</td>
<td>D</td>
<td>203.0.113.14</td>
<td>00:0d:b9:33:0f:71</td>
</tr>
<tr>
<td>GigabitEthernet3/0/0</td>
<td>S</td>
<td>1.2.3.4</td>
<td>00:11:22:33:44:55</td>
</tr>
<tr>
<td>GigabitEthernet3/0/0</td>
<td>D</td>
<td>10.2.0.129</td>
<td>00:0c:29:4c:b3:9b</td>
</tr>
</tbody>
</table>
```

This output can optionally be filtered by interface name.

The S/D column shows if the entry is static (S) or dynamic (D).

### 10.3 Viewing Routes

To view the contents of all route tables:

```
 tnsr# show route
```

To view the contents of a single route table:

```
 tnsr# show route table <table name>
```

For example, to view the default IPv4 route table only, use:

```
 tnsr# show route table ipv4-VRF:0
```
10.3.1 Route Flags

In the route display, the flags: row may contain the following:

- **no flags**  If the flags line is empty, this is a normal route with no special actions.
- **local**  This network is local to TNSR and packets to this destination will not leave the TNSR host.
- **drop**  Packets matching this route will be dropped by TNSR. Commonly seen with null routes for subnets or for traffic which must not leave a subnet.
- **unreachable**  Packets matching this route will be dropped by TNSR, and TNSR will send an ICMP “Destination unreachable” message back to the source address.
- **prohibit**  Packets matching this route will be dropped by TNSR, and TNSR will send an ICMP “Destination administratively prohibited” message back to the source address.

10.3.2 Common Routes

Routing tables on TNSR may include unexpected entries by default or even after adding and configuring interfaces and other services. The following list covers several of these types of routes that may be present and what they mean:

- **0.0.0.0/32 (drop)**  Null route to drop traffic with an empty address.
- **0.0.0.0/0 or ::/0**  Default route for packets that do not match any other route, such as for Internet hosts or other remote destinations.
- **224.0.0.0/4 (drop)**  Multicast that must not be routed.
- **224.0.0.0/24**  Local subnet multicast.
- **240.0.0.0/4 (drop)**  Reserved network that must not be routed.
- **255.255.255.255/32 (local)**  Special broadcast address for networks local to TNSR.
- **fe80::/10**  IPv6 link local.
- **x.x.x.<first>/32 (drop)**  Null route for subnet configured on an interface. Last octet will vary depending on subnet size and network address. For example, this is .0 in a /24 subnet.
- **x.x.x.<last>/32 (drop)**  Broadcast address for subnet configured on an interface. Last octet will vary depending on subnet size and network address. For example, this is .255 in a /24 subnet.
- **x.x.x.x/32 (via x.x.x.x, local)**  Internal route for an IPv4 address present on a TNSR interface.
- **x::x/128 (via x::x::x, local)**  Internal route for an IPv6 address present on a TNSR interface.

Routes can also be added to the table dynamically by other processes such as via BGP or if an interface is configured as a DHCP client. Check the status or other associated logs for configured features to find the origins of these routes.

10.4 Managing Routes

Routes are entered into TNSR using the `route (ipv4|ipv6) table <name>` command in configuration mode. When using the `route` command for this purpose, the address family and table name must be specified in order to establish the routing context. This command enters `config-route-table` mode. From there, individual routes can be managed.

Inside `config-route-table` mode, the following commands are available:

- **description**  Sets a description for the route table.
route <destination-prefix> Configures a route to the specified destination network. This enters config-rttbl-next-hop mode where the remaining parameters for the route are set.

Tip: For a single address, use a /32 mask for IPv4 or /128 for IPv6.

Inside config-rttbl-next-hop mode, the following commands are available:

description Sets a description for this route.

next-hop <hop-id> via <action|gateway> Configures how TNSR will handle traffic to this destination. This may be repeated multiple times with unique hop-id values to specify multiple destinations. The following parameters are available to control the route behavior:

- **hop-id** The ID of the next hop. Must be unique between entries in the same route.
- **via <ip-address>** Sets the next hop for this route as an IP address. Additional modifiers are possible for any via form using an IP address destination, see Route modifiers.
- **via <ip-address> <interface>** Configures both the IP address and interface for the next hop. This is the most commonly used form for routes. May use modifiers, see Route modifiers.
- **via <ip-address> next-hop-table <route-table-name>** Configures a recursive route lookup using a different route table. May use modifiers, see Route modifiers.
- **via classify <classify-name>** Reserved for future use.
- **via drop** Drops traffic to this destination (null route).
- **via local** The destination is local to TNSR, such as an interface address or loopback.
- **via null-send-prohibit** Packets matching this route will be dropped by TNSR, and TNSR will send an ICMP “Destination administratively prohibited” message back to the source address.
- **via null-send-unreach** Packets matching this route will be dropped by TNSR, and TNSR will send an ICMP “Destination unreachable” message back to the source address.

10.4.1 Route modifiers

For routes set with a next hop using via <ip-address>, additional modifiers control how TNSR resolves the route destination.

- **preference** Sets the administrative distance preference. Helps to choose between multiple possible destinations when routing protocols are used. This is only a local value, and a lower value is taken as being more reliable (closer).
- **weight** The weight of routes to the same destination. Acts as a ratio of packets to deliver to each next hop.

Tip: Equal weights will deliver the same amount of traffic to all next hops for this destination prefix, uneven weights will deliver more traffic via the higher weighted connection. If one path has a weight of 1, and the other has a weight of 3, then the first path will receive 25% \( \frac{1}{1+3} \) of the traffic and the other will receive 75% \( \frac{3}{1+3} \).

- **resolve-via-attached** Sets a constraint on recursive route resolution via attached network. The next hop is unknown, but destinations in this prefix may be located via ARP.
**resolve-via-host** Sets a constraint on recursive route resolution via host. The next hop is known, but the interface is not.

**Tip:** Multiple modifiers may be used together, but when doing so, `weight` and `preference` must be set first.

**Example**

IPv4 example:

```bash
tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr(config-route-table-v4)# route 10.2.10.0/24
tnsr(config-rttbl4-next-hop)# next-hop 0 via 10.2.0.2 GigabitEthernet0/14/2
```

IPv6 Example:

```bash
tnsr(config)# route ipv6 table ipv6-VRF:0
tnsr(config-route-table-v6)# route fc07:b337:c4f3::/48
tnsr(config-rttbl6-next-hop)# next-hop 0 via 2001:db8:1::2 GigabitEthernet0/14/2
```

Breaking down the examples above, first the route table is specified. Within that context a destination network route is given. The destination network establishes a sub-context for a specific route. From there, the next hop configuration is entered.

**Note:** When entering a next hop for a route in this way, both the IP address of the destination router and the interface must be given.

To specify more than one route, exit out of the `next-hop` context so that TNSR is in the correct context for the route table itself, then enter an additional destination and next-hop.

### 10.5 Default Route

In TNSR, the default route, sometimes called a default gateway, is the gateway of last resort. Meaning, traffic that is not local and does not have any other route specified will be sent using that route. There is no `default` keyword in TNSR; Instead, the special network `0.0.0.0/0` is used for IPv4 and `::/0` is used for IPv6.

In this example, the gateway from *Example Configuration* is added using the WAN interface:

**IPv4 Default Route Example:**

```bash
tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr(config-route-table-v4)# route 0.0.0.0/0
tnsr(config-rttbl4-next-hop)# next-hop 0 via 203.0.113.1 GigabitEthernet0/14/1
tnsr(config-rttbl4-next-hop)# exit
```

**IPv6 Default Route Example:**

```bash
tnsr(config)# route ipv6 table ipv6-VRF:0
tnsr(config-route-table-v6)# route ::/0
tnsr(config-rttbl6-next-hop)# next-hop 0 via 2001:db8:0:2::1 GigabitEthernet0/14/1
tnsr(config-rttbl6-next-hop)# exit
```
Dynamic routing refers to routes that are capable of changing, generally due to routing protocols exchanging routing information with neighboring routers.

Unlike static routes, dynamic routing does not require remote network destinations and gateways to be hardcoded in the configuration. Routes and gateways are automatically determined by the protocol instead.

Currently TNSR supports multiple dynamic routing protocols:

- **Border Gateway Protocol (BGP)** BGP routes between autonomous systems, connecting to defined neighbors to exchange routing and path information. BGP supports IPv4 and IPv6.
- **Open Shortest Path First v2 (OSPF)** OSPF is a link-state routing protocol that automatically locates neighboring IPv4 routers within an autonomous system, typically with multicast, and exchanges routing information for networks reachable through each neighbor. OSPF v2 only supports IPv4.
- **Open Shortest Path First v3 (OSPF6)** Similar to OSPF v2, but for IPv6 networks.
- **Routing Information Protocol (RIP)** A routing protocol where each router broadcasts its routing table to peers on connected segments. Simple and widely supported, but not as fast or efficient as other protocols.

Dynamic routing on TNSR is handled by FRR.

### 11.1 Dynamic Routing Manager

The dynamic routing manager, currently the Zebra daemon from FRR, controls aspects of dynamic routing which are relevant to multiple types of dynamic routing. These include Access Lists, Prefix Lists, and Route Maps. These mechanisms allow for fine-tuning dynamic routing behavior.

#### 11.1.1 Dynamic Routing Manager Configuration

Configuration of the dynamic routing manager itself is performed from within `config-route-dynamic-manager` mode, which is entered as follows:

```bash
tnsr(config)# route dynamic manager
tnsr(config-route-dynamic-manager)#
```

That mode offers logging and debugging commands, described next.
Logging

The dynamic routing manager daemon can send log messages to a file, via syslog, or both.

log file <filename> [<level>]  Instructs the dynamic routing manager daemon to send log messages to the specified file. The optional level parameter determines the verboseness of the logged data. See Log levels for details.

log syslog [<level>]  Instructs the dynamic routing manager daemon to send log messages to syslog. The optional level parameter determines the verboseness of the logged data. See Log levels for details.

Log levels

Log levels set the verboseness of the logging recorded by the dynamic routing manager. Each level includes messages from higher priority levels. The default level is debugging, which will log as much detail as possible.

Note: Even if the log level is set to debugging, actual debugging messages may not appear unless specific debug entries are set. See Debugging for details.

In order of verboseness, from low to high, the available level values are:

- emergencies
- alerts
- critical
- errors
- warnings
- notifications
- informational
- debugging

For example, if the log level is set to errors, then the logs will contain messages with a level of emergencies, alerts, critical, and errors, and will exclude the rest.

Debugging

The debug command controls which debugging messages will be logged by the dynamic routing manager. These include:

debug events  General events.
debug fpm  Forwarding Plane Manager events.
debug kernel  Kernel messages.
debug kernel msgdump [send|receive]  Raw netlink messages, optionally limited to send or receive messages.
debug nht  Next-Hop tracking events
debug packet [send|receive] [detailed]  Information about each packet seen by the dynamic routing manager. Optionally limited to send or receive packets. The detailed keyword will log additional information for each packet.
debug rib [detailed] Routing Information Base events, optionally with more detailed information.

Note: Debugging messages will only appear in logs if the logs are set to include debugging messages. See Log levels for details.

11.1.2 Dynamic Routing Access Lists

Access List entries determine if networks are allowed or denied in specific contexts used in various routing daemons. For example, an access list may be used to determine if a route is accepted or rejected, or for limiting routes distributed to neighbors.

The order of entries inside access lists is important, and this order is determined by a sequence number.

Access List Configuration

To create a new access list, use the `route dynamic access-list <name>` command, which enters config-access-list mode:

```
tnsr(config)# route dynamic access-list myacl
tnsr(config-access-list)#
```

config-access-list mode contains the following commands:

- `remark <text>` A text comment to describe this access list.
- `sequence <sequence-number> (permit|deny) <ip-prefix>` Creates a new rule with the specified sequence number to permit or deny a given prefix.
  - `sequence <sequence-number>` The sequence number for this rule, which controls the order in which rules are matched inside this access list. Each rule in an access list must have a unique sequence number. Best practice is to leave gaps in the sequence to allow for adding rules in the future. For example, use 10, 20, 30, rather than 1, 2, 3.
  - `(permit|deny)` The action to take for this rule, either permit or deny.
  - `<ip-prefix>` The IP prefix to match for this rule, given in network/prefix notation. For example, 192.168.0.0/16.

Access List Example

For example, the following ACL would deny 192.168.0.0/16 but permit all other networks:

```
tnsr(config)# route dynamic access-list myacl
tnsr(config-access-list)# sequence 10 deny 192.168.0.0/16
tnsr(config-access-list)# sequence 20 permit 0.0.0.0/0
tnsr(config-access-list)# exit
tnsr(config)#
```

This access list would then be used in another context, such as with a route map, to match routes for anything except 192.168.0.0/16 when taking other actions.
Access List Status

To view access lists, use the show route dynamic access-list [name] command. Add the name of an access list to restrict the output to a single access list.

```
tnsr# show route dynamic access-list
Access List: myacl
Remark:
   Seq Action Prefix
     --- ------ --------------
    10  deny  192.168.0.0/16
    20  permit 0.0.0.0/0
```

11.1.3 Dynamic Routing Prefix Lists

Prefix List entries determine parts of networks which can be allowed or denied in specific contexts used in routing daemons. For example, a prefix list may be used to match specific routes in a route map.

The order of entries inside prefix lists is important, and this order is determined by a sequence number.

Prefix List Configuration

To create a new prefix list, use the route dynamic prefix-list <name> command, which enters config-prefix-list mode:

```
tnsr(config)# route dynamic prefix-list mypl
tnsr(config-prefix-list)#
```

config-prefix-list mode contains the following commands:

- **description <text>** A text comment to describe this prefix list.
- **sequence <sequence-number> (permit|deny) <prefix> [ge <lower-bound>] [le <upper-bound>]**
  Creates a new rule with the specified sequence number to permit or deny a given prefix. This may optionally be bound by an upper or lower prefix size limit. When no upper or lower bound is set, the prefix will be matched only exactly as given. Setting bounds allows a prefix list to also match more specific routes which are a part of the specified network.

  - **sequence <sequence-number>** The sequence number for this rule, which controls the order in which rules are matched inside this prefix list. Each rule in a prefix list must have a unique sequence number. Best practice is to leave gaps in the sequence to allow for adding rules in the future. For example, use 10, 20, 30, rather than 1, 2, 3.

  - **(permit|deny)** The action to take for this rule, either permit or deny.

  - **<ip-prefix>** The IP prefix to match for this rule, given in network/prefix notation. For example, 192.168.0.0/16.

  - **ge <lower-bound>** Sets a lower bound for the prefix length. This must be greater than the prefix length given in <prefix>, and less than or equal to the value of le <upper-bound>, if present.

  - **le <upper-bound>** Sets an upper bound for the prefix length. This must be greater than the prefix length given in <prefix>, and greater than or equal to the value of ge <upper-bound>, if present.
Prefix List Examples

For example, the following prefix list will match any of the RFC1918 networks:

```bash
tnsr(config)# route dynamic prefix-list RFC1918
tnsr(config-prefix-list)# description List of RFC1918 private address space
tnsr(config-prefix-list)# sequence 10 permit 10.0.0.0/8 le 32
tnsr(config-prefix-list)# sequence 20 permit 172.16.0.0/12 le 32
tnsr(config-prefix-list)# sequence 30 permit 192.168.0.0/16 le 32
```

For each of these entries, the prefix list will match based on the bits specified in the prefix. A match will occur for any network included in the specified range. For example, `10.0.0.0/8 le 32` means a route for any smaller network inside `10.0.0.0/8` will also match, so long as the prefix length is less than 32. So `10.2.0.0/16` will also match this entry, as will `10.34.157.82/32`. Taken as a whole, this prefix list will match not only the list of RFC1918 networks exactly, but any smaller network wholly contained inside.

As another example, consider this rule instead:

```bash
tnsr(config-prefix-list)# sequence 10 deny 10.0.0.0/8 ge 24 le 32
```

This matches routes for networks inside of `10.0.0.0/8` with a prefix length greater than or equal to 24 but less than or equal to 32. Meaning it will **not** match larger networks such as `10.2.0.0/16` but it will match more specific networks such as `10.2.56.128/29` anywhere inside the `10.0.0.0/8` address space. This type of rule can be used to exclude small prefixes from being matched by a route map, for example.

Prefix lists are then used in another context, such as with a route map, to match routes any of the specified networks when taking other actions.

Prefix List Status

To view prefix lists, use the `show route dynamic prefix-list [name]` command. Add the name of a prefix list to restrict the output to a single prefix list.

```bash
tnsr(config)# show route dynamic prefix-list
Prefix Name: RFC1918
Description: List of RFC1918 private address space
<table>
<thead>
<tr>
<th>Seq</th>
<th>Action</th>
<th>Prefix</th>
<th>LE</th>
<th>GE</th>
<th>Len</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>permit</td>
<td>10.0.0.0/8</td>
<td>32</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>permit</td>
<td>172.16.0.0/12</td>
<td>32</td>
<td></td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>permit</td>
<td>192.168.0.0/16</td>
<td>32</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Prefix Name: mypl
Description:
<table>
<thead>
<tr>
<th>Seq</th>
<th>Action</th>
<th>Prefix</th>
<th>LE</th>
<th>GE</th>
<th>Len</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>deny</td>
<td>192.168.0.0/16</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

11.1.4 Dynamic Routing Route Maps

Route maps are a powerful mechanism which can match or set various values for use by routing daemons, especially BGP. A route map can match based on criteria such as those set by `Dynamic Routing Access Lists` and `Dynamic Routing Prefix Lists`, among others. Route maps can control, for example, whether or not specific routes are accepted.
from neighbors, or whether or not specific routes are distributed to neighbors. They can also adjust various properties of routes, which largely depends upon the context in which they are used, such as for BGP or OSPF.

**Route Map Configuration**

To create a new route map, use the `route dynamic route-map <route-map-name> (permit|deny) sequence <sequence>` command, which enters `config-rt-map` mode:

```
    tnsr(config)# route dynamic route-map <route-map-name> (permit|deny) sequence
    →<sequence>
    tnsr(config-rt-map)#
```

In this command, the parameters are:

- `<route-map-name>` The name of this route map.
- `(permit|deny)` The action taken by this route map.
  - **permit** When an entry is matched and permitted, the Route Map Set Operations portions of the route map are carried out, if present, and then Route Map Control Operations entries, if present, are performed. The route will be allowed unless the control flow ultimately prevents that from happening.
  - **deny** When an entry is matched and denied, the route is not allowed.
- `sequence <sequence>` The sequence number of this route map.

The `route dynamic route-map` command may be repeated with different sequence numbers to setup additional rule entries in the same route map.

`config-rt-map` mode offers a variety of commands, which have been broken up into sections.

**Route Map General Parameters**

- `description <string>` A text description of this route map rule.

**Route Map Matching Criteria**

- `match as-path <as-path-name>` Match based on BGP AS Path Access Lists.
- `match community <comm-list-name> [exact-match]` Match based on BGP Community Lists.
- `match extcommunity <extcomm-list-name>` Match based on Extended BGP Community Lists.
- `match interface <if-name>` Match based on a specific interface name.
- `match ip address access-list <access-list-name>` Match IPv4 route content based on Dynamic Routing Access Lists.
- `match ip address prefix-list <prefix-list-name>` Match IPv4 route content based on Dynamic Routing Prefix Lists.
- `match ip next-hop access-list <access-list-name>` Match the next-hop of IPv4 routes based on Dynamic Routing Access Lists.
- `match ip next-hop <ipv4-address>` Match the next-hop of IPv4 routes based on IPv4 address.
- `match ip next-hop prefix-list <prefix-list-name>` Match the next-hop of IPv4 routes based on Dynamic Routing Prefix Lists.
match ipv6 address access-list <access-list-name>  Match IPv6 route content based on Dynamic Routing Access Lists.

match ipv6 address prefix-list <prefix-list-name>  Match IPv6 route content based on Dynamic Routing Prefix Lists.

match large-community <large-comm-list-name>  Match based on Large BGP Community Lists.

match local-preference <preference-uint32>  Match based on configured local preference of a route.

match metric <metric-uint32>  Match based on the metric of a route.

match origin (egp|igp|incomplete)  Match based on the origin (source) of a route. It can be one of egp (exterior gateway protocols), igp (interior gateway protocols), or incomplete.

match peer <peer-ip-address>  Match based on the IP address of the neighbor associated with a route.

match probability <percent>  Match a subset of routes based on the given percent value. For example, a value of 60 would match 60% of routes.

match source-protocol <src-protocol>  Matches based on the routing protocol for this route (For a list, see Dynamic Routing Protocol Lists.)

match tag <value>  Match a tag value set by another route map rule. This value is an integer from 1-4294967295.

**Route Map Set Operations**

set aggregator as <asn> ip address <ipv4-address>  Sets the AS of an aggregated route to the specified AS number and its origin to the specified IP address.

set as-path exclude <string-of-as-numbers>  Excludes the specified AS numbers from the path of the route.

set as-path prepend <string-of-as-numbers>  Prepends the specified AS numbers to the AS path

set as-path prepend last-as <asn>  Prepends the specified AS number to the leftmost end of the path.

set atomic-aggregate  Sets the BGP “atomic aggregate” attribute for the route. This informs BGP peers that some routing information may not be present due to route aggregation.

set community none  Removes information about BGP Community Lists from the route.

set community <community-value> [additive]  Sets the BGP community to the supplied list. The optional additive keyword causes the community value to be added to the route without replacing the existing values.

set comm-list <community-list-name> delete  Removes specific values from BGP Community Lists.

set extcommunity rt <extcommunity-list-name>  Sets the route target to the given extended community list.

set extcommunity soo <extcommunity-list-name>  Sets the site of origin for the route to the given extended community list.

set forwarding-address <ipv6-address>  Sets the OSPF forwarding address for this route to the given IPv6 address.

set ip next-hop <ipv4-address>  Sets the next-hop for an IPv4 route to this specific address.
set ip next-hop peer-address  For inbound IPv4 routes received from a neighbor, sets the next-hop to the address of the neighbor. For outgoing routes this is the local address used to establish an adjacency with the neighbor.

set ip next-hop unchanged  Do not change the next-hop on the route.

set ipv4 vpn next-hop (<ipv4-address>|<ipv6-address>)  Sets IPv4 VPN next-hop address to the given value.

set ipv6 next-hop global <ipv6-address>  Sets IPv6 next-hop address to the given globally routable IPv6 address.

set ipv6 next-hop local <ipv6-address>  Sets IPv6 next-hop address to the given link-local IPv6 address.

set ipv6 next-hop peer-address  For inbound IPv6 routes received from a neighbor, sets the next-hop to the address of the neighbor. For outgoing routes this is the local address used to establish an adjacency with the neighbor.

set ipv6 next-hop prefer-global  For inbound routes with both a global and link-local next-hop available, prefer to use the global address.

set ipv6 vpn next-hop (<ipv4-address>|<ipv6-address>)  Sets IPv6 VPN next-hop address to the given value.

set large-community none  Removes information about Large BGP Community Lists from the route.

set large-community <large-community-value> [additive]  Sets the Large BGP community to the supplied list. The optional additive keyword causes the large community value to be added to the route without replacing the existing values.

set large-comm-list <large-comm-list-name> delete  Removes specific values from Large BGP Community Lists lists.

set local-preference <preference>  Sets the BGP local preference for the route to the supplied value.

set metric [+]<metric>  Sets the MED value for routes. When this router has multiple links to the same AS, the MED value influences which path the router will prefer. The router will prefer to use links with a lower MED value. Adding a + before the metric value will result in a relative adjustment instead of setting an absolute value.

set origin (egp|igp|unknown)  Sets the origin (source) of a route. It can be one of egp (exterior gateway protocols), igp (interior gateway protocols), or incomplete.

set originator <ipv4-addr>  Sets the originator ID to the supplied address.

set src <ip-address>  Sets the route source to the supplied address.

set tag <tag>  Set a tag value to be matched by another route map rule. This value is an integer from 1-4294967295.

set weight <weight>  Sets the weight of the route to the supplied value. When a remote AS is reachable via multiple paths through other intermediate AS neighbors, the router will prefer to use a higher weight path to reach it.

Route Map Control Operations

call <rt-map-name>  Will immediately process the named route map. If the called route map returns deny, then processing is stopped and the route is denied.

on-match next  Proceeds to the next rule in the route-map

on-match goto <sequence>  Skips to the rule with the given sequence number in this route map.
Route Map Examples

This example creates a route map to control which routes will be sent to peers via BGP. The first rule prevents any route from sending if it matches entries in the RFC1918 prefix list. The second rule allows routes that match networks listed in the MY-ROUTES prefix list. This ensures that even if other mechanisms would try to export routes to peers, that no routes to private networks are leaked.

```
import privates

tnsr(config)# route dynamic route-map EBGP-OUT deny sequence 10
tnsr(config-route-map)# mat ip address prefix-list RFC1918
tnsr(config-route-map)# exit

tnsr(config)# route dynamic route-map EBGP-OUT permit sequence 30
tnsr(config-route-map)# mat ip address prefix-list MY-ROUTES
tnsr(config-route-map)# exit
```

This route map is to be used with incoming routes from peers. The first rule prevents routes for local networks from being received and processed. The second rule applies attributes to all other received routes.

```
import privates

tnsr(config)# route dynamic route-map PEERS-IN deny sequence 10
tnsr(config-route-map)# match ip address prefix-list RFC1918
tnsr(config-route-map)# exit

tnsr(config)# route dynamic route-map PEERS-IN permit sequence 20
tnsr(config-route-map)# set metric 5000
tnsr(config-route-map)# set local-preference 100
tnsr(config-route-map)# set community no-export
tnsr(config-route-map)# exit
```

See also:

For more examples, see the following recipes:

- *Service Provider Route Reflectors and Client for iBGP IPv4*
- *TNSR IPsec Hub for pfSense*

Route Map Status

To view route maps, use the `show route dynamic route-map [name]` command. Add the name of a route map to restrict the output to a route map.

```
import privates

tnsr(config)# show route dynamic route-map
route-map EBGP-OUT deny 10
    match ip address prefix-list RFC1918
route-map EBGP-OUT permit 30
    match ip address prefix-list MY-ROUTES
route-map PEERS-IN deny 10
    match ip address prefix-list RFC1918
route-map PEERS-IN permit 20
    set community no-export
    set local-preference 100
    set metric 5000
```

11.1.5 Dynamic Routing Manager Status

TNSR supports several commands to display information about the dynamic routing manager daemon configuration and its status.

See also:
For more specific dynamic routing daemon status information, see BGP Status, OSPF Status, and OSPF6 Status

Configuration Information

To view the current configuration file for the dynamic routing manager daemon, use `show route dynamic manager`:

```
tenr# show route dynamic manager
debug zebra events
log file /tmp/zebra-crit.log critical
log syslog warnings
```

To view other individual sections of the configuration:

```
tenr# show route dynamic access-list [<access-list-name>]
tenr# show route dynamic prefix-list [<prefix-list-name>]
tenr# show route dynamic route-map [<route-map-name>]
```

Additional Information

Additional status information can be obtained by using the vtysh program outside of TNSR.

The vtysh program must be run as root:

```
sudo vtysh
```

The vtysh interface offers numerous commands. Of particular interest for BGP status are the following:

- `show ip route` The IP routing table managed by the FRR Zebra daemon, which marks the origin of routes to see which entries were obtained via BGP.

11.2 Border Gateway Protocol

Border Gateway Protocol (BGP) is a dynamic routing protocol used between network hosts. BGP routes between autonomous systems, connecting to defined neighbors to exchange routing information.

BGP can be used for exterior routing (ebgp) or interior routing (ibgp), routing across Internet circuits, private links, or segments of local networks.

11.2.1 BGP Required Information

Before starting, take the time to gather all of the information required to form a BGP adjacency to a neighbor. At a minimum, TNSR will need to know these items:

- **Local AS Number** The autonomous system (AS) number for TNSR. This is typically assigned by an upstream source, an RIR, or mutually agreed upon by internal neighbors.

- **Local Router ID** Typically the highest numbered local address on the firewall. This is also frequently set as the internal or LAN side IP address of a router. It does not matter what this ID is, so long as it is given in IPv4 address notation and does not conflict with any neighbors.

- **Local Network(s)** The list of networks that are advertised over BGP as belonging to the Local AS. For external BGP, this is typically the IP address block allocated by the RIR. For internal BGP, this may be a list of local networks or a summarized block.
Neighbor AS Number  The autonomous system number of the neighbor.
Neighbor IP Address  The IP address of the neighboring router.

The example in this section uses the following values:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local AS Number</td>
<td>65002</td>
</tr>
<tr>
<td>Local Router ID</td>
<td>10.2.0.1</td>
</tr>
<tr>
<td>Local Network(s)</td>
<td>10.2.0.0/16</td>
</tr>
<tr>
<td>Neighbor AS Number</td>
<td>65005</td>
</tr>
<tr>
<td>Neighbor IP Address</td>
<td>203.0.113.14</td>
</tr>
</tbody>
</table>

Warning: If NAT is active on the same interface acting as a BGP peer, then NAT forwarding must also be enabled. See NAT Forwarding.

11.2.2 BGP Example Configuration

The following example configures a BGP adjacency to a neighbor using the settings from Example BGP Configuration:

```bash
tnsr(config)# route dynamic bgp
tnsr(config-frr-bgp)# server 65002
tnsr(config-bgp)# router-id 10.2.0.1
tnsr(config-bgp)# neighbor 203.0.113.14
tnsr(config-bgp-neighbor)# remote-as 65005
tnsr(config-bgp-neighbor)# enable
tnsr(config-bgp-neighbor)# exit
tnsr(config-bgp)# address-family ipv4 unicast
tnsr(config-bgp-ip4uni)# network 10.2.0.0/16
tnsr(config-bgp-ip4uni)# exit
tnsr(config-bgp)# exit
tnsr(config-frr-bgp)# enable
tnsr(config-frr-bgp)# exit
tnsr(config)# service bgp restart
```

BGP Example with Loopback

BGP on TNSR can also be used with loopback interfaces for more advanced routing scenarios. Using a loopback for a BGP update source allows the path to the routing peer to be handled in some other way. It may be static, or it may involve multiple paths to the peer, for example.

This scenario is based on the previous example, but uses a loopback interface for the update source.

Configure Loopback

First, setup the loopback interface and address:

```bash
tnsr(config)# interface loopback bgploop
tnsr(config-loopback)# instance 1
tnsr(config-loopback)# exit
```
Since the loopback is not on an interface, the 10.5.222.1 address must be routed to TNSR somehow. This could be an address in a routed block, or there could be another method of handling routes between the peers.

**Route to Peer**

Likewise, TNSR must know how to reach the remote peer, 10.5.222.2, which in this case the example also assumes is a loopback address configured in a similar manner. In this example, the peer is reachable at 203.0.113.14 which is in a network directly connected to TenGigabitEthernet6/0/0. For simplicity, this will only be a static route:

```
tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr(config-route-table-v4)# route 10.5.222.2/32
tnsr(config-rttbl4-next-hop)# next-hop 0 via 203.0.113.14 TenGigabitEthernet6/0/0
```

**Setup BGP with Loopback Address**

Now setup the BGP service, using the new neighbor address and with the loopback address as an update source:

```
11.2.3 BGP Configuration

The BGP service on TNSR contains numerous methods to configure and fine-tune BGP routing behavior. Due to this complexity, the topic has been split into several sections. Read through each section before attempting to create a new BGP configuration.

**Enabling BGP**

The BGP service has a master enable/disable toggle that must be set before BGP will operate. Enable BGP using the enable command in config-frr-bgp mode:

```
```
To disable the service, use `no enable` or `disable`.

The BGP service is managed as described in *Service Control*.

**Warning:** After starting or restarting TNSR, restart the BGP service from within the TNSR configuration mode CLI to ensure that the routes from BGP neighbors are fully populated throughout TNSR:

```
tnsr(config)# service bgp restart
```

## BGP Router Configuration

This statement enters BGP Server mode and sets the autonomous system number for this router to 65002, and enters `config-bgp` mode.

```
tnsr(config)# route dynamic bgp
tnsr(config-frr-bgp)# server 65002
tnsr(config-bgp)#
```

BGP mode defines the main behaviors of the BGP daemon, as well as the neighbors and behavior of BGP for different address families, among other possibilities.

From within `config-bgp` mode, the following commands are available:

- `address-family (ipv4|ipv6) (unicast|multicast)` Enter *BGP Address Family Configuration* mode.
- `always-compare-med` Instructs the BGP daemon to always consult MED values in routes, no matter which AS the routes were received through.
- `bestpath as-path (confed|ignore|multipath-relax|as-set|no-as-set)` Controls how the BGP daemon determines the best path to a destination. May be one of:
  - `confed` Considers the length of confederation path sets and sequences.
  - `ignore` Ignores AS path lengths when computing the route to a destination.
  - `multipath-relax` Consider paths of equal length when choosing between multiple paths to a destination, rather than looking for an exact match. This allows load sharing across different AS paths, so long as they are of equal length.
  - `as-set` For use with `multipath-relax`, it adds AS set information for aggregate routes.
  - `no-as-set` For use with `multipath-relax`, it prevents AS set generation.
- `bestpath compare-routerid` Uses the router ID of peers (or originator ID, if present) to break ties when computing paths to a destination based on other information. A lower router ID will win in a tie.
- `bestpath med confed` Compare confederation path MEDs
- `bestpath med missing-as-worst` If a route is missing MED information, it will be considered least preferred.
- `client-to-client reflection` Enables reflection of routes from one client to another client.
- `cluster-id (<ipv4>|<value>)` Configures the BGP daemon to participate in route reflection with the given cluster ID. The ID may be given in IP address (dotted quad) notation or as an unsigned 32-bit integer (1–4294967295).
- `coalesce-time <value>` Configures the Subgroup coalesce timer, in milliseconds (1–4294967295).
- `confederation identifier <ASN>` Configures an AS number for the entire group of IBGP routers participating in confederation.
confederation peer <ASN>  Configures the sub-AS number for the subset of peers inside a group of IBGP routers participating in confederation.

dampening [penalty <val> [reuse <val> [suppress <val> [maximum <max>]]]]  This command enables BGP route flap dampening (RFC 2439) to prevent unstable routers from adversely affecting routing behavior.

  penalty <penalty-val>  The time duration during which the stability value will be reduced by half if the route is unreachable.

  reuse <reuse-val>  Stability threshold that must be crossed for a route to be reused.

  suppress <suppress-val>  Stability threshold that, when crossed, a route will be suppressed.

  maximum <suppress-max>  Maximum time to suppress a route considered stable.

deterministic-med  Determine route selection locally, even when MED values are present. Picks the best MED path from neighbor advertisements.

disable-ebgp-connected-route-check  Disable checking if nexthop is an eBGP session.

enforce-first-as  When set, enforces the first AS for eBGP routes.

listen limit <value>  Maximum number of dynamic neighbors from 1-5000.

listen range (<ip4-prefix>|<ip6-prefix>) peer-group <peer-group-name>  Listen range for dynamic neighbors.

max-med administrative [<med>]  Sends the defined MED value, or 4294967294 when unset, at all times.

max-med on-startup period <seconds> [<med>]  Sends the defined MED value, or 4294967294 when unset, only at startup for the defined period in seconds, from 5-86400.

neighbor <peer>  Enter BGP Neighbor Configuration mode.

network import-check  Checks if a BGP network route exists in IGP before creating BGP table entries.

route-reflector allow-outbound-policy  Allows attributes modified by route maps to be reflected.

router-id <A.B.C.D>  Sets the router ID for the BGP daemon. This is typically set to an IP address unique to this router, and commonly is set to a local private address.

timers keep-alive <interval> hold-time <hold-time>  Configures the intervals between keep alive messages and how long to wait for a response before considering the peer unreachable.

update-delay <delay>  Keeps BGP in a read-only mode for the specified time after the daemon restarts or peers are cleared.

write-quanta <packets>  Controls the size of peer update transmissions.

BGP Neighbor Configuration

From within config-bgp mode, the neighbor statement can take either an IP address to setup a single neighbor or it can take a name which configures a peer group. The command then changes to config-bgp-neighbor mode.

```
tnsr(config-bgp)# neighbor 203.0.113.14
ntsr(config-bgp-neighbor)#
```

Peer groups work nearly identical to neighbors, and they define options that are common to multiple neighbors.
Warning: A neighbor or peer group must first be defined here before it can be used inside an address family (BGP Address Family Neighbor Configuration).

config-bgp-neighbor mode contains the following commands:

- **advertisement-interval <interval-sec>** Minimal time between sending routing updates to this neighbor. Expressed in seconds between 0-600.
- **bfd enabled (true|false)** Enable Bidirectional Forwarding Detection for this BGP neighbor.
- **capability dynamic** Enables negotiation of the dynamic capability with this neighbor or peer group.
- **capability extended-nexthop** Enables negotiation of the extended-nexthop capability with this neighbor or peer group. This capability can set IPv6 next-hops for IPv4 routes when peering with IPv6 neighbors on interfaces without IPv4 connectivity. This is automatically enabled when peering with IPv6 link-local addresses.
- **disable-connected-check** Disables a check that normally prevents peering with eBGP neighbors which are not directly connected. This enables using loopback interfaces to establish adjacencies with peers.
- **description <string>** A brief text description of this neighbor.
- **dont-capability-negotiate** Disables dynamic capability negotiation with the peer. When set, the router does not advertise capabilities, nor does it accept them. This results in using only locally configured capabilities.
- **ebgp-multihop [hop-maximum <hops>]** The maximum allowed hops between this router and the neighbor, in the range 1-255. When enabled without a specific value, the default is 1. This value cannot be set if ttl-security is set.
- **(enable|disable)** The default state of a neighbor is disabled. To enable the neighbor, use the **enable** command. To disable the neighbor, run **disable** or **no enable**.
- **local-as <asn> [no-prepend [replace-as]]** Sets the local AS number sent to this neighbor, which replaces the AS number configured on the BGP server itself. By default, this value is prepended to the AS path for routes received from this neighbor or peer group, and is added to the AS path for routes sent to this neighbor or peer group after the AS number from the BGP server.
  - **no-prepend** Suppresses prepending this AS number to the AS path for received routes.
  - **replace-as** Suppresses prepending the BGP server AS to transmitted routes, so that only this value is present.
- **override-capability** Ignores capabilities sent by the peer during negotiation and uses locally configured capabilities instead.
- **passive** When set, this router will not issue requests to the neighbor on its own. The BGP daemon will only respond to remote requests from this neighbor.
- **password <line>** A password used by BGP for TCP-MD5 (RFC 2385) authentication of communications with the neighbor, up to 64 characters in length.
- **peer-group [<peer-group-name>]** Configure this neighbor as a member of the given peer group. Only valid for use in neighbors defined by address, not on peer groups.
- **port <port>** An alternate port number used by this daemon for BGP messages, if it uses a value other than TCP port 179.
- **remote-as <asn>** The remote AS number of this neighbor.
solo  Instructs the router to prevent reflection of routes received from this neighbor back to this neighbor. This command is not useful in peer groups with multiple members.

strict-capability-match  When set, enforces the comparison between the set of capabilities sent by the peer during negotiation and the set of capabilities present in the local configuration. If there is a mismatch, an error is transmitted to the peer.

timers keepalive <interval> holdtime <hold>  Configures the intervals between keep alive messages and how long to wait for a response from this neighbor before considering the peer unreachable. This overrides the default values set on the BGP server itself. Both values must be in the range 0–65535, in seconds.

timers connect <seconds>  The amount of time, in seconds from 1–65535, in which a connection to this peer must be established or else it is considered unsuccessful.

ttl-security hops <hops>  Similar to ebgp-multihop but sets a specific hop count at which neighbors must be reached, rather than the maximum value set by ebgp-multihop. This command cannot be set if ebgp-multihop is set.

update-source (<ifname>|<ip-address>)  Configures a specific interface or IP address to use when sending messages to this peer.

Note:  Within BGP neighbor mode, the most important directives are remote-as to set the AS number of the neighbor and enable. The majority of other neighbor configuration is handled by the neighbor definition for a specific address family (BGP Address Family Neighbor Configuration).

BGP Address Family Configuration

The TNSR BGP implementation is capable of handling routing information for IPv4 and IPv6 independently, among other network layer protocols. The address-family <family> <type> command defines BGP behavior for each specific supported case. The most common address families are ipv4 unicast and ipv6 unicast. The other possible choices supported in this version are ipv4 multicast and ipv6 multicast.

The address-family command changes to BGP address family mode, which contains settings specific to each address family. The prefix for this mode varies depending on the address family command which entered the mode. For example, when configuring settings for the IPv4 unicast address family, the prompt indicates config-bgp-ip4uni.

```plaintext
tnsr(config-bgp)# address-family ipv4 unicast
tnsr(config-bgp-ip4uni)#
```

Each resulting mode, such as config-bgp-ip4uni or config-bgp-ip6uni, contains its own set of commands. As these may differ, they are split up in multiple sections here.

IPv4 or IPv6 Unicast

The following commands are available in config-bgp-ip4uni and config-bgp-ip6uni modes:

aggregate-address <ip-prefix> [as-set] [summary-only]  This command configures route aggregation using the specified prefix. More specific routes contained within the specified prefix will be aggregated into the larger prefix, minimizing the set of networks advertised to peers.

as-set  When present, routes for the specified prefix will include an AS set. An AS set is a collection of AS numbers for which routes have been aggregated. This allows peers to detect routing loops, duplicate routes, and so on.
summary-only When present, aggregated routes for this prefix will not be announced, so peers only see the aggregate prefix and not the component networks.

distance external <extern> internal <intern> local <local> Configures distance values which control how BGP will treat routes based on the length of their AS path.

    external <extern> The distance at which routes are considered external, from 1–255.
    internal <intern> The distance at which routes are considered internal, from 1–255.
    local <local> The distance at which routes are considered local, from 1–255.

distance administrative <dist> prefix <ip-prefix> [access-list <access-list-name>] This command manually configures the administrative distance for a given prefix, with the following required parameters:

    administrative <dist> The administrative distance for this prefix, from 1–255.
    prefix <ip-prefix> The IP prefix to which this distance will be applied.
    access-list <access-list-name> An access list which can be used to apply the distance to only a subset of the configured prefix.

maximum-paths <non-ibgp-paths> [igbp <ibgp-paths> [equal-cluster-length]] Configures the maximum number of paths for multi-path eBGP forwarding. This is enabled by default with a value of 64. This allows the router to utilize multiple equal identical paths via different routers.

Paths for prefixes advertised by multiple eBGP peers in the same AS are considered equal cost and result in a multi-path route.

**Note:** As this feature is enabled by default, to disable this behavior, set the value to 1 which limits routes to only a single path.

    igbp <ibgp-paths> Configures a value for multi-path forwarding in iBGP roles.
    equal-cluster-length Only consider paths as matching when cluster lengths are also equal.

neighbor <existing-neighbor> Specifies an existing neighbor address or peer group to use with this address family, and enters BGP Address Family Neighbor Configuration mode.

**Warning:** This command cannot define a new neighbor. A neighbor or peer group must first be defined using the neighbor command from within config-bgp mode before it can be used here.

    network <ip-prefix> [route-map <route-map>] Configures a prefix to be advertised to peers in this address family.

    route-map <route-map> Specifies a route map used to limit advertisements of this prefix.


    metric <val> A MED value to apply to redistributed routes.

    route-map <route-map-name> Specifies a route map used to limit redistributed route advertisements.

redistribute ospf [metric <val>route-map <route-map-name>] Configure redistribution of routes from OSPF.

    metric <val> A MED value to apply to redistributed routes.
route-map <route-map-name> Specifies a route map used to limit redistributed route advertisements.

redistribute table id <kernel-table-id> [metric <val>|route-map <route-map-name>] Configure redistribution of routes only from a specific kernel routing table, rather than all tables.

metric <val> A MED value to apply to redistributed routes.

route-map <route-map-name> Specifies a route map used to limit redistributed route advertisements.

table-map <route-map-name> Uses the specified route map to control how routes received from BGP peers are passed to the dynamic routing manager process, and thus, into routing tables.

IPv4 Multicast

The following commands are available in config-bgp-ip4multi mode. See IPv4 or IPv6 Unicast for descriptions of the commands and parameters:

- aggregate-address
- distance external
- distance administrative
- neighbor
- network
- table-map

IPv6 Multicast

The following commands are available in config-bgp-ip6multi mode See IPv4 or IPv6 Unicast for descriptions of the commands and parameters:

- distance external
- distance administrative
- neighbor
- network

BGP Address Family Neighbor Configuration

From within a BGP address family configuration mode, the neighbor <existing-neighbor> command specifies an existing neighbor defined in BGP Neighbor Configuration mode. This command then enters an address-family-specific neighbor mode. Like address families, the prefix for this mode varies based on the family and type of address family it is run within. For example, with IPv4 unicast mode, the prompt is config-bgp-ip4uni-nbr.

```bash
tnsr(config-bgp-ip4uni)# neighbor 203.0.113.14
tnsr(config-bgp-ip4uni-nbr)#
```

The following commands are available in config-bgp-<familytype>-nbr modes:

- activate Activate this neighbor for use by BGP.
- addpath-tx-all-paths Advertise all known paths to this peer, instead of only advertising the base path.
addpath-tx-bestpath-per-as Advertise only the best known base paths for each AS.
allowas-in [<occurrence>|origin] Allows routes to be received from this peer which are from the same AS of this router, but through a different path.

<occurrence> Allowed number of AS occurrences, from 1-10.
origin Accept the AS of this router in an AS-path if the route originated in the AS of this router.
as-override Override ASNs in outbound updates to this peer if the AS path is identical to the remote AS.
attribute-unchanged [as-path|next-hop|med] Propagates route attributes to this peer unchanged. This behavior can be optionally restricted to only specific attributes, including the as-path, next-hop, and med attributes.
capability or prefix-list (send|receive|both) Advertise outbound route filtering capability to this peer. This behavior can be restricted by direction, send, receive, or both.
default-originate [route-map <route-map>] Enables advertisement of a default route to this peer.

route-map <route-map> Restricts this behavior based on the specified route map.
distribute-list <access-list-name> (in|out) Defines an access list which is used by BGP to filter route updates for this peer, in either the in or out direction.
"filter-list <aspath-name> (in|out) Defines a list which is used by BGP to filter route updates by AS path, rather than prefix.
maximum-prefix [(limit|restart|threshold) <value>|warning-only] Defines the maximum number of prefixes this router will accept from the peer before tearing down the BGP session.

| Note: This action is considered harsh and the best practice is to filter received prefixes by other mechanisms such as a prefix-list rather than to abruptly break contact in this way. |

limit <val> The maximum number of prefixes to allow from the peer, from 1-4294967295.
restart <val> Restarts the connection after limits are exceeded. The restart is performed at the defined interval, in minutes, from 1-65535.
threshold <val> Warning message threshold, from 1-100.
warning-only Warn the peer when the limit is exceeded, rather than disconnecting.
next-hop-self [force] Uses the address of this router as the next-hop in routes announced to this peer if they are learned via eBGP.
force When present, also sets the next-hop to the address of this router on reflected routes.
prefix-list <prefix-list-name> (in|out) Defines a prefix list which is used by BGP to filter route updates for this peer, in either the in or out direction.
remove-private-AS [all] [replace-AS] Prevents the BGP daemon from sending routes with private AS numbers to this peer.
all When present, this action applies to all ASNs.
replace-AS When present, replaces private AS numbers with the AS number of this router.
route-map <name> (in|out) Defines a route map which is used by BGP to filter route updates for this peer, in either the in or out direction.
route-reflector-client  Configures this peer as a route reflector client. This allows routes received from peers in the same AS or using iBGP to be reflected to other peers, avoiding the need for a full mesh configuration between all routing peers.

route-server-client  Configures this peer as a route server client. This enables transparent mode, which retains attributes unmodified, and maintains a local RIB for this peer.

send-community (standard|large|extended)  Sends the community attribute to this peer, limited to the specified type (standard, large, extended).

soft-reconfiguration inbound  Allows the peer to send requests for soft reconfiguration, to apply changes to routes or new attributes without the need for a session reset.

unsuppress-map <route-map>  Configures a route map which BGP can use to unsuppress routes that would otherwise be suppressed by other configuration settings.

weight <weight>  Applies the given weight to routes received from this peer.

BGP AS Path Access Lists

AS Path access lists entries determine if networks are allowed or denied in specific BGP configuration contexts. They are primarily used in BGP route maps, but also can be used in other areas of BGP configuration which accept AS Path lists as parameters.

The order of entries inside an AS Path list is important, and this order is determined by a sequence number. As with other access lists, AS Path access lists implicitly deny anything not matched.

BGP AS Path Configuration

To create a new AS Path list, from config-frr-bgp mode, use the as-path <name> command, which enters config-aspath mode:

```bash
tnsr(config-frr-bgp)# as-path myasp
tnsr(config-aspath)#
```

config-aspath mode contains only the rule <seq> (permit|deny) <pattern> command which defines a new AS Path rule with the following parameters:

- `<seq>`  The sequence number for this rule, which controls the order in which rules are matched inside this AS Path list. Each rule must have a unique sequence number. Best practice is to leave gaps in the sequence to allow for adding rules in the future. For example, use 10, 20, 30, rather than 1, 2, 3.

- `(permit|deny)`  The action taken when this AS Path rule is matched, either permit or deny.

- `<pattern>`  A regular expression pattern which will match on the AS number. Regular expression patterns support common pattern special characters for matching, but also a special `_` character. The `_` character matches common AS delimiters such as start of line, end of line, space, comma, braces, and parenthesis. The `_` character can be used on either side of an AS number to match it exactly, such as `_65534_`.

BGP AS Path Example

This AS Path could match an empty AS value or the specific value of 65002, and no others:
This AS Path will match only when the path being compared starts with 65500. This is a common way to ensure that routes from a peer contain the expected AS in the AS Path.

BGP AS Path Status

To view AS Path lists, use the `show route dynamic bgp as-path [<name>]` command. Add the name of an AS Path list to restrict the output to a single entry.

BGP Community Lists

A BGP community, as defined in RFC 1997, is a group of destinations which share common properties. Community Lists define sets of community attributes which the BGP daemon can use to match or set community values in routing updates. BGP communities determine AS membership and priority values in BGP-specific contexts such as route-maps.

The order of entries inside a Community List is important, and this order is determined by a sequence number.
BGP Well-Known Communities

There are several “well-known” communities available for use in Community Lists. Each of these communities have special meanings:

- **internet** A community value of 0, indicating the Internet as a destination.
- **no-export** Routes received carrying this attribute value must not be exported to routers outside of the current confederation.
- **no-advertise** Routes received carrying this attribute value must not be advertised to any other BGP peer.
- **local-as** Also known as “No Export Subconfed”. Routes received carrying this attribute value must not be advertised to any external BGP peer, even those in the same confederation.
- **blackhole** Routes received carrying this attribute should not be routed (e.g. null routed).
- **graceful-shutdown** Indicates support for RFC 8326 Graceful Shutdown, which allows BGP routers to indicate to peers that specific paths can be gracefully shut down rather than abruptly terminated when performing an intentional shutdown.
- **no-peer** Indicates that routes with this community value should not be readvertised to peers (RFC 3765).

BGP Community List Configuration

To create a new Community List, from config-frr-bgp mode, use the community-list <name> (standard|expanded) [normal|extended|large] command, with the following parameters:

- `<name>` The name of this BGP Community List.
- (standard|expanded) The type of Community List, either standard or expanded:
  - **standard** Matches based on specific values for community attributes.
  - **expanded** Matches based on an ordered list using a regular expression. Due to the use of regular expression evaluation, these lists incur a performance penalty.
- [normal|extended|large] The type of communities contained inside this Community List, either normal, extended, or large.
  - **normal** Normal community values as described in RFC 1997.
  - **extended** Extended BGP communities specified using 8-octet values as described in RFC 5668. These communities also allow for IPv4-based policies.
  - **large** Large BGP communities specified using 12-octet values as described in RFC 8092 and RFC 8195.

The full community-list command enters config-community-list mode:

```
tnsr(config-frr-bgp)# community-list mycom standard normal
tnsr(config-community-list)#
```

config-community-list mode contains the following commands:

- **description**
- **sequence <seq> (permit|deny) <community-value>**
  - `<seq>` The sequence number for this rule, which controls the order in which rules are matched inside this Community List. Each rule must have a unique sequence number. Best practice is to leave gaps in the sequence to allow for adding rules in the future. For example, use 10, 20, 30, rather than 1, 2, 3.
(permit|deny) The action taken when this Community List rule is matched, either permit or deny.

<community-value> The value of the community to match.

**Standard Community Lists** This is a space-separated list of communities in AS:VAL format, or from the BGP Well-Known Communities list.

**Expanded Community Lists** A string containing a regular expression to match against.

Regular expression patterns support common pattern special characters for matching, but also a special _ character. The _ character matches common AS delimiters such as start of line, end of line, space, comma, braces, and parenthesis.

**BGP Community List Example**

This example sets up a Community List for the AS:VAL pair of AS 65002 and community value 10:

```
  tnsr(config-frr-bgp)# community-list mycom standard normal
  tnsr(config-community-list)# sequence 10 permit 65002:10
  tnsr(config-community-list)# exit
  tnsr(config-frr-bgp)#
```

This example sets up a Community List, used by a route map, to prevent distribution of routes marked with the well-known community no-export:

```
  tnsr(config)# route dynamic bgp
  tnsr(config-frr-bgp)# community-list POISON-ROUTES standard normal
  tnsr(config-community-list)# sequence 10 permit no-export
  tnsr(config-community-list)# exit
  tnsr(config-frr-bgp)# exit
  tnsr(config)# route dynamic route-map OUT deny sequence 10
  tnsr(config-route-map)# match ip address prefix-list RFC1918
  tnsr(config-route-map)# exit
  tnsr(config)# route dynamic route-map OUT deny sequence 20
  tnsr(config-route-map)# match community POISON-ROUTES
  tnsr(config-route-map)# exit
  tnsr(config)# route dynamic route-map OUT permit sequence 30
  tnsr(config-route-map)# match ip address prefix-list MY-ROUTES
  tnsr(config-route-map)# exit
  tnsr(config)#
```

**Note:** In this example, note the use of permit in the Community List, which will succeed on a positive match. The route map then uses deny when a positive match is made on the community value.

**BGP Community List Status**

To view Community Lists, use the `show route dynamic bgp community-list [<name>]` command. Add the name of a Community List to restrict the output to a single entry.
11.2.4 BGP Status

TNSR supports several commands to display information about the BGP daemon configuration and its status.

See also:
For more general dynamic routing status information, see *Dynamic Routing Manager Status*

Configuration Information

To view the BGP configuration:

```
tnsr# show route dynamic bgp config [<as-number>]
```

To view other individual sections of the configuration:

```
tnsr# show route dynamic bgp as-path [<as-path-name>]
tnsr# show route dynamic bgp community-list [<community-list-name>]
```

Status Information

For a brief summary of BGP status information:

```
tnsr# show route dynamic bgp (ipv4|ipv6) summary
```

For a list of configured BGP Neighbors and their status details:

```
tnsr# show route dynamic bgp (ipv4|ipv6) neighbors [[<peer>] [advertised-routes|dampened-routes|flap-statistics|prefix-counts|received|received-→routes|routes]]
```

For information about a specific BGP peer group:

```
tnsr# show route dynamic bgp peer-group <peer-group-name>
```

For a list of valid BGP next hops:

```
tnsr# show route dynamic bgp nexthop [detail]
```

For details about an address or prefix in the BGP routing table:

```
```
BGP Active Session Control

The `clear` command can be used to reset active BGP sessions. This command is available from within `config-frr-bgp` mode. The general form of the command is:

```
  tnsr(config)# route dynamic bgp
  tnsr(config-frr-bgp)# clear (*|<peer>|<asn>) [soft]
```

The first parameter controls what will be cleared, and values may be completed automatically with `tab`:

* Clear all open BGP sessions
* `<peer>` Clears all sessions to a specific peer IP address or peer group name
* `<asn>` Clears all sessions to a specific AS number

The second parameter, `soft`, is optional and controls whether or not the command will trigger a soft reconfiguration.

Additional Information

Additional BGP status information can be obtained by using the `vtysh` program outside of TNSR. The `vtysh` program must be run as root:

```
  sudo vtysh
```

The `vtysh` interface offers numerous commands. Of particular interest for BGP status are the following:

* `show bgp summary` A brief summary of BGP status information.
* `show bgp neighbors` Lists configured BGP Neighbors and their status details.
* `show ip bgp` A list of routes and paths for networks involved in BGP.
* `show ip route` The IP routing table managed by the FRR Zebra daemon, which marks the origin of routes to see which entries were obtained via BGP.

11.2.5 Working with Large BGP Tables

When working with a large set of routes, roughly exceeding 30,000 route table entries, TNSR may require additional memory to be allocated for the VPP dataplane Forwarding Information Bases (FIB). Smaller routing tables do not require special configuration.

This memory allocation can be performed in configuration mode using one of the following commands:

For IPv4 (Memory):

```
  tnsr# configure
  tnsr(config)# dataplane ip heap-size <size>
```

For IPv6 (Memory):

```
  tnsr# configure
  tnsr(config)# dataplane ip6 heap-size <size>
```
The format of the size is <number>[KMG], for example: 512M or 1G for 512 Megabytes or 1 Gigabyte, respectively. Additionally, the statistics segment heap size may also need to be increased (Statistics Segment):

```
  tnsr# configure
  tnsr(config)# dataplane statseg heap-size <size>
```

**Note:** The default size for dataplane statseg heap-size is 96MB, which is sufficient for approximately one million routes when worker threads are not in use.

**See also:**
For more details about selecting an appropriate heap-size value, especially when worker threads are enabled, see Statistics Segment.

The VPP dataplane service requires a restart to enable these configuration changes. Restart VPP from the TNSR configuration mode CLI using the following command:

```
  tnsr# configure
  tnsr(config)# service dataplane restart
```

### 11.3 Open Shortest Path First v2 (OSPF)

Open Shortest Path First v2 (OSPF) is a link-state routing protocol defined by RFC 2328. OSPF automatically locates neighboring IPv4 routers within an autonomous system, typically with multicast, and exchanges IPv4 routing information for networks reachable through each neighbor.

OSPF is an interior routing protocol (IGP), and facilitates routing between private links or segments of local networks.

#### 11.3.1 OSPF Required Information

Before starting, take the time to gather all of the information required to form an OSPF adjacency to a neighbor. At a minimum, TNSR will need to know these items:

- **Local Router ID** Typically the highest numbered local address on the firewall. This is also frequently set as the internal or LAN side IP address of a router. It does not matter what this ID is, so long as it is given in IPv4 address notation and does not conflict with any neighbors.

- **OSPF Area** A designation for the set of networks to which this router belongs. Typically set to 0.0.0.0 for simple internal deployments, but can be any number capable of being expressed in dotted quad notation (IPv4 address) or as a 32-bit unsigned integer.

- **OSPF Active Interfaces** The interfaces on this router upon which the OSPF daemon will advertise itself and look for neighbors. These interfaces are connected to network segments with other routers. They may be connected to local networks or remote point-to-point links. These interfaces must be configured with IP addresses.

**Warning:** Outside NAT interfaces (ip nat outside) cannot be used as active interfaces in OSPF! The presence of NAT prevents OSPF from properly communicating with neighbors to form a full adjacency.
**OSPF Active Interface Cost Values** OSPF calculates the most efficient way to route between networks based on the total cost of a path from source to destination. Less desirable links (e.g. wireless) can be given a higher cost so that paths over faster networks will be used by traffic unless the preferred path is unavailable. For single connections to other networks, this value is not necessary and may be omitted or set to a simple default such as 5 or 10.

**OSPF Passive Interfaces** These interfaces contain networks which should be advertised as reachable through this router, but do not contain other routers.

The example in this section uses the following values:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local Router ID</td>
<td>10.2.0.1</td>
</tr>
<tr>
<td>OSPF Area</td>
<td>0.0.0.0</td>
</tr>
<tr>
<td>Active Interfaces (Cost)</td>
<td>TenGigabitEthernet6/0/0 (10)</td>
</tr>
<tr>
<td>Passive Interfaces</td>
<td>GigabitEthernet3/0/0</td>
</tr>
</tbody>
</table>

### 11.3.2 OSPF Example

This example configuration implements an OSPF setup using the required information from *Example OSPF Configuration*.

```
tnsr(config)# route dynamic ospf
tnsr(config-frr-ospf)# server
tnsr(config-ospf)# ospf router-id 10.2.0.1
tnsr(config-ospf)# passive-interface GigabitEthernet3/0/0
tnsr(config-ospf)# interface GigabitEthernet3/0/0
  tnsr(config-ospf-if)# ip address * area 0.0.0.0
  tnsr(config-ospf-if)# exit
  tnsr(config-ospf)# interface TenGigabitEthernet6/0/0
  tnsr(config-ospf-if)# ip address * cost 5
  tnsr(config-ospf-if)# ip address * area 0.0.0.0
  tnsr(config-ospf-if)# exit
  tnsr(config-ospf)# exit
  tnsr(config-frr-ospf)# enable
  tnsr(config-frr-ospf)# exit
  tnsr(config)#
```

A similar configuration may be applied to neighboring routers also connected to the same network as the TenGigabitEthernet6/0/0 interface. Adjust the router ID and interface names as needed.

For a simple configuration such as this, a single area for all routers is typical.

See also:

For a more complex example involving multiple areas, see *OSPF Router with Multiple Areas and Summarization*.

### 11.3.3 OSPF Configuration

OSPF configuration on TNSR, as shown in the example, can be fairly straightforward. That said, there are a number of ways to fine-tune the behavior and create complex OSPF routing configurations.

Read through each section before attempting to create a new OSPF configuration.
Enable OSPF

The OSPF service has a master enable/disable toggle that must be set before OSPF will operate. Enable OSPF using the enable command in config-frr-ospf mode:

```
  tnsr(config)# route dynamic ospf
  tnsr(config-frr-ospf)# enable
```

To disable the service, use `no enable` or `disable`.

The OSPF service is managed as described in Service Control.

OSPF Server Configuration

To configure an OSPF server, start in config-frr-ospf mode and run the server command:

```
  tnsr(config-frr-ospf)# server
  tnsr(config-ospf)#
```

This changes into config-ospf mode, which contains the following commands:

- **area <area-id>** Configures area-specific settings in OSPF Area Configuration mode.

- **auto-cost reference-bandwidth <bw>** A base value, in Mbit/s, which is used when OSPF automatically calculates cost values. The default value is 100 which means that an interface with 100Mbit/s of bandwidth or greater will have a cost of 1, with lower bandwidth values incurring higher cost values. All routers in the same area should use the same value, otherwise automatic cost calculations would fail to accurately represent total path costs between routers.

- **capability opaque-lsa** Enables support for Opaque LSAs, as described in RFC 2370.

- **compatible rfc-1583-compatibility** Enables compatibility with the older OSPF standard from RFC 1583, which has been obsoleted by the newer RFC 2328. The specific change this option enables relates to external path preference calculation and routing loop prevention. See RFC 2328 section G.2 for specific details.

- **default-information originate (always|metric <val>|type <type>|route-map <map>)** Enables origination of a Type 5 AS-External LSA containing default route information into all areas capable of external routing.
  - **always** Always advertise a default route, even when a default route is not present in the local routing table.
  - **metric <val>** Advertise the default route as having the given metric.
  - **type <type>** The type of metric, either 1 or 2. See Metric Types for details about each type operates.
  - **route-map <map>** Apply the given route map to the outbound route advertisement.

- **default-metric <val>** Uses the given metric value as the default metric for OSPF routes when no other metric information is available.

- **distance [(external|inter-area|intra-area)] <dist>** Sets an administrative distance for routes obtained via OSPF. This can be configured globally as well as for specific types of OSPF routes.
  - **external <dist>** Sets the administrative distance for external OSPF routes.
  - **inter-area <dist>** Sets the administrative distance for OSPF routes between areas.
  - **intra-area <dist>** Sets the administrative distance for OSPF routes inside an area.
distribution-list out <route-source> access-list <name> Applies the given access list <name> to routes redistributed from the specified <route-source>.

Available route sources are listed in Dynamic Routing Protocol Lists, with the exception of ospf which cannot be used with this command.

interface <if-name> Defines an interface for use with OSPF, and enters OSPF Interface Configuration mode.

log-adjacency-changes [detail] Instructs the OSPF daemon to log changes in neighbor adjacencies. This is useful for tracking changes to neighbor relationships, especially during initial configuration.

The optional detail parameter increases the verbosity of the resulting log messages.

max-metric router-lsa administrative Sets the administrative distance of routes through this router to infinity, so that other routers will avoid using this router to reach other networks. Networks on this router are still reachable. See RFC 3137 for more information.

max-metric router-lsa (on-shutdown|on-startup) <seconds> Conditionally sets the administrative distance of routes through this router to infinity for a period of time after startup or shutdown. This allows other routers in the area to avoid using routes through this router until a full convergence is achieved.

neighbor <ip4-address> [(poll-interval <interval>|priority <prio>)] Configures per-neighbor settings for polling and priority for non-multicast neighbors.

poll-interval <interval> Time, in seconds, between sending OSPF Hello messages to neighbors in a down state.

priority <prio> A priority value applied to neighbors in a down state.

ospf abr-type (cisco|mib|shortcut|standard) Controls the behavior of Area Border Router (ABR) functionality.

cisco|mib The default behavior of OSPF on TNSR, discussed in RFC 3509. This behavior allows an ABR without a backbone connection to act as an internal router for all connected areas.

shortcut Discussed in draft-ietf-ospf-shortcut-abr-02, this behavior allows ABRs to consider summary LSAs from all attached areas, rather than being forced to route through a suboptimal path only because it is shorter.

standard The ABR behavior described in the original OSPF standard. When set, a router attached to multiple areas requires a connection to a backbone. If no backbone is available, traffic attempting to cross areas will be dropped.

ospf router-id <router-id> Sets the router ID for the OSPF daemon. This is typically set to an IP address unique to this router, and commonly is set to a local private address.

ospf write-multiplier <write> Number of interfaces processed per write operation, from 1-100. Default value is 20.

passive-interface <if-name> [<ip4-address>] Configures the specified interface as passive. This prevents the interface from actively participating in OSPF, while still allowing OSPF to operate on networks connected to that interface. This is commonly used for local interfaces without other routers attached. OSPF will announce networks attached to passive interfaces as stub links.

pce address (<ip4-address>|domain <asn>|flags <bits>|neighbor <asn>|scope <bits>) Configures RFC 5088 Path Computation Element (PCE) Discovery for OSPF. When active, this router will advertise support for PCE to neighbors via router information (RI) announcements. Requires router-info as to also be enabled.

<ip4-address> The IP address used to reach the PCE
domain <asn> AS numbers of domains controlled by the PCE, meaning it can compute paths for the autonomous systems and has visibility into them.

flags <bits> Capability flags for the PCE, expressed as a bit pattern. The bits meanings are defined in RFC 5088 section 4.5:

Table 3: PCE Capability Flags

<table>
<thead>
<tr>
<th>Bit</th>
<th>Capability</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Path computation with GMPLS link constraints</td>
</tr>
<tr>
<td>1</td>
<td>Bidirectional path computation</td>
</tr>
<tr>
<td>2</td>
<td>Diverse path computation</td>
</tr>
<tr>
<td>3</td>
<td>Load-balanced path computation</td>
</tr>
<tr>
<td>4</td>
<td>Synchronized path computation</td>
</tr>
<tr>
<td>5</td>
<td>Support for multiple objective functions</td>
</tr>
<tr>
<td>6</td>
<td>Support for additive path constraints (max hop count, etc.)</td>
</tr>
<tr>
<td>7</td>
<td>Support for request prioritization</td>
</tr>
<tr>
<td>8</td>
<td>Support for multiple requests per message</td>
</tr>
</tbody>
</table>

neighbor <asn> AS numbers of neighboring domains for which the PCE can compute paths.

scope <bits> Scope for path computation, such as intra-area, inter-area, inter-AS, or inter-layer, expressed as a bit mask. The bits meanings are defined in RFC 5088 section 4.2:

Table 4: PCE Scope

<table>
<thead>
<tr>
<th>Bit</th>
<th>Path Scope</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>L bit: Can compute intra-area paths.</td>
</tr>
<tr>
<td>1</td>
<td>R bit: Can act as PCE for inter-area TE LSP computation.</td>
</tr>
<tr>
<td>2</td>
<td>Rd bit: Can act as a default PCE for inter-area TE LSP computation.</td>
</tr>
<tr>
<td>3</td>
<td>S bit: Can act as PCE for inter-AS TE LSP computation.</td>
</tr>
<tr>
<td>4</td>
<td>Sd bit: Can act as a default PCE for inter-AS TE LSP computation.</td>
</tr>
<tr>
<td>5</td>
<td>Y bit: Can act as PCE for inter-layer TE LSP computation.</td>
</tr>
</tbody>
</table>

redistribute <route-source> [([metric <val>|route-map <map>|type <type>])] Enables redistribution of routes from another source. Available route sources are listed in Dynamic Routing Protocol Lists.

metric <val> Advertise the default route as having the given metric.

type <type> The type of metric, either 1 or 2. See Metric Types for details about each type operates.

route-map <map> Apply the given route map to the redistributed route advertisements.

refresh timer <time> Time, in seconds from 10-1800, between refreshing LSA information. Default value is 10.

router-info as Enables advertisement of optional router capabilities to neighbors, as described in RFC 4970. This adds information about enabled features, such as PCE, to Router Information (RI) LSA messages.

timers lsa min-arrival <min> The minimum time allowed between advertisements by neighbors, from 0-600000, in milliseconds. Default is 1000.

timers throttle lsa all <delay> Time between LSA transmissions from this router, in milliseconds, from 0-5000. Default is 5000.
**timers throttle spf** *(delay|initial-hold|maximum-hold) <val>*  Controls timers that determine when the router will make SPF routing decisions.

- **delay <val>**  Minimum time after an event occurs before allowing SPF calculation. Lower values will react faster to changes, but can be less stable. Specified in milliseconds from 0-600000, with a default value of 0.

- **initial-hold <val>**  Lowest time allowed between SPF calculations. Specified in milliseconds from 0-600000, with a default value of 50.

- **maximum-hold <val>**  Highest time allowed between SPF calculations. Specified in milliseconds from 0-600000, with a default value of 5000.

SPF calculations are adaptive, and if a new event occurs which would otherwise trigger a calculation before the hold timer expires, then the hold is increased by the initial-hold value, up to the specified maximum-hold. This avoids excessive consecutive recalculations.

## OSPF Interface Configuration

OSPF must use one or more interfaces to announce itself to neighbors and to receive announcements from neighbors. At least one interface must be configured and active in order to locate neighbors and form an adjacency.

**Warning:** Outside NAT interfaces (ip nat outside) cannot be used as active interfaces in OSPF! The presence of NAT prevents OSPF from properly communicating with neighbors to form a full adjacency.

To configure an interface for use with OSPF, start in `config-ospf` mode and use the `interface <if-name>` command to enter `config-ospf-if` mode.

```bash
tnsr(config-ospf)# interface <if-name>
tnsr(config-ospf-if)#
```

`config-ospf-if` mode contains the following commands:

- **bfd enabled** *(true|false)*** Enable Bidirectional Forwarding Detection for OSPF on this interface.

- **ip address** *(<ip4-address>)*  These commands specify how OSPF will behave for all addresses on an interface (*) for a specific IPv4 address on an interface. In most cases, the * form will be used here, but when there are multiple addresses available on an interface, a specific choice may be necessary.

- **area <area-id>**  This command defines the interface as a member of the given area. This is required to activate an interface for use by OSPF.

- **authentication** *(message-digest|null)*  Configures authentication for OSPF neighbors on this interface. All routers connected to this interface must have identical authentication configurations. This can also be enabled in the area settings.

  When run without parameters, simple password authentication is used.

  - **message-digest**  When set, enables MD5 HMAC authentication for this interface.

  - **null**  When set, no authentication is used by OSPF on this interface. This is the default behavior, but may be explicitly configured with this command to override the authentication configured for this area.
authentication-key <key>  Configures a simple password to use for authentication when that type of authentication is active. This password may only have a maximum length of 8 characters.

Warning: This method of authentication is weak, and MD5 HMAC authentication should be used instead if it is supported by all connected routers.

cost <link-cost>  A manual cost value to apply to this interface, rather than allowing automatic cost calculation to take place.

In situations where multiple paths are possible to the same destination, this allows OSPF to prefer one path over another when all else is equal.

dead-interval <time>  Time, in seconds from 1-65535, without communication from a neighbor on this interface before considering it dead. This is also known as the RouterDeadInterval timer in OSPF. Default value is 40. This timer should be set to the same value for all routers.

dead-interval minimal hello <multiplier>  When active, the dead-interval is forced to a value of 1 and OSPF will instead send <multiplier> number of Hello messages each second. This allows for faster convergence, but will consume more resources.

Note: When set, this overrides the values of both dead-interval and hello-interval. Custom values configured with those commands will be ignored by OSPF.

hello-interval <interval>  The interval, in seconds from 1-65535, at which this router will send hello messages. This is also known as the HelloInterval timer in OSPF. Default value is 10. This timer should be set to the same value for all routers.

A lower value will result in faster convergence times, but will consume more resources.

message-digest-key key-id <id> md5-key <key>  Configures MD5 HMAC authentication for use with message-digest type authentication.

key-id <id>  An integer value from 1-255 which identifies the secret key. This value must be identical on all routers.

md5-key <key>  The content of the secret key identified by key-id, which is used to generate the message digest. Given as an unencrypted string, similar to a password. The maximum length of the key is 16 characters.

mtu-ignore  When present, OSPF will ignore the MTU advertised by neighbors and can still achieve a full adjacency when peers do not have matching MTU values.

retransmit-interval <interval>  The interval, in seconds from 1-65535, at which this router will retransmit Link State Request and Database Description messages. This is also known as the RxmtInterval timer in OSPF. Default value is 5.

priority <priority>  A priority value, from 0-255, assigned to this router. When determining which router will become the Designated Router (DR), the router with the highest priority is more likely to be elected as the DR.

The default value is 1. The value 0 is special and will prevent this router from being chosen as DR.
transmit-delay <delay>  The interval, in seconds from 1-65535, at which this router will transmit LSA messages. This is also known as the InfTransDelay timer in OSPF. Default value is 1.

ip network (broadcast|non-broadcast|point-to-multipoint|point-to-point)  Manually configures a specific type of network used on a given interface, rather than letting OSPF determine the type automatically. This controls how OSPF behaves and how it crafts messages when using an interface.

- **broadcast**  Broadcast networks, such as typical Ethernet networks, allow multiple routers on a segment and OSPF can use broadcast and multicast to send messages to multiple targets at once. OSPF assumes that all routers on broadcast networks are directly connected and can communicate without passing through other routers.

- **non-broadcast**  Non-broadcast networks support multiple routers but do not have broadcast or multicast capabilities. Due to this lack of support, neighbors must be manually configured using the neighbor command. When using this mode, OSPF simulates a broadcast network using Non-Broadcast Multi-Access (NMBA) mode, but transmits messages to known neighbors directly.

- **point-to-multipoint**  Similar to non-broadcast mode, but connections to manually configured neighbors are treated as a collection of point-to-point links rather than a shared network. Similar to a point-to-point network, OSPF disables DR election.

- **point-to-point**  A point-to-point network links a single pair of routers. The interface is still capable of broadcast, and OSPF will dynamically discover neighbors. With this type of network, OSPF disables election of a DR.

**OSPF Area Configuration**

To configure area-specific settings in OSPF, start in config-ospf mode and use the area <area-id> command to enter config-ospf-area mode.

```plaintext
tnsr(config-ospf)# area <area-id>
tnsr(config-ospf-area)#
```

config-ospf-area mode contains the following commands:

- **authentication**  Enables authentication for this area. Communication from peers must contain the expected authentication information to be accepted, and outgoing packets will have authentication information added.

  When present on its own, the authentication mechanism used is simple passwords. Authentication passwords are configured in OSPF Interface Configuration mode using the authentication-key command.

  - **message-digest**  When present, enables MD5 HMAC authentication for this area. Much stronger authentication than simple passwords. The key is configured in OSPF Interface Configuration mode using the message-digest-key command.

- **default-cost <cost>**  Sets the cost applied to default route summary LSA messages sent to stub areas.

- **export-list <acl-name>**  Uses the given ACL to limit Type 3 summary LSA messages for intra-area paths that would otherwise be advertised. This behavior only applies if this router is the ABR for the area in question.

- **filter-list (in|out) prefix-list <prefix-list-name>**  Similar to export-list and import-list but uses prefix lists instead of ACLs, and can work in either direction.

- **import-list <acl-name>**  Similar to export-list, but for routes announced by other routers into this area.
nssa [(no-summary|translate (always|candidate|never))]  Configures this area as a Not-so-Stubby Area (NSSA), which does not contain external links but may contain static routes to non-OSPF destinations (See Area Types for more information on area types and behaviors.

- no-summary  When present, the area will instead be considered an NSSA Totally Stub area (Area Types).
- translate (always|candidate|never)  Configures NSSA-ABR translations, for converting between Type 5 and Type 7 LSAs.
  - always  Always translate messages.
  - candidate  Participate in NSSA-ABR candidate elections. Currently the default behavior.
  - never  Never translate messages.

range <prefix> [cost <val>|not-advertise|substitute <sub-prefix>]  Configure summarization of routes inside the given prefix. Instead of Type 1 (Router) and Type 2 (Network) LSAs, it creates Type 3 Summary LSAs instead.

- cost <val>  Apply the specified cost to summarized routes for this prefix.
- not-advertise  Disable advertisement for this prefix.
- substitute <sub-prefix>  Instead of advertising the first prefix, advertise this prefix instead.

shortcut (default|disable|enable)  For use with abr-type shortcut (OSPF Server Configuration), this advertises the area as capable of supporting ABR shortcut behavior (draft-ietf-ospf-shortcut-abr-02).

stub [no-summary]  Configure this area as a Stub Area (Area Types).

- no-summary  When present, the area will instead be considered a Totally Stub Area (Area Types).

virtual-link <router-id>  Configures a virtual link in this area between this router and the specified router. Both this router and the target router must be ABRs, and both must have a link to this (non-backbone) area. Additionally, the virtual link must be added on both ends. This command enters config-ospf-vlink mode which has a subset of commands available similar to OSPF Interface Configuration. The available commands are authentication-key, dead-interval, hello-interval, message-digest-key, retransmit-interval, and transmit-delay. The usage of these commands is explained in OSPF Interface Configuration.

The virtual link is used to exchange routing information directly between the routers involved, and can be used to deliver traffic via the peer if necessary. Such a relationship may be necessary to nudge traffic from an ABR with a single undesirable link to another ABR with a faster link to a common remote destination, when the path would otherwise be selected because it is shorter.

**OSPF Debugging Information**

The following debugging commands are available in config-ospf mode. Messages will be logged in accordance with the settings in Logging.

- debug event  Enable debugging information for OSPF events.
- debug nssa  Enable debugging information for OSPF Not-So-Stubby Area information.
- debug sr  Enable debugging information for OSPF Segment Routing information.
debug te  Enable debugging information for OSPF Traffic Engineering information.

ddebug (isminsm) (events|status|timers)  Enables State Machine debugging.
  ism  Enable debugging information for the Interface State Machine.
  nsm  Enable debugging information for the Neighbor State Machine.

For either of the above state machines, several types of debugging information are available:
  events  Enable event debugging for the chosen state machine.
  status  Enable status debugging for the chosen state machine.
  timers  Enable timer debugging for the chosen state machine.

ddebug lsa (flooding|generate|install|refresh)  Enables Link State Advertisement debugging.
  flooding  Enables debugging for LSA flooding.
  generate  Enables debugging for LSA generation.
  install  Enables debugging for LSA installation and deletion.
  refresh  Enables debugging for LSA refresh.

  dd  Debug database description packets.
  hello  Debug OSPF hello packets.
  ls-acknowledgment  Debug LSA acknowledgment packets.
  ls-request  Debug LSA request packets.
  ls-update  Debug LSA update packets.

Packet debugging entries are limited to a single direction:
  send  Debug packets sent by this router.
  recv  Debug packets received by this router.

Optionally, increased detail may be added to debugging messages by use of the detail parameter.

ddebug zebra (interface|redistribute)  Enables OSPF-specific debugging for the dynamic routing manager daemon.
  interface  Debug dynamic routing manager interface information.
  redistribute  Debug dynamic routing manager route redistribution information.

11.3.4 OSPF Status

TNSR supports several commands to display information about the OSPF daemon configuration and its status.

See also:
For more general dynamic routing status information, see Dynamic Routing Manager Status
Configuration Information

To view the OSPF configuration:

```bash
tnsr(config)# show route dynamic ospf config
interface GigabitEthernet3/0/0
  ip ospf area 0.0.0.0
exit
interface TenGigabitEthernet6/0/0
  ip ospf area 0.0.0.0
  ip ospf cost 10
exit
router ospf
  ospf router-id 10.2.0.1
  passive-interface GigabitEthernet3/0/0
```

Status Information

To view the OSPF database:

```bash
tnsr(config)# show route dynamic ospf database

OSPF Router with ID (10.2.0.1)

Router Link States (Area 0.0.0.0)

<table>
<thead>
<tr>
<th>Link ID</th>
<th>ADV Router</th>
<th>Age</th>
<th>Seq#</th>
<th>CkSum</th>
<th>Link count</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.2.0.1</td>
<td>10.2.0.1</td>
<td>129</td>
<td>0x80000005</td>
<td>0x6808</td>
<td>2</td>
</tr>
<tr>
<td>10.25.0.1</td>
<td>10.25.0.1</td>
<td>157</td>
<td>0x80000005</td>
<td>0x45ce</td>
<td>2</td>
</tr>
</tbody>
</table>

Net Link States (Area 0.0.0.0)

<table>
<thead>
<tr>
<th>Link ID</th>
<th>ADV Router</th>
<th>Age</th>
<th>Seq#</th>
<th>CkSum</th>
</tr>
</thead>
<tbody>
<tr>
<td>203.0.113.25</td>
<td>10.25.0.1</td>
<td>158</td>
<td>0x80000001</td>
<td>0x2e80</td>
</tr>
</tbody>
</table>
```

Additional more specific information is available by adding a keyword onto the end of the command `show route dynamic ospf database <name>` where `<name>` is one of the following choices:

- `asbr-summary` Autonomous System Boundary Router (ASBR) database summary.
- `external` External link state information.
- `max-age` Link State Advertisement (LSA) entries in MaxAge list.
- `network` Network link states.
- `nssa-external` Not-so-stubby-area external link states.
- `opaque-area` Link area Opaque-LSA.
- `opaque-as` Link AS Opaque-LSA.
- `opaque-link` Link local Opaque-LSA.
- `router` Router link states.
- `self-originate` Link states originated from this router.
- `summary` Network summary link states.

To view information about interfaces participating in OSPF:
tnsr(config)# show route dynamic ospf interface
GigabitEthernet3/0/0 is up
  ifindex 22, MTU 1500 bytes, BW 0 Mbit <UP,RUNNING>
  Internet Address 10.2.0.1/24, Broadcast 10.2.0.255, Area 0.0.0.0
  MTU mismatch detection: enabled
  Router ID 10.2.0.1, Network Type BROADCAST, Cost: 10
  Transmit Delay is 1 sec, State DR, Priority 1
  No backup designated router on this network
  Multicast group memberships: <None>
  Timer intervals configured, Hello 10s, Dead 40s, Wait 40s, Retransmit 5
  No Hellos (Passive interface)
  Neighbor Count is 0, Adjacent neighbor count is 0
TenGigabitEthernet6/0/0 is up
  ifindex 23, MTU 1500 bytes, BW 0 Mbit <UP,RUNNING>
  Internet Address 203.0.113.2/24, Broadcast 203.0.113.255, Area 0.0.0.0
  MTU mismatch detection: enabled
  Router ID 10.2.0.1, Network Type BROADCAST, Cost: 10
  Transmit Delay is 1 sec, State Backup, Priority 1
  Backup Designated Router (ID) 10.2.0.1, Interface Address 203.0.113.2
  Multicast group memberships: OSPFAllRouters OSPFDesignatedRouters
  Timer intervals configured, Hello 10s, Dead 40s, Wait 40s, Retransmit 5
  Hello due in 8.281s
  Neighbor Count is 1, Adjacent neighbor count is 1

To view information about current OSPF neighbors and adjacencies:

```
  tnsr(config)# show route dynamic ospf neighbor
  Neighbor ID Pri State  Dead Time Address Interface  RXmtL RqstL DBsmL
  10.25.0.1  1 Full/DR  39.774s  203.0.113.25  TenGigabitEthernet6/0/0 0:0 0 0
```

For more detailed neighbor information, use `show route dynamic ospf neighbor detail`.

To view information about current OSPF routes:

```
  tnsr(config)# show route dynamic ospf route
  =========== OSPF network routing table ===========
  N  10.2.0.0/24  [10] area: 0.0.0.0
directly attached to GigabitEthernet3/0/0
  N  10.25.0.0/24  [20] area: 0.0.0.0
via 203.0.113.25, TenGigabitEthernet6/0/0
  N  203.0.113.0/24  [10] area: 0.0.0.0
directly attached to TenGigabitEthernet6/0/0

  =========== OSPF router routing table ===========
  =========== OSPF external routing table ===========
```

To view information about this OSPF router:

```
  tnsr(config)# show route dynamic ospf router-info
  --- Router Information parameters ---
  Router Capabilities: 0x10000000
```

To view information about all OSPF Area Border Routers (ABR) and Autonomous System Boundary Routers (ASBR):
11.3.5 OSPF Terminology

OSPF has some common terms used throughout this section which can be confusing for those unfamiliar with the protocol.

**Area** A collection of routers inside an AS, each sharing the same area ID. An Area ID is typically formatted like an IP address in dotted quad notation, $nnn.nnn.nnn.nnn$, but can also be expressed as an unsigned 32-bit integer.

**Area Border Router (ABR)** A router connected to multiple areas.

**Autonomous System Boundary Router (ASBR)** A router connected to external networks (outside the area).

**Backbone** The central area of an AS, typically area 0.0.0.0. All areas in the AS connect to the backbone through ABRs.

**Cost** A numeric value assigned to a link between networks, using by OSPF to calculate optimal paths to a destination. Typically higher bandwidth or higher quality circuits will be assigned a low cost, while circuits that are undesirable will be given a high cost. OSPF will prefer to use a route when it has the lowest total cost from a source to a destination.

**Designated Router (DR)** In a network with multiple routers, one of them will be elected as a Designated Router using Hello messages. The DR takes on the task of generating LSA messages for the network, among other special duties.

**Flooding** The mechanism by which OSPF routers distribute link state database information to neighbors.

**Hello** Special OSPF messages which introduce neighbors to each other. Using these messages, neighbors can discover each other and begin to form routing relationships.

**Interior Gateway Protocol (IGP)** A routing protocol, such as OSPF, which exchanges information about how to reach networks inside an autonomous system.

**Link State Advertisement (LSA)** Messages sent by OSPF routers which describe the state of network links, or the router itself, including information about its interfaces and other neighbors.

**Link State Database (LSDB)** A database containing the collected LSA messages of all routers and networks in the domain.

### Link State Advertisement Message Types

LSA messages each have a type, indicating the information carried within. These types may be referenced throughout this section when describing routing behaviors.

**Type 1 - Router LSA** Sent by every router in an area. Contains a description of all links on the router, including their state and costs.

**Type 2 - Network LSA** Sent by the DR for a network. Contains a description of every router attached to the network, including the DR.

**Type 3 - Network Summary-LSA** Sent by ABRs. Contains a description of destinations outside the current area (inter-area) when the destination is an IP network.
Type 4 - ASBR Summary-LSA  Similar to Type 3, but when sent when the destination is an ASBR.

Type 5 - AS-external LSA  Sent by ASBRs. Contains a description of destinations outside of this AS. Typically each message only contains information about a single destination.

Type 6 - Multicast Group Membership LSA  Not used.

Type 7 - NSSA External Link-State Advertisements  Similar to Type 5, but are only exchanged inside an NSSA.

Type 8 - External attribute LSA  Carry information from external routing protocols, such as BGP, when such destinations are announced with Type 5 LSAs.

Type 9 - Link Scope Opaque LSA  Carries information intended for uses other than OSPF, such as available bandwidth. It is carried through to other routers without being processed by OSPF itself. Type 9 messages are for other routers on the same link.

Type 10 - Area Scope Opaque LSA  Similar to Type 9, but flooded to all routers in an area.

Type 11 - AS Scope Opaque LSA  Similar to Type 9, but flooded to all routers throughout the AS, except for special areas such as stubs.

Area Types

OSPF Areas can be one of several types which alter their behavior in important ways.

**Normal**  A typical area in which all routers know all possible routes.

**Stub Area**  An area with no external connections. Since traffic passing out of a stub area must pass through an ABR, it only needs to know about routes to the ABR, not beyond the ABR. Routers in a stub area do not receive Type 5 LSAs.

**Totally Stub Area**  Similar to a stub area, but routers also do not receive summary LSA messages except for default route information. As such, they do not receive LSA messages of type 3, 4, or 5.

**Not-so-Stubby-Area (NSSA)**  Similar to a Stub area but it may contain static routes to non-OSPF networks. Routers in an NSSA exchange external routing information in Type 7 LSAs instead of Type 5.

**NSSA Totally Stub Area**  Similar to both NSSA and a Totally Stub area. As such, they do not receive LSA messages of type 3, 4, or 5.

Metric Types

**Type 1 or E1**  A Type 1 external metric, also known as E1, uses a similar cost calculation to typical link states, where internal and external costs are added together to find the total cost.

**Type 2 or E2**  A Type 2 external metric, also known as E2, only considers external costs and ignores internal costs.

**11.4 Open Shortest Path First v3 (OSPF6)**

Open Shortest Path First v3 (OSPF6) is defined by RFC 5340 and is similar to OSPF v2, but operates with IPv6 networks. Thus, it is a link-state routing protocol that automatically locates neighboring IPv6 routers within an autonomous system, typically with multicast, and exchanges IPv6 routing information for networks each neighbor.

OSPF6 is an interior routing protocol (IGP), and facilitates routing between private links or segments of local networks.
Terms used in this section are shared with OSPF, and are covered in *OSPF Terminology*.

11.4.1 OSPF6 Required Information

Before starting, take the time to gather all of the information required to form an OSPF6 adjacency to a neighbor. This list is similar to that of OSPF. At a minimum, TNSR will need to know these items:

**Local Router ID**  Typically the highest numbered local address on the firewall. This is also frequently set as the internal or LAN side IP address of a router. It does not matter what this ID is, so long as it is given in IPv4 address notation and does not conflict with any neighbors.

**OSPF Area**  At present, the OSPF6 daemon only supports a single area. Use `0.0.0.0` when asked for an area.

**OSPF6 Active Interfaces**  The interfaces on this router upon which the OSPF6 daemon will advertise itself and monitor for neighbors. These interfaces are connected to network segments with other routers. They may be connected to local networks or remote point-to-point links. These interfaces only require an IPv6 link local address.

**OSPF6 Active Interface Cost Values**  OSPF6 calculates the most efficient way to route between networks based on the total cost of a path from source to destination. Less desirable links (e.g. wireless) can be given a higher cost so that paths over faster networks will be used by traffic unless the preferred path is unavailable. For single connections to other networks, this value is not necessary and may be omitted or set to a simple default such as 5 or 10.

**OSPF6 Passive Interfaces**  These interfaces contain networks which TNSR will advertise as reachable through this router, but do not contain other routers.

The example in this section uses the following values:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local Router ID</td>
<td>10.2.0.1</td>
</tr>
<tr>
<td>OSPF Area</td>
<td>0.0.0.0</td>
</tr>
<tr>
<td>Active Interfaces (Cost)</td>
<td>TenGigabitEthernet6/0/0 (10)</td>
</tr>
<tr>
<td>Passive Interfaces</td>
<td>GigabitEthernet3/0/0</td>
</tr>
</tbody>
</table>

11.4.2 OSPF6 Example

This example configuration implements an OSPF setup using the required information from *Example OSPF Configuration*.

```
tnsr(config)# route dynamic ospf6
tnsr(config-frr-ospf6)# server
tnsr(config-ospf6)# ospf router-id 10.2.0.1
tnsr(config-ospf6)# interface GigabitEthernet3/0/0
tnsr(config-ospf6-if)# passive
tnsr(config-ospf6-if)# area 0.0.0.0
tnsr(config-ospf6-if)# exit
tnsr(config-ospf6)# interface TenGigabitEthernet6/0/0
tnsr(config-ospf6-if)# cost outgoing 10
tnsr(config-ospf6-if)# area 0.0.0.0
tnsr(config-ospf6-if)# exit
tnsr(config-ospf6)# exit
tnsr(config-frr-ospf6)# enable
```
A similar configuration may be applied to neighboring routers also connected to the same network as the TenGigabitEthernet6/0/0 interface. Adjust the router ID and interface names as needed.

**Note:** OSPF6 only supports a single area, 0.0.0.0, thus all interfaces and neighbors must use area 0.0.0.0.

### 11.4.3 OSPF6 Configuration

There are a number of ways to fine-tune the behavior and create complex OSPF6 routing configurations. The available configuration parameters are covered throughout this section.

#### Enable OSPF6

The OSPF6 service has a master enable/disable toggle that must be set before OSPF6 will operate. Enable OSPF6 using the `enable` command in `config-frr-ospf6` mode:

```
 tnsr(config)# route dynamic ospf6
 tnsr(config-frr-ospf6)# enable
```

To disable the service, use `no enable` or `disable`.

The OSPF6 service is managed as described in *Service Control*.

#### OSPF6 Server Configuration

To configure the OSPF6 server, start in `config-frr-ospf6` mode and run the `server` command:

```
 tnsr(config-frr-ospf6)# server
 tnsr(config-ospf6)#
```

This changes into `config-ospf6` mode, which contains the following commands:

- **area <area-id>** Configures area-specific settings in *OSPF6 Area Configuration* mode.

  **Note:** Currently OSPF6 only supports a single area, 0.0.0.0, but settings for that area are still configured using this command.

- **auto-cost reference-bandwidth <bw>** A base value, in Mbit/s, which is used when OSPF6 automatically calculates cost values. The default value is 100 which means that an interface with 100Mbit/s of bandwidth or greater will have a cost of 1, with lower bandwidth values incurring higher cost values.

  All routers in the same area should use the same value, otherwise automatic cost calculations would fail to accurately represent total path costs between routers.

- **distance [(external|inter-area|intra-area)] <dist>** Sets an administrative distance for routes obtained via OSPF6. This can be configured globally as well as for specific types of OSPF6 routes.

  - **external <dist>** Sets the administrative distance for external OSPF6 routes.
inter-area <dist> Sets the administrative distance for OSPF6 routes between areas.

intra-area <dist> Sets the administrative distance for OSPF6 routes inside an area.

interface <if-name> Defines an interface for use with OSPF6, and enters **OSPF6 Interface Configuration** mode.

log-adjacency-changes [detail] Instructs the OSPF6 daemon to log changes in neighbor adjacencies. This is useful for tracking changes to neighbor relationships, especially during initial configuration. The optional **detail** parameter increases the verbosity of the resulting log messages.

ospf router-id <router-id> Sets the router ID for the OSPF6 daemon. This is typically set to an IPv4 address unique to this router, and commonly is set to a local private address.

**Note:** Even though OSPF6 handles IPv6 routing, router IDs are still specified using IPv4 addresses in dotted quad notation.

redistribute <route-source> [route-map <map>] Enables redistribution of routes from another source. Available route sources are listed in **Dynamic Routing Protocol Lists**.

route-map <map> Apply the given route map to the redistributed route advertisements.

stub-router administrative Administratively declares this router as a stub router, having no external connections.

timers lsa min-arrival <min> The minimum time allowed between advertisements by neighbors, from 0-600000, in milliseconds. Default is 1000.

timers throttle spf (delay|initial-hold|maximum-hold) <val> Controls timers that determine when the router will make SPF routing decisions.

delay <val> Minimum time after an event occurs before allowing SPF calculation. Lower values will react faster to changes, but can be less stable. Specified in milliseconds from 0-600000, with a default value of 0.

initial-hold <val> Lowest time allowed between SPF calculations. Specified in milliseconds from 0-600000, with a default value of 50.

maximum-hold <val> Highest time allowed between SPF calculations. Specified in milliseconds from 0-600000, with a default value of 5000.

SPF calculations are adaptive, and if a new event occurs which would otherwise trigger a calculation before the hold timer expires, then the hold is increased by the **initial-hold** value, up to the specified **maximum-hold**. This avoids excessive consecutive recalculations.

**OSPF6 Interface Configuration**

OSPF6 must use one or more interfaces to announce itself to neighbors and to receive announcements from neighbors. At least one interface must be configured and active in order to locate neighbors and form an adjacency.

**Warning:** Outside NAT interfaces (ip nat outside) cannot be used as active interfaces in OSPF6! The presence of NAT prevents OSPF6 from properly communicating with neighbors to form a full adjacency.

To configure an interface for use with OSPF6, start in **config-ospf6** mode and use the **interface <if-name>** command to enter **config-ospf6-if** mode.
config-ospf6-if mode contains the following commands:

**advertise prefix-list <name>** Filters route advertisements using the specified prefix list (*Dynamic Routing Prefix Lists*).

**area <area-id>** This command defines the interface as a member of the given area. This is required to activate an interface for use by OSPF6.

---

Note: OSPF6 currently only supports a single area, 0.0.0.0, thus all interfaces and neighbors must use area 0.0.0.0.

---

**bfd enabled (true|false)** Enable Bidirectional Forwarding Detection for OSPF6 on this interface.

**cost outgoing <link-cost>** A manual cost value to apply to this interface, rather than allowing automatic cost calculation to take place.

In situations where multiple paths are possible to the same destination, this allows OSPF6 to prefer one path over another when all else is equal.

**dead-interval <time>** Time, in seconds from 1-65535, without communication from a neighbor on this interface before considering it dead. This is also known as the RouterDeadInterval timer in OSPF6. Default value is 40. This timer should be set to the same value for all routers.

**hello-interval <interval>** The interval, in seconds from 1-65535, at which this router will send hello messages. This is also known as the HelloInterval timer in OSPF6. Default value is 10. This timer should be set to the same value for all routers.

A lower value will result in faster convergence times, but will consume more resources.

**instance-id <value>** An alternate OSPF6 instance identifier for this interface. Typically omitted or set to 0.

**mtu <value>** Explicitly configures an MTU value for this interface. This value will override the interface MTU determined automatically by the operating system. Useful in cases where the router is unable to determine the actual interface MTU, for example on virtual interfaces such as those used by IPsec.

**mtu-ignore** When present, OSPF6 will ignore the MTU advertised by neighbors and can still achieve a full adjacency when peers do not have matching MTU values.

**network (broadcast|point-to-point)** Manually configures a specific type of network used on a given interface, rather than letting OSPF6 determine the type automatically. This controls how OSPF6 behaves and how it crafts messages when using an interface.

  **broadcast** Broadcast networks, such as typical Ethernet networks, allow multiple routers on a segment and OSPF6 can use multicast to send messages to multiple targets at once. OSPF6 assumes that all routers on broadcast networks are directly connected and can communicate without passing through other routers.

  **point-to-point** A point-to-point network links a single pair of routers. The interface is still capable of broadcast, and OSPF6 will dynamically discover neighbors. With this type of network, OSPF6 disables election of a DR.

**passive** Configures this interface as passive. This prevents the interface from actively participating in OSPF6, while still allowing OSPF6 to operate on networks connected to that interface. This is commonly used for local interfaces without other routers attached. OSPF6 will announce networks attached to passive interfaces as stub links.

---
**priority <priority>** A priority value, from 0–255, assigned to this router. When determining which router will become the Designated Router (DR), the router with the highest priority is more likely to be elected as the DR.

The default value is 1. The value 0 is special and will prevent this router from being chosen as DR.

**retransmit-interval <interval>** The interval, in seconds from 1–65535, at which this router will retransmit Link State Request and Database Description messages. This is also known as the RxmtInterval timer in OSPF6. Default value is 5.

**transmit-delay <delay>** The interval, in seconds from 1–65535, at which this router will transmit LSA messages. This is also known as the InfTransDelay timer in OSPF6. Default value is 1.

---

**OSPF6 Area Configuration**

To configure area-specific settings in OSPF6, start in `config-ospf6` mode and use the `area <area-id>` command to enter `config-ospf6-area` mode.

**Note:** Currently OSPF6 only supports a single area, 0.0.0.0, but settings for that area are still configured using this command.

```
tnsr(config-ospf6)# area <area-id>
tnsr(config-ospf6-area)#
```

The `config-ospf6-area` mode contains the following commands:

- `range <prefix> [cost <val>|not-advertise]` Configure summarization of routes inside the given prefix. Instead of Type 1 (Router) and Type 2 (Network) LSAs, it creates Type 3 Summary LSAs instead.
  - **cost <val>** Apply the specified cost to summarized routes for this prefix.
  - **not-advertise** Disable advertisement for this prefix.

---

**OSPF6 Debugging Information**

The following debugging commands are available in `config-ospf6` mode. Messages will be logged in accordance with the settings in `Logging`.

- **debug abr** Enables debugging for Area Border Routers.
- **debug asbr** Enables debugging for Autonomous System Boundary Routers.
- **debug flooding** Enables debugging for Link State Advertisement flooding.
- **debug interface** Enables debugging for OSPF6 interfaces.
- **debug border-routers (area <area-id>|router <router-id>)** Enables debugging for specific border routers, either by area or router ID.
- **debug lsa <lsa-type> <event-type>** Enables LSA message debugging.
  - **LSA Type** Specifies a type of LSA message to debug, which must be one of the following: as-external, inter-prefix, inter-router, intra-prefix, link, network, router, unknown. These message types are described further in `Link State Advertisement Message Types`.
  - **Event Type** Specifies when to log debug information for the specified type of LSA message.
**examine** Enables debugging when examining LSA messages.

**flooding** Enables debugging when flooding LSA messages.

**originate** Enables debugging when originating LSA messages.

**debug message (dd|hello|ls-acknowledgment|ls-request|ls-update|unknown) (recv|send)** Enables packet-level debugging of OSPF6 messages.

- **dd** Debug database description packets.
- **hello** Debug OSPF6 hello packets.
- **ls-acknowledgment** Debug LSA acknowledgment packets.
- **ls-request** Debug LSA request packets.
- **ls-update** Debug LSA update packets.
- **unknown** Debug OSPF6 messages of unknown types.

Message debugging entries are limited to a single direction:

- **send** Debug messages sent by this router.
- **recv** Debug messages received by this router.

**debug neighbor event** Enable debugging information for OSPF6 neighbor events.

**debug neighbor state** Enable debugging information for OSPF6 neighbor state changes.

**debug route [(inter-area|intra-area|table)]** Enables debugging for OSPF6 route calculations.

**debug route memory** Enables debugging for OSPF6 route table memory usage.

**debug spf (database|process|time)** Debug SPF calculations

- **database** Enable debugging for LSA message counts during SPF calculation
- **process** Enable detailed debugging of the SPF calculation process.
- **time** Enable debugging for SPF calculation timing.

**debug zebra [(recv|send)]** Enables OSPF6-specific debugging for dynamic routing manager daemon messages, in the send or receive direction, or both when the direction is omitted.

### 11.4.4 OSPF6 Status

TNSR supports several commands to display information about the OSPF6 daemon configuration and its status.

**See also:**

For more general dynamic routing status information, see *Dynamic Routing Manager Status*

**Configuration Information**

To view the OSPF6 configuration:

```
  tnsr# show route dynamic ospf6 config
  interface GigabitEthernet3/0/0
     ipv6 ospf6 passive
  interface TenGigabitEthernet6/0/0
     ipv6 ospf6 cost 10
```

(continues on next page)
router ospf6
  ospf6 router-id 10.2.0.1
  interface GigabitEthernet3/0/0 area 0.0.0.0
  interface TenGigabitEthernet6/0/0 area 0.0.0.0

Status Information

To view the OSPF6 database:

```
tnsr# show route dynamic ospf6 database
```

```
Area Scoped Link State Database (Area 0.0.0.0)

<table>
<thead>
<tr>
<th>Type</th>
<th>LSId</th>
<th>AdvRouter</th>
<th>Age</th>
<th>SeqNum</th>
<th>Payload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rtr</td>
<td>0.0.0.0</td>
<td>10.2.0.1</td>
<td>146</td>
<td>800000002</td>
<td>10.27.0.1/0.0.0.13</td>
</tr>
<tr>
<td>Rtr</td>
<td>0.0.0.0</td>
<td>10.27.0.1</td>
<td>147</td>
<td>800000002</td>
<td>10.27.0.1/0.0.0.13</td>
</tr>
<tr>
<td>Net</td>
<td>0.0.0.13</td>
<td>10.27.0.1</td>
<td>147</td>
<td>800000001</td>
<td>10.27.0.1</td>
</tr>
<tr>
<td>Net</td>
<td>0.0.0.13</td>
<td>10.27.0.1</td>
<td>147</td>
<td>800000001</td>
<td>10.2.0.1</td>
</tr>
<tr>
<td>INP</td>
<td>0.0.0.0</td>
<td>10.2.0.1</td>
<td>146</td>
<td>800000003</td>
<td>2001:db8:f0::/64</td>
</tr>
<tr>
<td>INP</td>
<td>0.0.0.0</td>
<td>10.27.0.1</td>
<td>147</td>
<td>800000003</td>
<td>2001:db8:f2::/64</td>
</tr>
<tr>
<td>INP</td>
<td>0.0.0.0</td>
<td>10.27.0.1</td>
<td>147</td>
<td>800000001</td>
<td>2001:db8:0:2::/64</td>
</tr>
</tbody>
</table>

I/F Scoped Link State Database (I/F GigabitEthernet3/0/0 in Area 0.0.0.0)

```
<table>
<thead>
<tr>
<th>Type</th>
<th>LSId</th>
<th>AdvRouter</th>
<th>Age</th>
<th>SeqNum</th>
<th>Payload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lnk</td>
<td>0.0.0.14</td>
<td>10.2.0.1</td>
<td>187</td>
<td>800000001</td>
<td>fe80::290:bff:fe7a:8a65</td>
</tr>
</tbody>
</table>

I/F Scoped Link State Database (I/F TenGigabitEthernet6/0/0 in Area 0.0.0.0)

```
<table>
<thead>
<tr>
<th>Type</th>
<th>LSId</th>
<th>AdvRouter</th>
<th>Age</th>
<th>SeqNum</th>
<th>Payload</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lnk</td>
<td>0.0.0.15</td>
<td>10.2.0.1</td>
<td>187</td>
<td>800000001</td>
<td>fe80::290:bff:fe7a:8a67</td>
</tr>
<tr>
<td>Lnk</td>
<td>0.0.0.13</td>
<td>10.27.0.1</td>
<td>192</td>
<td>800000001</td>
<td>fe80::290:bff:fe7a:87c1</td>
</tr>
</tbody>
</table>

AS Scoped Link State Database

To view information about interfaces participating in OSPF6:

```
tnsr# show route dynamic ospf6 interface
```

```
GigabitEthernet3/0/0 is up, type BROADCAST
  Interface ID: 14
  Internet Address:
    inet : 10.2.0.1/24
    inet6: 2001:db8:f0::1/64
    inet6: fe80::290:bff:fe7a:8a65/128
  Instance ID 0, Interface MTU 1500 (autodetect: 1500)
  MTU mismatch detection: enabled
  Area ID 0.0.0.0, Cost 100
  State DR, Transmit Delay 1 sec, Priority 1
  Timer intervals configured:
    Hello 10, Dead 40, Retransmit 5
  DR: 10.2.0.1 BDR: 0.0.0.0
  Number of I/F scoped LSAs is 1

```
TenGigabitEthernet6/0/0 is up, type BROADCAST
Interface ID: 15
Internet Address:
  inet : 203.0.113.2/24
  inet6: 2001:db8:0:2::2/64
  inet6: fe80::290:bff:fe7a:8a67/128
Instance ID 0, Interface MTU 1500 (autodetect: 1500)
MTU mismatch detection: enabled
Area ID 0.0.0.0, Cost 100
State BDR, Transmit Delay 1 sec, Priority 1
Timer intervals configured:
  Hello 10, Dead 40, Retransmit 5
DR: 10.27.0.1 BDR: 10.2.0.1
Number of I/F scoped LSAs is 2
  0 Pending LSAs for LSUpdate in Time 00:00:00 [thread off]
  0 Pending LSAs for LSAck in Time 00:00:00 [thread off]
TenGigabitEthernet6/0/1 is down, type BROADCAST
Interface ID: 16
OSPF not enabled on this interface
TenGigabitEthernet8/0/0 is down, type BROADCAST
Interface ID: 17
OSPF not enabled on this interface

To view information about current OSPF neighbors and adjacencies:

```
tnsr# show route dynamic ospf6 neighbor
Neighbor ID  Pri  DeadTime  State/IfState  Duration I/F[State]
      10.27.0.1  1  00:00:33  Full/DR          00:04:41 TenGigabitEthernet6/0/0[BDR]
```

For more detailed neighbor information, use show route dynamic ospf6 neighbor detail.

```
tnsr# show route dynamic ospf6 neighbor detail
Neighbor 10.27.0.1%TenGigabitEthernet6/0/0
  Area 0.0.0.0 via interface TenGigabitEthernet6/0/0 (ifindex 15)
  His IfIndex: 13 Link-local address: fe80::290:bff:fe7a:87c1
  State Full for a duration of 00:04:58
  His choice of DR/BDR 10.27.0.1/10.2.0.1, Priority 1
  DbDesc status: Slave SeqNum: 0xb7380c00
  Summary-List: 0 LSAs
  Request-List: 0 LSAs
  Retrans-List: 0 LSAs
  0 Pending LSAs for DbDesc in Time 00:00:00 [thread off]
  0 Pending LSAs for LSRreq in Time 00:00:00 [thread off]
  0 Pending LSAs for LSUpdate in Time 00:00:00 [thread off]
  0 Pending LSAs for LSACK in Time 00:00:00 [thread off]
```

To view information about current OSPF6 routes:

```
tnsr# show route dynamic ospf6 route-table
  +N IA 2001:db8:0:2::/64  ::  TenGigabitEthernet6/0/0 00:05:37
  +N IA 2001:db8:f0::/64  ::  GigabitEthernet3 00:06:17
  +N IA 2001:db8:f2::/64  fe80::290:bff:fe7a:87c1 TenGigabitEthernet6/0/0 00:05:32
```
To view information about current OSPF6 border routers:

```
  tnsr# show route dynamic ospf6 border-routers
  Router-ID   Rtr-Bits Options Path-Type Area
```

To view information about the OSPF6 area:

```
  tnsr# show route dynamic ospf6 area
    +10.2.0.1 [0]
    +10.27.0.1 Net-ID: 0.0.0.13 [100]
    +10.27.0.1 [100]
```

To view OSPF6 link state information:

```
  tnsr# show route dynamic ospf6 linkstate

    SPF Result in Area 0.0.0.0
    Destination: 10.2.0.1
    Destination type: Linkstate
    Installed Time: 00:07:10 ago
    Changed Time: 00:07:10 ago
    Lock: 2 Flags: BA--
    Memory: prev: (nil) this: 0x23fc980 next: 0x23fd140
    Associated Area: 0.0.0.0
    Path Type: Intra-Area
    LS Origin: Router Id: 0.0.0.0 Adv: 10.2.0.1
    Options: --|R|-|--|E|V6
    Router Bits: ---------
    Prefix Options: xxx
    Metric Type: 1
    Metric: 0 (0)
    Paths count: 0
    Nexthop count: 0
    Nexthop:
      Destination: 10.2.0.1
      Destination type: Linkstate
      Installed Time: 00:07:10 ago
      Changed Time: 00:07:10 ago
      Lock: 2 Flags: BA--
      Memory: prev: 0x23fc980 this: 0x23fd140 next: 0x23de700
      Associated Area: 0.0.0.0
      Path Type: Intra-Area
      LS Origin: Router Id: 0.0.0.0 Adv: 10.27.0.1
      Options: --|R|-|--|E|V6
      Router Bits: ---------
      Prefix Options: xxx
      Metric Type: 1
      Metric: 100 (1)
      Paths count: 0
      Nexthop count: 1
      Nexthop:
        fe80::290:bff:fe7a:87c1 TenGigabitEthernet
```

(continues on next page)
To view SPF calculation information:

```plaintext
tsnr# show route dynamic ospf6 spf
+-10.2.0.1 [0]
  +--10.27.0.1 Net-ID: 0.0.0.13 [100]
    +--10.27.0.1 [100]
```

## 11.5 Routing Information Protocol (RIP)

RIP is a simple interior routing protocol (IGP), and facilitates routing between private links or segments of local networks. It is a distance vector routing protocol, informing neighbors of known routes, gateways, and hop counts to destinations.

TNSR supports both RIPv1 (RFC 1058) and RIPv2 (RFC 1723).

RIP is widely supported and simple, but lacks the speed, efficiency, or capabilities of more powerful routing protocols such as BGP or OSPF.

### 11.5.1 RIP Required Information

Though RIP is a simple routing protocol, there are a few values that must be determined before a working configuration is possible. More information about these values can be found in *RIP Server Configuration*.

- **RIP Version** The version of RIP utilized by TNSR must be set to either 1 or 2. This value must match the version used by other connected routers.

- **Network(s)** The subnet(s) for which routes will be advertised by RIP. Note that this value is not used directly, but is used to locate active subnets on interfaces which match.

- **Active Interface(s)** Interfaces participating in RIP, connected to a segment with other routers also running RIP. This is optional if the subnet of the interface is also covered by the **Network(s)** value.

- **Neighbor(s)** Neighboring router(s) running RIP with which TNSR will exchange routes. RIP will find neighbors automatically, but it is helpful to know which neighbors to look for when troubleshooting.
The example in this section uses the following values:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>RIP Version</td>
<td>2</td>
</tr>
<tr>
<td>Network(s)</td>
<td>10.2.0.0/16</td>
</tr>
<tr>
<td>Active Interface(s)</td>
<td>TenGigabitEthernet6/0/0</td>
</tr>
<tr>
<td>Neighbor(s)</td>
<td>203.0.113.27</td>
</tr>
</tbody>
</table>

### 11.5.2 RIP Example

This example configuration implements a RIP setup using the required information from *Example RIP Configuration*.

```bash
tnsr(config)# route dynamic rip
tnsr(config-frr-rip)# server
tnsr(config-rip)# version 2
tnsr(config-rip)# network prefix 10.2.0.0/16
tnsr(config-rip)# network interface TenGigabitEthernet6/0/0
tnsr(config-rip)# exit
tnsr(config-frr-rip)# enable
tnsr(config-frr-rip)# exit
tnsr(config)#
```

A similar configuration may be applied to neighboring routers also connected to the same network as the TenGigabitEthernet6/0/0 interface. Adjust the networks, neighbors, and interface names as needed.

### 11.5.3 RIP Configuration

RIP behavior can be customized in several ways, including features such as authentication. The available configuration parameters are covered throughout this section.

**Enable RIP**

The RIP service has a master enable/disable toggle that must be set before RIP will operate. Enable RIP using the `enable` command in `config-frr-rip` mode:

```bash
tnsr(config)# route dynamic rip
tnsr(config-frr-rip)# enable
```

To disable the service, use `no enable` or `disable`.

The RIP service is managed as described in *Service Control*.

**RIP Server Configuration**

To configure the RIP service, start in `config-frr-rip` mode and run the `server` command:

```bash
tnsr(config-frr-rip)# server
tnsr(config-rip)#
```

This changes into `config-rip` mode, which contains the following commands:
**allow-ecmp**  Allow equal cost mult-path routing, where the same destination is reachable through multiple routers.

**default-information originate**  Transmit default route information to RIP neighbors.

**distance default <value>**  Administratively sets the default distance to the given value (1–255).

**distance <prefix> distance <value> [access-list <acl-name>]**  Sets custom distance values for specific network prefixes.

- **prefix**  The prefix for which this distance is set.
- **distance <value>**  The distance value to advertise for this prefix.
- **access-list <acl-name>**  An optional access list used to filter this distance based on specific subnets or addresses inside the given prefix.

**distribution-list interface <interface> (access-list|prefix-list) (in|out) <name>**  Applies either the given access list or prefix list to routes distributed from networks on the specified interface. This allows control over which routes will be distributed by RIP to neighbors.

- **interface <interface>**  The interface which is the source of routes filtered by this directive. May be * or a specific interface name.
- **access-list (in|out) <name>**  An access list to filter against in the specified direction.
- **prefix-list (in|out) <name>**  A prefix list to filter against in the specified direction.

**interface <if-name>**  Defines an interface for use with RIP, and enters **RIP Interface Configuration** mode.

**key-chain <name>**  Defines a key chain for use with RIP, and enters **RIP Keychain Configuration** mode.

**neighbor <ip4-address>**  Defines the address of a neighboring router with which TNSR will exchange routes using RIP. When a neighbor is defined in this manner, RIP will always transmit to the neighbor even on passive interfaces.

**network (interface <if-name>|prefix <prefix>)**  Defines which networks will have routes distributed by RIP to neighbors. These can be specified by interface or prefix.

---

**Note:** These values are not used directly, but are used by RIP to locate active subnets which match the given interface or prefix.

**interface <if-name>**  Advertise routes for networks directly connected to the given interface.

**prefix <prefix>**  Advertise routes for active networks matching the given prefix.

For example, if 10.2.0.0/16 is given and 10.2.0.0/24 and 10.2.1.0/24 are both present on active interfaces, then those two prefixes will be advertised to neighbors, not 10.2.0.0/16.

**offset-list <interface> (in|out) <acl-name>**  Modifies RIP metrics using access-lists.

- **interface**  The interface on which metrics will be adjusted. May be * or a specific interface name.
- **(in|out)**  The direction in which modifications are made.
  - **in**  Modify route metrics received from RIP neighbors.
  - **out**  Modify route metrics advertised to RIP neighbors.
- **acl-name**  The name of the access list used to apply metric changes.
passive-interface <interface> [ip4-address>] Controls whether or not RIP will transmit multicast or unicast packets on interfaces. RIP messages are always accepted in passive mode, and RIP messages are always transmitted to defined neighbors.

| Warning: | When the default value is set to passive, the meaning of this list is inverted. Instead of specifying passive interfaces, the list defines non-passive interfaces instead. |

interface Interface to configure as passive. May be default or a specific interface name.

ip4-address A specific IP address to configure as passive on the given interface.

redistribute <route-source> [(metric <value>|route-map <name>)] Enables redistribution of routes from another source. Available route sources are listed in Dynamic Routing Protocol Lists.

metric <val> Advertise the route as having the given metric.

route-map <map> Apply the given route map to the redistributed route advertisements.

route prefix <ip4-prefix> Creates a static route in RIP for the given prefix, which is advertised to neighbors as reachable through this router.

route-map-filter interface <interface> (in|out) route-map <name> Apply a route-map to RIP routes. See Dynamic Routing Route Maps for more information on route maps.

interface The interface on which this route-map will be applied. May be default or a specific interface name.

(in|out) The direction in which the route-map will be applied to routes.

route-map <name> The route-map to apply.

timers (garbage-collection|table-update|timeout) <value> Adjust timer values for RIP. Each timer is specified in seconds and can be set to a value from 5–2147483647.

table-update How often RIP will transmit a copy of its route table to neighbors. Default is 30 seconds.

timeout How long RIP will wait before a route is no longer considered valid after receiving an advertisement. Default is 180 seconds.

garbage-collection The time to wait before removing an invalid route from the routing table. Default is 120 seconds.

For example, if a neighbor stops advertising a route or loses connectivity, then advertisements for that route will no longer be received. The route will eventually reach the timeout value since it is no longer seen in advertisements. Once it reaches the timeout value without an advertisement, it is flagged as invalid. Then once it has been invalid for long enough to reach the garbage collection age, it is removed from the routing table.

The lowest amount of time a route can be in the table while invalid is timeout + garbage-collection, which by default is 180+120 or 300 seconds (5 minutes). The longest time would be that value plus the update time, in this case, 330 seconds total.

version (1|2) The RIP version to use when communicating with RIP neighbors.

1 RIP as described in RFC 1058. An older version of the protocol which utilizes class-based routing (e.g. Class A, Class B, etc) and does not support sub-netting or authentication. RIP v1 sends updates using broadcast messages which must be processed by every node on connected segments.

2 RIP as described in RFC 1723. An updated version of the protocol which uses classless routing (CIDR), authentication. RIP v2 sends messages using multicast, allowing only
interested routers to receive the messages by joining the appropriate multicast group (224.0.0.9).

RIP Interface Configuration

In basic configurations, RIP will automatically determine which interfaces to use. However, the interface behavior can be tuned when necessary.

To configure settings for RIP interfaces, start in config-rip mode and use the interface <if-name> command to enter config-rip-if mode.

```plaintext
tnsr(config-rip)# interface <if-name>
tnsr(config-rip-if)#
```

config-rip-if mode contains the following commands:

- **authentication mode <mode> [auth-length <type>]** Configures RIPv2 authentication for this interface. When authentication is enabled, TNSR will ignore updates from unauthenticated peers, including RIPv1 peers.

  - **mode <mode>** Selects the authentication mode.
    - **md5** MD5-based HMAC authentication, which is more secure than plain text. Keys for MD5 authentication are configured with the key-chain command in config-rip mode (RIP Keychain Configuration).
    - **text** Insecure plain text password authentication. The password is set with the authentication string command in this mode.

  - **auth-length <type>** Configures the expected length of the authentication data.
    - **rfc** RFC-compatible data length (16 bytes).
    - **old-ripd** Obsolete ripd length (20 bytes), compatible only with older ripd implementations.

- **authentication key-chain <name>** The name of a key-chain to use with MD5 authentication (RIP Keychain Configuration).

- **authentication string <auth-string>** The string used for plain text authentication. Must be less than 16 characters.

- **receive version (1|2|both)** Configures the RIP versions allowed to be received by TNSR on this interface.

- **send version (1|2|both)** Configures the RIP versions TNSR will transmit on this interface.

- **split-horizon [poisoned-reverse]** Prevents a route from being advertised back to the interface through which it was received. This technique helps to prevent routing loops.
  - **poisoned-reverse** Instead of preventing such routes from being advertised, this option causes RIP to actively advertise the networks as unreachable by setting the metric to 16. This is more proactive for preventing routing loops, but the primary drawback is that this does not scale well, due to the size increase of advertisements.

- **v2-broadcast** When set, TNSR will transmit RIPv2 updates using broadcast on this interface instead of using multicast.
RIP Keychain Configuration

Key chains are used for MD5-based HMAC authentication, configured in config-rip-if mode (RIP Interface Configuration).

To configure Keychain settings in RIP, start in config-rip mode and use the key-chain <name> command to enter config-rip-key-chain mode.

```
tnsr(config-rip)# key-chain <name>
tnsr(config-rip-key-chain)#
```

config-rip-key-chain mode contains the following commands:

```
key <key-id> string <key-string>
```

- **key-id** A numeric identifier for the key within this chain, can be any integer value from 0-2147483647.
- **key-string** A string containing the contents of the key. This string must match between all nodes using this key-chain.

RIP Debugging Information

The following debugging commands are available in config-rip mode. Messages will be logged in accordance with the settings in Logging.

- **debug events** Enable debugging information for RIP events.
- **debug zebra** Enables RIP-specific debugging for the dynamic routing manager daemon.
- **debug packet (send|recv)** Enables packet-level RIP debugging.
  
  Packet debugging entries can be limited to a single direction:
  - **send** Debug packets sent by this router.
  - **recv** Debug packets received by this router.

11.5.4 RIP Status

TNSR supports several commands to display information about the RIP daemon configuration and its status.

See also:

For more general dynamic routing status information, see Dynamic Routing Manager Status.

Configuration Information

To view the RIP configuration:

```
tnsr(config)# show route dynamic rip config
router rip
  version 2
  network TenGigabitEthernet6/0/0
  network 10.2.0.0/16
exit
```
Status Information

To view the RIP routing database:

```bash
tnsr(config)# show route dynamic rip
Codes: R - RIP, C - connected, S - Static, O - OSPF, B - BGP
Sub-codes:
   (n) - normal, (s) - static, (d) - default, (r) - redistribute,
   (i) - interface

     Network         Next Hop     Metric From     Tag     Time
   C(i) 10.2.0.0/24  0.0.0.0      1 self          1       0
   C(i) 10.2.8.0/24  0.0.0.0      1 self          1       0
   C(i) 10.2.222.0/24 0.0.0.0     1 self          1       0
   R(n) 10.27.0.0/24 203.0.113.27 2 203.0.113.27 0 02:46
   R(n) 10.27.8.0/24 203.0.113.27 2 203.0.113.27 0 02:46
   C(i) 203.0.113.0/24 0.0.0.0     1 self          1       0
```

To view the RIP status:

```bash
tnsr(config)# show route dynamic rip status
Routing Protocol is "rip"
Sending updates every 30 seconds with +/-50%, next due in 12 seconds
Timeout after 180 seconds, garbage collect after 120 seconds
Outgoing update filter list for all interface is not set
Incoming update filter list for all interface is not set
Default redistribution metric is 1
Redistributing:
   Default version control: send version 2, receive version 2
   Interface     Send Recv Key-chain
   GigabitEthernet3/0/02  2
   TenGigabitEthernet6/0/02  2
   ipsec1          2  2
Routing for Networks:
   10.2.0.0/16
   TenGigabitEthernet6/0/0
Routing Information Sources:
   Gateway     BadPackets BadRoutes Distance Last Update
   203.0.113.27 0 0 120 00:00:12
Distance: (default is 120)
```

11.6 Dynamic Routing Protocol Lists

Throughout dynamic routing, certain commands accept parameters which specify a supported routing protocol or source of routes. Currently, the following values are valid in these parameters:

- **connected** Routes for directly connected networks
- **kernel** Routes from the kernel
- **system** Routes from system configuration
- **bgp** Routes obtained dynamically from BGP neighbors
- **ospf** IPv4 routes obtained dynamically from OSPF neighbors
- **ospf6** IPv6 routes obtained dynamically from OSPF6 neighbors
Virtual Router Redundancy Protocol (VRRP) is a protocol which allows routers to coordinate control of IP addresses between multiple nodes acting as a single “virtual” router cluster. Multiple nodes coordinating control in this way allows for redundancy, where a single node failing does not adversely affect traffic passing through the virtual router.

The specific version of VRRP used by TNSR is VRRPv3 as defined in RFC 5798, but will be referred to as “VRRP” throughout this document.

With VRRP, one router acts as the primary master node and additional routers act as backup nodes. Commonly there are only two routers in a cluster: A primary node and a secondary node. VRRP supports additional nodes if a use case calls for increased redundancy.

Addresses configured on the primary node are defined as virtual router (VR) addresses on all participating nodes, including the primary node which is considered the owner of the VR addresses. The VR addresses are then used as next hop gateways by peers, rather than traditional addresses. This includes delivery of routed subnets from upstream sources as well as acting as a gateway for local clients. Since peers communicate with the shared virtual addresses, when a failure occurs communications will continue through whichever node is elected master of the VR addresses. This allows traffic to flow with little to no interruption when a node fails.

The current master of VR addresses is determined by an election process. The election process considers the priority value for the VR address on each node first, among other factors. The owner of the VR addresses has the highest possible priority, 255, and additional nodes will have a lower priority from 1-254 (e.g. 100).

Participating nodes advertise their state to peers and listen for these advertisements from peers. Typically only the current master will transmit advertisements. If other nodes fail to see advertisements from a higher priority node in a timely manner defined by the settings, control of the virtual address is assumed by the backup node with the next highest priority. This state information is transmitted via multicast on a local segment, to a multicast destination of 224.0.0.18 for IPv4 and ff02::12 for IPv6.

**Warning:** Switches (physical or virtual) must allow the multicast advertisements to flow freely. Ensure switch features such as storm control or rate limiting are relaxed or disabled on ports participating in VRRP.

At layer 2, VRRP works by enabling the nodes to essentially share a single MAC address. This MAC address is derived from the ID of the associated VR address, with the form of 00:00:5E:00:01:<id> where <id> is the VR ID (1-255) in hexadecimal. The multicast advertisements from the current master allow compatible switches to direct traffic to the correct port, so that the current master receives traffic destined for the MAC address associated with the VR address being advertised.

**Warning:** In virtual environments, special switch and VM configuration settings may be required to allow VRRP to function. This settings may include, but are not limited to: vSwitch or VM port promiscuous mode, allowing forged transmits, and allowing MAC address changes. These are necessary for TNSR to properly send and receive not only the VRRP advertisements, but also for traffic using the shared VRRP MAC address.
12.1 VRRP Compatibility

Currently VRRP is only compatible with routed deployments.

12.1.1 VRRP Hardware Compatibility

VRRP requires network interface hardware on which DPDK PMDs support programming an additional MAC address. Without this capability, the interface cannot receive traffic addressed to the VRRP MAC address.

The following DPDK PMDs are supported:

- em
- fm10k
- i40e
- iavf
- ice
- igb
- ixgbe
- mlx4
- mlx5
- virtio

12.1.2 VRRP and NAT

VRRP may not be used on interfaces involved in outbound NAT when the VR priority is 255. Currently there is an interaction between NAT and VRRP in this case which leads to both nodes failing to receive and process VRRP advertisements from peers. When NAT is present on outbound NAT interfaces, use a lower priority value. Conflicting configurations will be rejected by input validation.

12.1.3 VRRP and Reflect ACLs

As there is not yet a method for VRRP cluster nodes to share state data, using reflect type ACLs may result in active connections being dropped when control is transferred between cluster nodes. New connections may be made immediately.

12.1.4 VRRP and AWS/Azure

Currently VRRP does not support unicast peers for routed environments such as AWS and Azure. This functionality will be added in a future release.

12.2 VRRP Example

This example is a basic two-node VRRP cluster with one node as the owner of an internal and external VR address, and the other as a backup. This is a routed configuration with a statically routed subnet used for the internal LAN.
In this example, the upstream ISP will deliver a routed subnet (198.51.100.0/24) to the WAN-side VR address (203.0.113.2), and internal clients will use the LAN-side VR address (198.51.100.1) as their gateway.

12.2.1 Diagram

12.2.2 Required Information

These tables contain all required information to configure the cluster.

The information in this first table is related to the setup in general, not a specific cluster node.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upstream Gateway</td>
<td>203.0.113.1</td>
</tr>
<tr>
<td>Routed Subnet</td>
<td>198.51.100.0/24</td>
</tr>
<tr>
<td>LAN Client Gateway</td>
<td>198.51.100.1</td>
</tr>
</tbody>
</table>

This information is for the primary node, which in this example is called R1.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1 WAN Interface</td>
<td>TenGigabitEthernet6/0/0</td>
</tr>
<tr>
<td>R1 WAN IP Address</td>
<td>203.0.113.2/24</td>
</tr>
<tr>
<td>R1 WAN VR ID</td>
<td>220</td>
</tr>
<tr>
<td>R1 WAN VR Address</td>
<td>203.0.113.2</td>
</tr>
<tr>
<td>R1 WAN VR Priority</td>
<td>255 (Owner)</td>
</tr>
<tr>
<td>R1 LAN Interface</td>
<td>TenGigabitEthernet6/0/1</td>
</tr>
<tr>
<td>R1 LAN IP Address</td>
<td>198.51.100.1/24</td>
</tr>
<tr>
<td>R1 LAN VR ID</td>
<td>210</td>
</tr>
<tr>
<td>R1 LAN VR Address</td>
<td>198.51.100.1</td>
</tr>
<tr>
<td>R1 LAN VR Priority</td>
<td>255 (Owner)</td>
</tr>
</tbody>
</table>

This information is for the secondary node, which in this example is called R2. Note that the interface addresses are different than R1, but the same VR address is used.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>R2 WAN Interface</td>
<td>TenGigabitEthernet6/0/0</td>
</tr>
<tr>
<td>R2 WAN IP Address</td>
<td>203.0.113.3/24</td>
</tr>
<tr>
<td>R2 WAN VR ID</td>
<td>220</td>
</tr>
<tr>
<td>R2 WAN VR Address</td>
<td>203.0.113.2</td>
</tr>
<tr>
<td>R2 WAN VR Priority</td>
<td>100</td>
</tr>
<tr>
<td>R2 LAN Interface</td>
<td>TenGigabitEthernet6/0/1</td>
</tr>
<tr>
<td>R2 LAN IP Address</td>
<td>198.51.100.2/24</td>
</tr>
<tr>
<td>R2 LAN VR ID</td>
<td>210</td>
</tr>
<tr>
<td>R2 LAN VR Address</td>
<td>198.51.100.1</td>
</tr>
<tr>
<td>R2 LAN VR Priority</td>
<td>100</td>
</tr>
</tbody>
</table>
Fig. 1: VRRP Example Diagram
12.2.3 Example Configuration

The configuration commands in this section show how the settings from the table above are applied to each node. Some additional VRRP settings are shown in the commands but not the tables, but they are using the default values, shown for emphasis.

First, configure the R1 WAN interface:

```
r1 tnsr(config)# int TenGigabitEthernet6/0/0
r1 tnsr(config-interface)# description WAN
r1 tnsr(config-interface)# ip address 203.0.113.2/24
r1 tnsr(config-interface)# ip vrrp-virtual-router 220
r1 tnsr(config-vrrp4)# preempt true
r1 tnsr(config-vrrp4)# priority 255
r1 tnsr(config-vrrp4)# v3-advertisement-interval 100
r1 tnsr(config-vrrp4)# virtual-address 203.0.113.2
r1 tnsr(config-vrrp4)# exit
r1 tnsr(config-interface)# exit
r1 tnsr(config)#
```

Next, configure the R1 LAN interface:

```
r1 tnsr(config)# int TenGigabitEthernet6/0/1
r1 tnsr(config-interface)# description LAN
r1 tnsr(config-interface)# ip address 198.51.100.1/24
r1 tnsr(config-interface)# ip vrrp-virtual-router 210
r1 tnsr(config-vrrp4)# preempt true
r1 tnsr(config-vrrp4)# priority 255
r1 tnsr(config-vrrp4)# v3-advertisement-interval 100
r1 tnsr(config-vrrp4)# virtual-address 198.51.100.1
r1 tnsr(config-vrrp4)# exit
r1 tnsr(config-interface)# exit
r1 tnsr(config)#
```

R1 is now complete. Move on to the R2 WAN interface:

```
r2 tnsr(config)# int TenGigabitEthernet6/0/0
r2 tnsr(config-interface)# description WAN
r2 tnsr(config-interface)# ip address 203.0.113.3/24
r2 tnsr(config-interface)# ip vrrp-virtual-router 220
r2 tnsr(config-vrrp4)# preempt true
r2 tnsr(config-vrrp4)# priority 100
r2 tnsr(config-vrrp4)# v3-advertisement-interval 100
r2 tnsr(config-vrrp4)# virtual-address 203.0.113.2
r2 tnsr(config-vrrp4)# exit
r2 tnsr(config-interface)# exit
r2 tnsr(config)#
```

Finally, configure the R2 LAN interface:

```
r2 tnsr(config)# int TenGigabitEthernet6/0/1
r2 tnsr(config-interface)# description LAN
r2 tnsr(config-interface)# ip address 198.51.100.2/24
r2 tnsr(config-interface)# ip vrrp-virtual-router 210
r2 tnsr(config-vrrp4)# preempt true
r2 tnsr(config-vrrp4)# priority 100
r2 tnsr(config-vrrp4)# v3-advertisement-interval 100
r2 tnsr(config-vrrp4)# virtual-address 198.51.100.1
```

(continues on next page)
At this point, the interface and VRRP configuration is complete for both nodes.
LAN clients in 198.51.100.0/24 can use the LAN VR address of 198.51.100.1 as their default gateway.

12.3 VRRP Configuration

VRRP is configured on a per-interface basis from within config-interface mode. To define a new VR address, use `ip vrrp-virtual-router <vrid>` for IPv4 or `ipv6 vrrp-virtual-router <vrid>` for IPv6 when configuring an interface.

The `<vrid>` must be an integer from 1–255. This identifier must be identical for all nodes in the same cluster using a specific VR address. The VR ID must also be different from VR IDs used for other VR addresses on any other VRRP router on the network segment connected to this interface.

**Note:** The VR ID must only be unique on a single layer 2 network segment. The same VR ID may be used on different segments.

**Note:** In situations where it is unclear whether or not there is other VRRP traffic on a segment, run packet captures looking for VRRP to see if any turns up. There would typically be at least one VRRP advertisement per second from other nodes on the network. A packet capture would also show which VR IDs are active on the segment and thus should be avoided.

**Tip:** Though it is common to use the last octet of the VR address as the VR ID, this is not required.

Example which creates a new virtual router address:

```
tnsr(config)# int TenGigabitEthernet6/0/0
tnsr(config-interface)# ip vrrp-virtual-router 220
tnsr(config-vrrp4)#
```

This command enters `config-vrrp4` (IPv4) or `config-vrrp6` (IPv6) mode to configure the properties of the VR address. This mode includes the following commands:

- **virtual-address <ip-address>** The IPv4 or IPv6 address which will be shared by the virtual router. Also referred to as the “Virtual Router Address” or “VR Address”.
  
  For the primary node, or owner, for this address (priority 255), the same IP address must be configured on an interface.

- **accept-mode (true|false)** Controls whether TNSR will accept packets delivered to this virtual address while in master state if it is not the IP address owner (Priority of 255). The default is `false`.
  
  Deployments that rely on pinging the virtual address or using it for services such as DNS or IPsec should enable this feature.
Note: Accept mode has no effect when the VR address priority is set to 255. In that case, the router with priority 255 is considered the owner of the address and will already receive traffic without accept mode.

Note: IPv6 Neighbor Solicitations and Neighbor Advertisements MUST NOT be dropped when accept-mode is ‘false’.

**preempt (true|false)** Instructs TNSR whether or not to preempt a lower priority peer to become master. The default value is true, and the owner of a VR address will always preempt other nodes, no matter how this value is set. When set to false, a failed node will not take back over from the current master when it recovers, but would wait until a new election occurs.

**priority <priority>** The priority for the VR address on this host. Higher values are preferred during the master election process, with the highest priority router currently operating winning the election.

The primary node, which is the owner of the VR address, must use a priority of 255 and no other node should have that priority. Lower priority nodes should use unique priority values, evenly distributed throughout the 1–254 range, depending on the number of nodes. The default value is 100.

**Warning:** VRRP priority 255 is not compatible with NAT. To use VRRP on an interface configured for outbound NAT, use a lower priority (1–254) instead. Since no router will be the owner of the VR address in this case, enable accept-mode to receive traffic for the VR address if communication with the TNSR host is necessary.

**v3-advertisement-interval <interval>** The interval, specified in centiseconds (hundredths of a second), at which VRRP advertisements will be sent by this node. The default value is 100, or one second. The value may be in the range of 1–4095.

**track-interface <interface> priority-decrement <value>** This command configures interface tracking, which allows the status of a different interface to affect the priority value advertised for this VR address. This allows TNSR to demote itself when other interfaces fail in some way, otherwise known as “preemption”.

The following conditions constitute a failure which results in a priority decrease when tracking an interface:

- The tracked interface is administratively disabled
- The tracked interface suffers a link loss
- The tracked interface no longer has an IP address matching the address family of this VR address

When the priority is decreased by the configured amount, other routers with the same VR address may preempt this router and assume a master role if they now have a higher priority for the VR address. In other words, this allows a VR address to demote itself upon detecting a problem without harshly changing the VR address status directly.

**Note:** Consider a scenario with all routers sharing the same VR address configured with interface tracking, and all suffer the same failure. For example, a dead switch. In that case, the current master would still be master even with adjusted priority values since all affected routers would have adjusted their priorities by the same amount. If instead the VR address state were adjusted directly to assume
a backup role, then there would be no active master remaining, and connectivity would be lost to this VR address.

**interface** The interface monitored by TNSR for making VR address priority adjustments. This must be a different interface, not the interface holding the VR address.

**value** The amount by which the priority value will be decreased when the status of `<interface>` changes to a failed state. May be from 0-255. The chosen value is up to the administrator and varies depending on the importance of the interface being tracked and the desirability of triggering a preemption.

For example, if this router is typically the owner of the VR address with a priority of 255, and the next highest router has a priority of 200, then a value of 60 would ensure that a failure will decrease the priority sufficiently to allow the other router to assume the master role.

**Note:** The advertised priority value can only decrease to a minimum of 1.

### 12.4 VRRP Status

The status of VRRP VR addresses is included in the output of `show interface [<if-name>]`. To view only the VRRP status and no other information, use `show interface [<if-name>] ip vrrp-virtual-router` for IPv4 or `show interface [<if-name>] ipv6 vrrp-virtual-router` for IPv6.

```
r1 tnsr# show interface ip vrrp-virtual-router
Interface: TenGigabitEthernet6/0/0
  IPv4 VRRP:
    VR: 220
    State: master, Priority: 255, Flags: Addresses: 203.0.113.2
    Timers: Adv 100cs, Master down 300cs, Skew 0cs

Interface: TenGigabitEthernet6/0/1
  IPv4 VRRP:
    VR: 210
    State: master, Priority: 255, Flags: Addresses: 198.51.100.1
    Timers: Adv 100cs, Master down 300cs, Skew 0cs
```

```
r2 tnsr# show interface ip vrrp-virtual-router
Interface: TenGigabitEthernet6/0/0
  IPv4 VRRP:
    VR: 220
    State: backup, Priority: 100, Flags: Addresses: 203.0.113.2
    Timers: Adv 100cs, Master down 341cs, Skew 41cs

Interface: TenGigabitEthernet6/0/1
  IPv4 VRRP:
    VR: 210
    State: backup, Priority: 100, Flags: Addresses: 198.51.100.1
    Timers: Adv 100cs, Master down 341cs, Skew 41cs
```

In a properly configured cluster in a normal state, the output should be similar to the above sample. The primary node will show `master` for the state of all configured VR addresses, and the secondary node will show `backup`.
Access Lists can be used to control ingress or egress traffic or to match hosts, networks and other contexts. An ACL contains a set of rules that defines source and destination hosts or networks to match, along with other aspects of traffic such as protocol and port number. Access Lists have an implicit final deny action. Any traffic not matched with an explicit permit rule will be dropped. Access Lists assume “any” for a value unless otherwise specified.

Access Lists can be stateful (reflect), or work without state tracking (permit).

Access Lists must be defined first and then applied to an interface along with a specific direction.

Host ACLs operate differently, as they govern traffic for interfaces in the host operating system rather than inside TNSR.

13.1 Standard ACLs

A standard ACL works with IPv4 or IPv6 traffic at layer 3. The name of an ACL is arbitrary so it may be named in a way that makes its purpose obvious.

ACLs consist of one or more rules, defined by a sequence number that determines the order in which the rules are applied. A common practice is to start numbering at a value higher than 0 or 1, and to leave gaps in the sequence so that rules may be added later. For example, the first rule could be 10, followed by 20.

Each rule must have an action and a defined ip-version. Rules can also define a source, destination, protocol, and other attributes for matching packets.

**description <text>** Text describing the purpose of this ACL.

**action (deny|permit|reflect)** Determines what happens to packets matched by the rule. This is required.

- **deny** Drop a packet matching this rule.
- **permit** Pass a single packet matching the rule. Since this action is per-packet and stateless, a separate ACL may also be required to pass traffic in the opposite direction.
- **reflect** Permit a packet matching this rule and use a stateful packet processing path. Track the session and automatically permit return traffic in the opposite direction.

**ip-version (ipv4|ipv6)** Controls whether IPv4 or IPv6 packets will be matched by the rule. This is required, and also governs validation of the source and destination when applicable.

**source destination** Define matching criteria for a rule based on where a packet came from or where it is going.

- **source address <ip-address>** Match the source address of a packet. The given address must match the type set for ip-version.
source port any  Match any TCP or UDP source port number (0 through 65535). Only valid when protocol is set to TCP or UDP. This is the default behavior when the rule does not contain a source port value.

source port <port-first> [ - <port-last>]  Match the specified TCP or UDP source port or range of source ports. When supplying a range, the first port must be lower than the last port. Only valid when protocol is set to tcp or udp.

destination address <ip-address>  Match the destination address of a packet. The given address must match the type set for ip-version.

destination port any  Match any TCP or UDP destination port number (0 through 65535). Only valid when protocol is set to TCP or UDP. This is the default behavior when the rule does not contain a destination port value.

destination port <port-first> [ - <port-last>]  Match the specified TCP or UDP destination port or range of destination ports. When supplying a range, the first port must be lower than the last port. Only valid when protocol is set to tcp or udp.

Note:  Matching a source or destination port is only possible when the protocol is explicitly set to tcp or udp.

protocol (any|icmp|icmpv6|tcp|udp|<proto-number>)  Sets the protocols which will be matched by this rule. This may be one of: any, icmp, icmpv6, tcp, udp, or a numeric protocol number from 0-255. If no protocol is specified, then the rule will match any protocol.

tcp flags value <v> mask <m>  For rules matching TCP packets, tcp flags further restrict the match. This statement requires both a value and mask, which may be given in either order. The value and mask together define the flags matched out of a possible set of flags. These flags are specified numerically using the standard values for the flags: URG=32, ACK=16, PSH=8, RST=4, SYN=2, FIN=1. Add the values together to reach the desired value.

For example, with stateful filtering a common way to detect the start of a TCP session is to look for the TCP SYN flag with a mask of SYN+ACK. That way it will match only when SYN is set and ACK is not set. Using the values from the previous paragraph yields: tcp flags value 2 mask 18

icmp (codetype) <first> [ - <last>]  For rules matching ICMP protocol packets, icmp type and icmp code restrict matches to a specific value or range. The type and code are entered numerically in the range of 0-255. For a list of possible type and code combinations, see the IANA ICMP Parameters list.

icmp (codetype) any  Match any ICMP code or type. This is the default behavior.

13.1.1 Standard ACL Example

The following example ACL will block only SSH (tcp port 22) to 203.0.113.2 and permit all IPv4 other traffic:

```
tnsr(config)# acl blockssh
tnsr(config-acl)# rule 10
tnsr(config-acl-rule)# action deny
tnsr(config-acl-rule)# ip-version ipv4
tnsr(config-acl-rule)# destination address 203.0.113.2/32
tnsr(config-acl-rule)# destination port 22
tnsr(config-acl-rule)# protocol tcp
tnsr(config-acl-rule)# exit
```
Deconstructing the above example, the ACL behaves as follows:

- The name of the ACL is `blockssh`
- The first rule is 10. This leaves some room before it in case other rules should be matched before this rule in the future.
- Rule 10 will `deny` traffic matching:
  - A destination of a single IPv4 address, 203.0.113.2
  - A destination of a single TCP port, 22 (ssh)
  - A source of `any` is implied since it is not specified
- The second rule is 20. The gap between 10 and 20 leaves room for future expansion of rules between the two existing rules.
- Rule 20 will `permit` all other IPv4 traffic, since there is no source or destination given.

The ACL is then applied to `GigabitEthernet0/14/1` in the inbound direction.

### 13.2 MACIP ACLs

MACIP ACLs and layer 3 ACLs (*Standard ACLs*) work similarly, but MACIP ACLs match traffic at layer 2 using MAC addresses.

Since MACIP ACLs work with layer 2 information, they can only effectively function on interfaces which support operating at layer 2, such as Ethernet. Additionally, MACIP ACLs can only match layer 2 interface packets from neighboring hosts on directly connected networks.

⚠️ **Warning:** The MAC address of a remote host that reaches TNSR via routing though another gateway cannot be determined, thus cannot be matched by a MACIP ACL.

For example, traffic arriving at TNSR from the Internet via Ethernet will typically have a source MAC address of the default gateway or routing peer, and *not* the actual source of the traffic.

MACIP ACLs may only be applied in the input direction, and only match source addresses.

- **description** `<text>` Text describing the purpose of this ACL.
- **action** `<name>` Determines how the rule governs packets that match.
  - `deny` Drops a packet which matches this rule.
  - `permit` Passes a single packet matching the rule.
**ip-version** (ipv4|ipv6) Controls whether IPv4 or IPv6 packets will be matched by the rule. This is required when an address is present for the rule, and governs validation of the address value when applicable.

**address** <ip-prefix> Match the source IPv4 or IPv6 address of a packet.

**mac address** <mac-address> Optionally specifies a MAC address to block, in six groups of two colon-separated hexadecimal values, such as 00:11:22:33:44:55. When unset, the default value is 00:00:00:00:00:00 and uses the same value for a mask, which will match any MAC address.

**mac mask** <mac-mask> Optionally specifies a mask which defines portions of a MAC address to match, similar to an IP Prefix value. Given in six groups of two colon-separated hexadecimal values, such as ff:ff:ff:00:00:00, which matches the first half of a given MAC address. A mask of ff:ff:ff:ff:ff:ff matches an entire MAC address exactly. A mask of 00:00:00:00:00:00 matches any MAC address, and is the default behavior when no mask is set.

### 13.2.1 MACIP ACL Example

```plaintext
tnsr(config)# macip blockamac
tnsr(config-macip)# rule 10
tnsr(config-macip-rule)# action deny
tnsr(config-macip-rule)# mac address 00:11:22:33:44:55
tnsr(config-macip-rule)# mac mask ff:ff:ff:ff:ff:ff
tnsr(config-macip-rule)# exit
tnsr(config-macip)# exit
tnsr(config)# int GigabitEthernet0/14/2
tnsr(config-interface)# access-list macip blockamac
tnsr(config-interface)# exit
tnsr(config)#
```

### 13.3 Viewing ACL and MACIP Information

The `show acl [<name>]` command prints a list of defined ACLs and their actions. If `<name>` is given, then output is limited to the specified ACL.

```plaintext
tnsr# show acl
Access Control List: blockssh
IPv Seq Action Source Dest Proto SP/T DP/C Flag Mask
---- --- ------ ---------- -------------- ----- -------- ----- ---- ---- ----
ipv4 10 deny 0.0.0.0/0 203.0.113.2/32 tcp 0-65535 22-22 0x00 0x00
ipv4 20 permit 0.0.0.0/0 0.0.0.0/0 0.0.0.0/0 0
```

The `show macip [<name>]` command works the same way for MACIP entries:

```plaintext
tnsr(config)# show macip
MACIP ACL: blockamac
AF Seq Action IP Prefix MAC Address
---- --- ------ ---------- ----------------- -----------------
ipv4 10 deny 0.0.0.0/0 00:11:22:33:44:55 ff:ff:ff:ff:ff:ff
```
13.4 ACL and NAT Interaction

When NAT is active, ACL rules are always processed before NAT on interfaces where NAT is applied, in any direction. The remainder of the section refers to the following example static NAT rule:

```
nat static mapping tcp local 10.2.0.129 22 external 203.0.113.2 222
```

In this example, that rule is applied on the external-facing interface containing 203.0.113.2.

13.4.1 Inbound ACL Rules

ACL Rules set to be processed in the **inbound** direction on an interface (access-list input acl <name> sequence <seq>) will match on the **external** address and/or port in a static NAT rule. In the above example, this means an inbound ACL would match on a destination IP address of 203.0.113.2 and/or a destination port of 222.

13.4.2 Outbound ACL Rules

ACL Rules set to be processed in the **outbound** direction on an interface (access-list output acl <name> sequence <seq>) will match on the **local** address and/or port in a static NAT rule. In the above example, this means an outbound ACL would match on a source IP address of 10.2.0.129 and/or a source port of 22.

13.5 Host ACLs

TNSR can also create host ACLs to control traffic on host interfaces, such as the management interface. These ACLs are implemented using Netfilter.

As mentioned in *Default Allowed Traffic*, TNSR includes a default set of host ACLs which protect host OS interfaces. Host ACLs created by administrators can override or augment the default blocking behavior.

ACLs are ordered by sequence number, and evaluated from the start to the end, stopping when a match is found. Each ACL contains one or more rules which define matching criteria and actions taken.

To create a new ACL, from config mode, use the command `host acl <acl-name>`, with the name to use for the new ACL. This command enters config-host-acl mode, where the following commands are available:

- **description <text>** A text description of the host ACL.
- **sequence <acl-seq>** The sequence number of this ACL. This sequence number controls the order of the ACLs when TNSR generates the host OS ruleset.
- **rule <rule-seq>** Creates a new rule in this ACL with the given sequence number and enters config-host-acl-rule mode. The sequence number of the rule controls the order of the individual rules inside this ACL.

Inside config-host-acl-rule mode, the following commands are available:

- **action (deny|permit)** Controls whether packets matching this rule will be passed (permit) or dropped (deny).
- **description <text>** A text description of this rule.
- **match input-interface <host-interface>** When set, this rule will only match traffic on the given host interface name. This is an interface name as seen by the host operating system, and not a TNSR interface.
match ip address (source|destination) <ip-prefix>  Matches based on a given source or destination network.

match ip icmp type <type> [code <code>]  Matches a specific IPv4 ICMP type and optionally matches the ICMP code as well. To match ICMP, the IP protocol must be set to icmp. Allowed types include: address-mask-reply, address-mask-request, destination-unreachable, echo-reply, echo-request, info-reply, info-request, parameter-problem, redirect, router-advertisement, router-solicitation, source-quench, time-exceeded, timestamp-reply, and timestamp-request.

match ip icmpv6 type <type> [code <code>]  Matches a specific IPv6 ICMP type and optionally matches the ICMP code as well. To match ICMPv6, the IP protocol must be set to icmp. Allowed types include: destination-unreachable, echo-reply, echo-request, mld-listener-query, mld-listener-reduction, mld-listener-report, nd-neighbor-advert, nd-neighbor-solicit, nd-redirect, nd-router-advert, nd-router-solicit, packet-too-big, parameter-problem, router-renumbering, and time-exceeded.

match ip port (source|destination) <port-num>  Matches the given source or destination port number. To match a port, the protocol must be tcp or udp.

match ip port (source|destination) range start <low-port-num> [end <high-port-num>]  Matches the given source or destination port range, given as a lower start port number and a higher ending port number. To match a port, the protocol must be tcp or udp.

match ip protocol (icmp|tcp|udp|<proto-number>)  Matches the specified IP protocol. When unset, any protocol will match the rule. However, this option must be set to enable protocol-specific matching such as ports (TCP or UDP) or ICMP types/codes. To match protocols other than TCP, UDP, and ICMP, specify the protocol number from 0-255.

match ip tcp flag (ack|cwr|ece|fin|psh|rst|syn|urg)  Matches a specific TCP flag. May only be used when protocol is set to tcp.

match ip version (4|6)  Matches based on whether a packet is IPv4 (4), or IPv6 (6). This is required when matching by source or destination address.

match mac address (source|destination) <mac>  Matches based on the source or destination MAC address. This is only valid for neighboring hosts on interfaces which provide layer 2 information, such as Ethernet.

13.5.1 Host ACL Example

This example configures a rule to allow traffic from the remote system 203.0.113.54 to reach a local host OS daemon on port 12345, used by the TNSR IDS daemon:

```
tnsr(config)# host acl tnsrids
tnsr(config-host-acl)# sequence 10
tnsr(config-host-acl)# description TNSR IDS
tnsr(config-host-acl)# rule 100
tnsr(config-host-acl-rule)# description Pass to tnsrids
tnsr(config-host-acl-rule)# action permit
tnsr(config-host-acl-rule)# match ip address source 203.0.113.54/32
tnsr(config-host-acl-rule)# match ip version 4
tnsr(config-host-acl-rule)# match ip protocol tcp
tnsr(config-host-acl-rule)# match ip port destination 12345
```
13.5.2 Host ACL Status

To see the list of current host ACLs, use the following command:

```plaintext
tnsr# show host ruleset
table inet tnsr_filter {
    chain tnsr_input_mgmt_local {
        jump tnsrids
    }
    chain tnsr_input_mgmt_default {
        tcp dport ssh accept
        tcp dport http accept
        tcp dport https accept
        ip protocol icmp accept
        ip6 nexthdr ipv6-icmp accept
        tcp dport bgp accept
        ip protocol ospf accept
        udp dport isakmp accept
        tcp dport ntp accept
        udp dport ntp accept
        tcp dport domain accept
        udp dport domain accept
        udp dport snmp accept
        udp dport bootps accept
        ip ttl 1 udp dport 33434-33524 counter packets 0 bytes 0 accept
    }
    chain tnsr_input {
        type filter hook input priority 0; policy accept;
        iifname "lo" accept
        ct state established,related accept
        jump tnsr_input_mgmt_local
        jump tnsr_input_mgmt_default
        drop
    }
    chain tnsr_forward {
        type filter hook forward priority 0; policy drop;
    }
    chain tnsrids {
        tcp dport 12345 counter packets 0 bytes 0 accept
    }
}
```
IPsec provides a standards-based VPN implementation compatible with other IPsec implementations. The IPsec sub-system in TNSR is handled by strongSwan.

Currently, TNSR supports routed IPsec, allowing BGP or static routes to send traffic through IPsec.

14.1 Required Information

Before attempting to configure an IPsec tunnel, several pieces of information are required in order for both sides to build a tunnel. Typically the administrators of both tunnel endpoints will negotiate and agree upon the values to use for an IPsec tunnel.

At a minimum, these pieces of information should be known to both endpoints before attempting to configure a tunnel:

- **Local Address** The IP address on TNSR which will be used to send and accept IPsec traffic from the peer.
- **Local IKE Identity** The IKE identifier for TNSR, typically an IP address and the same as Local Address.
- **Local Network(s)** A list of local networks which will communicate through the IPsec tunnel to hosts on Remote Network(s). This is not entered into the configuration on TNSR for routed IPsec, but will be needed by the peer.
- **Remote Address** The IP address of the IPsec peer.
- **Remote IKE Identity** The identifier for the IPsec peer, typically the same as Remote Address.
- **Remote Network(s)** A list of networks at the peer location with which hosts in the Local Network(s) will communicate. If using static routing, routes must be manually added for these networks using the Remote IPsec Address and ipsecX interface. If BGP is used with IPsec, this will be handled automatically.
- **IKE Version** Either 1 for IKEv1 or 2 for IKEv2. IKEv2 is stronger and more capable, but not all IPsec equipment can properly handle IKEv2.
- **IKE Lifetime** The maximum amount of time that an IKE session can stay alive until it is renegotiated.
- **IKE Encryption** The encryption algorithm used to encrypt IKE messages.
- **IKE Integrity** The integrity algorithm used to authenticate IKE messages
- **IKE DH/MODP Group** Diffie-Hellman group for key establishment, given in bits.
- **IKE Authentication** The type of authentication used to verify the identity of the peer.
- **Pre-Shared Key** When using Pre-Shared Key for IKE Authentication, this key is used on both sides to authenticate the peer.
SA Lifetime  The amount of time that a child security association can be active before it is rekeyed.
SA Encryption  The encryption algorithm used to encrypt tunneled traffic.
SA Integrity  The integrity algorithm used to authenticate tunneled traffic.
SA DH/MODP Group  Diffie-Hellman group for security associations, in bits.
Local IPsec Address  The local IP address for the ipsecX interface, used for routing traffic to/from IPsec peers.
Remote IPsec Address  The remote IP address for the peer on ipsecX, used as a gateway for routing, or a BGP neighbor.

**Warning:** If NAT is active on the same interface acting as an IPsec endpoint, then NAT forwarding must also be enabled. See *NAT Forwarding*.

### 14.2 IPsec Example

#### 14.2.1 Required Information

This table contains the *Required Information* used to form the IPsec tunnel used in this example.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local Address</td>
<td>203.0.113.2</td>
</tr>
<tr>
<td>Local IKE Identity</td>
<td>203.0.113.2</td>
</tr>
<tr>
<td>Local Network(s)</td>
<td>10.2.0.0/16</td>
</tr>
<tr>
<td>Remote Address</td>
<td>203.0.113.25</td>
</tr>
<tr>
<td>Remote IKE Identity</td>
<td>203.0.113.25</td>
</tr>
<tr>
<td>Remote Network(s)</td>
<td>10.25.0.0/16</td>
</tr>
<tr>
<td>IKE Version</td>
<td>2</td>
</tr>
<tr>
<td>IKE Lifetime</td>
<td>28800</td>
</tr>
<tr>
<td>IKE Encryption</td>
<td>AES-128</td>
</tr>
<tr>
<td>IKE Integrity</td>
<td>SHA1</td>
</tr>
<tr>
<td>IKE DH/MODP Group</td>
<td>2048 (14)</td>
</tr>
<tr>
<td>IKE Authentication</td>
<td>Pre-Shared Key</td>
</tr>
<tr>
<td>Pre-Shared Key</td>
<td>mysupersecretkey</td>
</tr>
<tr>
<td>SA Lifetime</td>
<td>3600</td>
</tr>
<tr>
<td>SA Encryption</td>
<td>AES-128</td>
</tr>
<tr>
<td>SA Integrity</td>
<td>SHA1</td>
</tr>
<tr>
<td>SA DH/MODP Group</td>
<td>2048 (14)</td>
</tr>
<tr>
<td>Local IPsec Address</td>
<td>172.32.0.1/30</td>
</tr>
<tr>
<td>Remote IPsec Address</td>
<td>172.32.0.2</td>
</tr>
</tbody>
</table>

#### 14.2.2 Example Configuration

This configuration session implements the tunnel described by the settings in *Example IPsec Configuration*.
tnsr(config)# ipsec tunnel 0
tnsr(config-ipsec-tun)# local-address 203.0.113.2
tnsr(config-ipsec-tun)# remote-address 203.0.113.25
tnsr(config-ipsec-tun)# crypto config-type ike
tnsr(config-ipsec-tun)# crypto ike
tnsr(config-ipsec-crypto-ike)# version 2
tnsr(config-ipsec-crypto-ike)# lifetime 28800
tnsr(config-ipsec-crypto-ike)# proposal 1
tnsr(config-ike-proposal)# encryption aes128
tnsr(config-ike-proposal)# integrity sha1
tnsr(config-ike-proposal)# group modp2048
tnsr(config-ike-proposal)# exit
tnsr(config-ipsec-crypto-ike)# identity local
tnsr(config-ike-identity)# type address
tnsr(config-ike-identity)# value 203.0.113.2
tnsr(config-ike-identity)# exit
tnsr(config-ipsec-crypto-ike)# identity remote
tnsr(config-ike-identity)# type address
tnsr(config-ike-identity)# value 203.0.113.25
tnsr(config-ike-identity)# exit
tnsr(config-ipsec-crypto-ike)# authentication local
tnsr(config-ike-auth)# round 1
tnsr(config-ike-auth-round)# type psk
tnsr(config-ike-auth-round)# psk mysupersecretkey
tnsr(config-ike-auth-round)# exit
tnsr(config-ike-auth)# exit
tnsr(config-ipsec-crypto-ike)# authentication remote
tnsr(config-ike-auth)# round 1
tnsr(config-ike-auth-round)# type psk
tnsr(config-ike-auth-round)# psk mysupersecretkey
tnsr(config-ike-auth-round)# exit
tnsr(config-ike-auth)# exit
tnsr(config-ipsec-crypto-ike)# child 1
tnsr(config-ike-child)# lifetime 3600
tnsr(config-ike-child)# proposal 1
tnsr(config-ike-child-proposal)# encryption aes128
tnsr(config-ike-child-proposal)# integrity sha1
tnsr(config-ike-child-proposal)# group modp2048
tnsr(config-ike-child-proposal)# exit
tnsr(config-ike-child)# exit
tnsr(config-ipsec-crypto-ike)# exit
tnsr(config-ipsec-tun)# exit

This example is used as a reference through the remainder of the chapter.
14.3 IPsec Configuration

The `ipsec tunnel <n>` command, issued from `config` mode, changes to IPsec tunnel mode. This is denoted by `config-ipsec-tun` in the prompt.

The identifier number for tunnel entries starts at 0 and increments by one. To determine the next tunnel number for a new entry, run `ipsec tunnel ?` and TNSR will print the existing tunnel ID numbers.

This command creates an IPsec tunnel with an identifier of 0:

```plaintext
tnsr(config)# ipsec tunnel 0
tnsr(config-ipsec-tun)#
```

The remainder of the configuration is covered in the following sections.

14.3.1 IPsec Endpoints

Next, the IPsec tunnel needs endpoints, defined using the following commands from within `config-ipsec-tun` mode:

- `local-address` Defines the IP address used by TNSR for this IPsec tunnel. This address must exist on a TNSR interface.
- `remote-address` Defines the IP address or hostname of the remote peer.

**IPsec Endpoint Example**

```plaintext
tnsr(config-ipsec-tun)# local-address 203.0.113.2
tnsr(config-ipsec-tun)# remote-address 203.0.113.25
```

14.3.2 IPsec Keys

Inside `config-ipsec-tun` mode, the following commands are available for IPsec key management.

- `crypto config-type (ike|manual)` Configures the type of key management TNSR will use for this tunnel.
  - `ike` Internet Key Exchange (IKE). The most common method of key management. IPsec tunnels utilize IKE to dynamically handle key exchange when both parties are negotiating a security association.
  - `manual` Static key management.
- `crypto ike` Enters `IKE config-ipsec-crypto-ike` mode to configure IPsec IKE behavior, which is the bulk of the remaining work for most IPsec tunnels.

**IKE Configuration**

Inside `config-ipsec-crypto-ike` mode, the following commands are available to configure basic IKE behavior:

- `version <xx>` Instructs TNSR to use either IKEv1 or IKEv2. Use 2 for IKEv2, which is more secure, or 1 for IKEv1 which is more common and more widely supported.
lifetime \(<x>\) Sets the maximum time for this IKE session to be valid, in seconds within the range \(120\text{.}214783647\). Default value is \(14400\) seconds (4 hours). Commonly set to \(28800\) seconds (8 hours). This value should be longer than the IKE child lifetime, discussed later.

dpd-interval \(<x>\) Optional time to wait between sending Dead Peer Detection (DPD) polls, given in seconds within the range \(0\text{–}65535\).

key-renewal (reauth/rekey) Controls the method used to update keys on an established IKE security association (SA) before the lifetime expires.

  - reauth TNSR performs a full teardown and re-establishment of IKE and child SAs.
  - rekey Inline rekeying while SAs stay active. Only available in IKEv2.

proposal \(<\text{name}>\) Configures a new IKE proposal and enters config-ike-proposal mode.

identity (local|remote) Configures IKE identity validation and enters config-ike-identity mode.

authentication (local|remote) Configures IKE authentication and enters config-ike-auth mode.

IKE Example

This example tells TNSR to use IKE for key management, and then sets the tunnel to IKEv2 and a lifetime of 8 hours.

```
tnsr(config-ipsec-tun)# crypto config-type ike
tnsr(config-ipsec-tun)# crypto ike
tnsr(config-ipsec-crypto-ike)# version 2
tnsr(config-ipsec-crypto-ike)# lifetime 28800
```

Additional IKE Configuration

The remainder of the IKE configuration is covered in the following sections.

IKE Proposal

IKE Proposals instruct TNSR how the key exchange will be encrypted and authenticated. TNSR supports a variety of encryption algorithms, integrity/authentication hash algorithms, pseudo-random functions (PRF), and Diffie-Hellman (DH) group specifications. These choices must be coordinated between both endpoints.

**Tip:** Some vendor IPsec implementations refer to IKE/ISAKMP as “Phase 1”, which may help when attempting to map values supplied by a peer to their corresponding values in TNSR.

From within config-ipsec-crypto-ike mode, use the proposal \(<\text{name}>\) command to start a new proposal and enter config-ike-proposal mode. In config-ike-proposal mode, the following commands are available:

  - encryption \(<\text{ea-name}>\) Configures the encryption algorithm to use for the proposal.
  - integrity \(<\text{ia-name}>\) Configures the integrity algorithm to use for the proposal.
  - prf \(<\text{prf-name}>\) Configures the pseudo-random function (PRF) to use for the proposal.
  - group \(<\text{group-name}>\) Configures the Diffie-Hellman group (DH Group) to use for the proposal.
Tip: To see a list of supported choices for each option, follow the initial command with a ?, such as encryption ?.

Each of these is described in more detail in the following sections.

**Encryption Algorithms**

TNSR supports many common, secure encryption algorithms. Some older and insecure algorithms are not supported. Algorithms based on AES are common and secure, and are widely supported by other VPN implementations.

AES-GCM, or AES Galois/Counter Mode is an efficient and fast authenticated encryption algorithm, which means it provides data privacy as well as integrity validation, without the need for a separate integrity algorithm.

Additionally, AES-based algorithms can often be accelerated by AES-NI.

**Warning:** TNSR includes the Triple-DES (3DES) algorithm for compatibility with legacy systems, but it is not considered secure. Specifically, 3DES is considered broken by attacks such as Sweet32. Use stronger encryption algorithms where possible.

A full list of encryption algorithms supported by TNSR:

```
(tnsr(config-ike-proposal)# encryption ?
<cr>
3des            Triple-DES
aes128          128 bit AES-CBC
aes128ccm12     128 bit AES-CCM with 12 byte ICV
aes128ccm16     128 bit AES-CCM with 16 byte ICV
aes128ccm8      128 bit AES-CCM with 8 byte ICV
aes128ctr       128 bit AES-Counter
aes128gcm12     128 bit AES-GCM with 12 byte ICV
aes128gcm16     128 bit AES-GCM with 16 byte ICV
aes128gcm8      128 bit AES-GCM with 8 byte ICV
aes192           192 bit AES-CBC
aes192ccm12     192 bit AES-CCM with 12 byte ICV
aes192ccm16     192 bit AES-CCM with 16 byte ICV
aes192ccm8      192 bit AES-CCM with 8 byte ICV
aes192ctr       192 bit AES-Counter
aes192gcm12     192 bit AES-GCM with 12 byte ICV
aes192gcm16     192 bit AES-GCM with 16 byte ICV
aes192gcm8      192 bit AES-GCM with 8 byte ICV
aes256           256 bit AES-CBC
aes256ccm12     256 bit AES-CCM with 12 byte ICV
aes256ccm16     256 bit AES-CCM with 16 byte ICV
aes256ccm8      256 bit AES-CCM with 8 byte ICV
aes256ctr       256 bit AES-Counter
aes256gcm12     256 bit AES-GCM with 12 byte ICV
aes256gcm16     256 bit AES-GCM with 16 byte ICV
aes256gcm8      256 bit AES-GCM with 8 byte ICV
camellia128     128 bit Camellia

camellia128ccm12 128 bit Camellia-CCM with 12 byte ICV

camellia128ccm16 128 bit Camellia-CCM with 16 byte ICV

camellia128ccm8  128 bit Camellia-CCM with 8 byte ICV

camellia128ctr  128 bit Camellia-Counter
```
Integrity Algorithms

Integrity algorithms provide authentication of messages and randomness, ensuring that packets are authentic and were not altered by a third party before arriving, and also for constructing keying material for encryption.

**Note:** When using an authenticated encryption algorithm like AES-GCM with a child Security Association (SA) as opposed to IKE/ISAKMP, an integrity option **should not** be configured, as it is redundant and reduces performance.

When an authenticated encryption algorithm is used with IKE, configure a Pseudo-Random Function (PRF) instead of an Integrity Algorithm. If an integrity algorithm is defined in this case, TNSR will attempt to map the chosen algorithm to an equivalent PRF.

A full list of integrity algorithms supported by TNSR:

```plaintext
tnsr(config-ike-proposal)# integrity ?
<cr>
aescmac  AES-CMAC  96
aesxcbc  AES-XCBC  96
md5      MD5      96
sha1     SHA1     96
sha256   SHA2 256 bit blocks, 128 bits output
sha384   SHA2 384 bit blocks, 192 bits output
sha512   SHA2 512 bit blocks, 256 bits output
```

Pseudo-Random Functions

A Pseudo-Random Function (PRF) is similar to an integrity algorithm, but instead of being used to authenticate messages, it is only used to provide randomness for purposes such as keying material. PRFs are primarily used with an authenticated encryption algorithm type such as AES-GCM, but they can be explicitly defined for use with other integrity algorithms.

If a PRF is not explicitly defined, TNSR will attempt to derive the PRF to use based on the integrity algorithm for a given proposal.

**Note:** In the case of AES-NI, `prfaesxcbc` is likely the most appropriate choice as it can be accelerated by AES-NI, and it is more widely supported than its improved successor `prfaescmac`.

A full list of pseudo-random functions supported by TNSR:
Diffie-Hellman Groups

Diffie-Hellman (DH) exchanges allow two parties to establish a shared secret across an untrusted connection. DH choices can be referenced in several different ways depending on vendor implementations. Some reference a DH group by number, others by size. When referencing by group number, generally speaking higher group numbers are more secure.

**Tip:** In most cases, modp2048 (Group 14) is the lowest choice considered to provide sufficient security in a modern computing environment.

A full list of DH Groups supported by TNSR:

<table>
<thead>
<tr>
<th>Group</th>
<th>Name</th>
<th>Modulus Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>curve25519</td>
<td>Group 31 (Elliptic Curve 25519, 256 bit)</td>
<td></td>
</tr>
<tr>
<td>ecp256</td>
<td>Group 19 (256 bit ECP)</td>
<td></td>
</tr>
<tr>
<td>ecp384</td>
<td>Group 20 (384 bit ECP)</td>
<td></td>
</tr>
<tr>
<td>ecp521</td>
<td>Group 21 (521 bit ECP)</td>
<td></td>
</tr>
<tr>
<td>modp1024</td>
<td>Group 2 (1024 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp1024s160</td>
<td>Group 22 (1024 bit modulus, 160 bit POS)</td>
<td></td>
</tr>
<tr>
<td>modp1536</td>
<td>Group 5 (1536 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp2048</td>
<td>Group 14 (2048 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp2048s224</td>
<td>Group 23 (2048 bit modulus, 224 bit POS)</td>
<td></td>
</tr>
<tr>
<td>modp2048s256</td>
<td>Group 24 (2048 bit modulus, 256 bit POS)</td>
<td></td>
</tr>
<tr>
<td>modp3072</td>
<td>Group 15 (3072 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp4096</td>
<td>Group 16 (4096 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp6144</td>
<td>Group 17 (6144 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp768</td>
<td>Group 1 (768 bit modulus)</td>
<td></td>
</tr>
<tr>
<td>modp8192</td>
<td>Group 18 (8192 bit modulus)</td>
<td></td>
</tr>
</tbody>
</table>

**Warning:** TNSR supports modp768 (Group 1) and modp1024 (Group 2) for compatibility purposes but they are considered broken by the Logjam Attack and should be avoided.

TNSR also supports modp1024s160 (Group 22), modp2048s224 (Group 23), and modp2048s256 (Group 24) for compatibility but they should also be avoided as they have a questionable source of primes.

IKE Proposal Example

This example configures one proposal. This proposal uses AES-128 encryption, SHA-1 for integrity hashing, and DH group 14 (2048 bit modulus).
IKE Identity

IKE Identity

In IKE, each party must ensure it is communicating with the correct peer. One aspect of this validation is the identity information included in IKE. Each router tells the other its own local identity and they each validate it against the stored remote identity. If they do not match, the peer is rejected.

From within `config-ipsec-crypto-ike` mode, use the `identity local` and `identity remote` commands to configure local and remote identity information. In either case, the `identity` command enters `config-ike-identity` mode.

IKE requires both local and remote identities. The local identity is sent to the remote peer during the exchange. The remote identity is used to validate the identity received from the peer during the exchange.

In `config-ike-identity`, the following commands are available:

- **type <name>** Sets the type of identity value. The following types are available:
  - `address` IPv4 or IPv6 address in the standard notation for either (e.g. 192.0.2.3 or 2001:db8:1::2:3)
    - This is the most common type, with the value set to the address on TNSR used as the local-address for the IPsec tunnel.
  - `dn` An X.509 distinguished name (e.g. certificate subject)
  - `email` Email address (e.g. user@example.com)
  - `fqdn` A fully qualified domain name (e.g. host.example.com)
  - `key-id` An arbitrary string used as an identity
  - `none` Automatically interpret the type based on the value

- **value <text>** The identity value, in a format corresponding to the chosen `type`.

**Note:** The local identity type and value must both be supplied to the administrator of the remote peer so that it can properly identify this endpoint.

**Identity Example**

First configure the local identity of this firewall. The identity is an IP address, using the same value as the local address of the IPsec tunnel.

```
[tnsr(config-ike-identity)]# identity local
[tnsr(config-ike-identity)]# type address
[tnsr(config-ike-identity)]# value 203.0.113.2
[tnsr(config-ike-identity)]# exit
```

Next, configure the remote identity. The remote peer has also chosen to use an IP address, the value of which is the remote address used for the IPsec tunnel.

```
[tnsr(config-ike-identity)]# identity remote
[tnsr(config-ike-identity)]# type address
[tnsr(config-ike-identity)]# value 203.0.113.3
[tnsr(config-ike-identity)]# exit
```
IKE Authentication

After verifying the identity, TNSR will attempt to authenticate the peer using the secret from its configuration in one or two round passes. In most common configurations there is only a single authentication round, however in IKEv2 a tunnel may have two rounds of unique authentication.

From within `config-ipsec-crypto-ike` mode, use the `authentication local` and `authentication remote` commands to configure local and remote authentication information. In either case, the `authentication` command enters `config-ike-auth` mode.

TNSR will use the parameters under `authentication local` to authenticate outbound traffic and the `authentication remote` parameters are used to authenticate inbound traffic.

**Note:** With pre-shared key mode, most real-world configurations use identical values for both local and remote authentication.

From `config-ike-auth` mode, the `round <n>` command configures parameters for round 1 or 2. As mentioned previously, most configurations will only use round 1. The `round` command then enters `config-ike-auth-round` mode.

In `config-ike-auth-round` mode, the following commands are available:

- `type <name>` The type of authentication to perform.
  - Currently the only authentication type supported by TNSR is `psk` (pre-shared key).
- `psk <text>` For `psk` type authentication, this command defines the pre-shared key value.

**IKE Authentication Example**

This example only has one single round of authentication, a pre-shared key of `mysupersecretkey`. Thus, the `type` is set to `psk` and then the `psk` is set to the secret value.

**Warning:** Do not transmit the pre-shared key over an insecure channel such as plain text e-mail!

First, add the local authentication parameters:

```bash
tnsr(config-ipsec-crypto-ike)# authentication local
tnsr(config-ike-auth)# round 1
tnsr(config-ike-auth-round)# type psk
tnsr(config-ike-auth-round)# psk mysupersecretkey
tnsr(config-ike-auth-round)# exit
tnsr(config-ike-auth)# exit
```

Next, configure the remote authentication parameters. As in most practical uses, this is set identically to the local authentication value.
14.3.3 Security Associations

After establishing a secure channel, the two endpoints can negotiate an IPsec security association (IPsec SA) as a “child” entry. TNSR supports adding multiple children as needed, though with routed IPsec only one is necessary.

Tip: Some vendor IPsec implementations refer to IPsec security association child entries as “Phase 2”, which may help when attempting to map values supplied by a peer to their corresponding values in TNSR.

From within config-ipsec-crypto-ike mode, the child <n> command configures the child noted by the given number. The child command enters ike-child mode.

Within ike-child mode, the following commands are available:

- **lifetime <x>** Sets the maximum time for this child IPsec SA to be valid before it must be rekeyed. The value is given in seconds within the range 120..214783647. Default value is 3600 seconds (one hour). This value must be shorter than the IKE lifetime, discussed earlier.

- **replay-window (0|64)** Number of packets in replay window. The replay window is used to protect the tunnel against attacks where the sequence number is re-used or has been processed recently. Some allowance is helpful in dealing with network link issues that cause packets to arrive late or out-of-order. A value of 0 disables the replay window. A value of 64 enables a 64 packet replay window.

- **proposal <name>** Each child may have one or more proposal entries which define acceptable encryption, integrity, and DH Group (Perfect Forward Security, PFS) parameters to encrypt and validate the IPsec SA traffic.

    Child SA proposals work similarly to IKE/ISAKMP proposals as described in IKE Proposal.

    This command enters config-ike-child-proposal mode to configure these proposals. in config-ike-child-proposal mode, the following commands are available:

    - **encryption <ea-name>** Configures the encryption algorithm to use for the proposal.
    - **integrity <ia-name>** Configures the integrity algorithm to use for the proposal.
    - **group <group-name>** Configures the Diffie-Hellman group (DH Group) to use for the proposal.
    - **sequence-number (esn|noesn)** Controls whether or not TNSR will attempt to negotiate extended sequence number (ESN) support with the peer. ESN uses 64-bit sequence numbers instead of the 32-bit sequence numbers. The default is noesn which disables ESN negotiation.

**Child SA Example**

This example only has a single child, thus child 1. The child has a lifetime of 3600.

```
tnsr(config-ipsec-crypto-ike)# child 1
ntsr(config-ike-child)# lifetime 3600
```
Next, create a child SA proposal. This example uses AES-128 for encryption, SHA-1 for an authentication hash, and PFS group 14 (2048 bit modulus).

```
tnsr(config-ike-child)# proposal 1
tnsr(config-ike-child-proposal)# encryption aes128
htsr(config-ike-child-proposal)# integrity sha1
htsr(config-ike-child-proposal)# group modp2048
```

This completes the configuration for the IPsec tunnel, at this point after exiting back to basic mode the tunnel will attempt to establish a connection to the peer.

```
tnsr(config-ike-child-proposal)# exit
tnsr(config-ike-child)# exit
tnsr(config-ipsec-crypto-ike)# exit
tnsr(config-ipsec-tun)# exit
```

### 14.3.4 Configuring the IPsec Interface

TNSR supports routed IPsec via the `ipsecX` interface. The number of the `ipsec` interface corresponds to the index number of the tunnel set previously. For example `ipsec tunnel 0` is `ipsec0`, and `ipsec tunnel 2` is `ipsec2`.

These IPsec interfaces are used to configure routed IPsec connectivity and they behave like most other interfaces. For example, they can have access lists defined to filter traffic.

The `ipsecX` interface should be configured with an IP address and the peer will have its own IP address in the same subnet. This allows the two endpoints to communicate directly over the IPsec interface and also gives the peer an address through which traffic for other subnets may be routed. When configured in this way, it acts like a directly connected point-to-point link to the peer.

**IPsec Interface Example**

In this example, the `ipsec0` interface is given an address of `172.32.0.1/30`. The remote peer will be `172.32.0.2/30`.

```
tnsr(config)# interface ipsec0
tnsr(config-interface)# ip address 172.32.0.1/30
tnsr(config-interface)# exit
```

### 14.3.5 IPsec Routes

The IPsec interface allows the peers to talk directly, but in most cases with IPsec there is more interesting traffic to handle. For example, a larger subnet on the LAN side of each peer that must communicate securely.

To allow these networks to reach one another, routes are required. These may be managed manually using static routes, or a dynamic routing protocol such as BGP can manage the routes automatically.

**IPsec Static Route Example**

This example adds a static route to the main IPv4 routing table for a subnet located behind the peer. Any traffic trying to reach a host inside the `10.25.0.0/16` subnet will be routed through the `ipsec0` interface using the peer address in that subnet (`172.32.0.2`) as the next hop.
See also:
For a larger example involving BGP for dynamic route management, see TNSR IPsec Hub for pfSense.

14.4 IPsec Status Information

To view status information about active IPsec tunnels, use the `show ipsec tunnel` command. This command prints status output for all IPsec tunnels, and it also supports printing tunnel information individually by providing the tunnel ID. This command supports several additional parameters to increase or decrease the amount of information it displays.

The following forms of `show ipsec tunnel` are available:

- `show ipsec tunnel` Display a short summary of all IPsec tunnels.
- `show ipsec tunnel n` Display a short summary of a specific IPsec tunnel n.
- `show ipsec tunnel [n] verbose` Display a verbose list of all IPsec tunnels, optionally limited to a single tunnel n. The output shows detailed information such as active encryption, hashing, DH groups, identifiers, and more.
- `show ipsec tunnel [n] ike [verbose]` Display only IKE parameters of all tunnels. Optionally limited to a single tunnel n and/or expanded details with `verbose`.
- `show ipsec tunnel [n] child [verbose]` Display only IPsec child Security Association parameters of all tunnels. Optionally limited to a single tunnel n and/or expanded details with `verbose`.

14.4.1 IPsec Status Examples

Show the status of tunnel 0:

```
tnsr# show ipsec tunnel 0
IPsec Tunnel: 0
IKE SA: ipsec0 ID: 13 Version: IKEv2
   Local: 203.0.113.2   Remote: 203.0.113.25
   Status: ESTABLISHED Up: 372s Reauth: 25275s
Child SA: child0 ID: 7
   Status: INSTALLED Up: 372s Rekey: 2523s Expire: 3228s
   Received: 0 bytes, 0 packets
   Transmitted: 0 bytes, 0 packets
Child SA: child0 ID: 8
   Status: INSTALLED Up: 372s Rekey: 2813s Expire: 3228s
   Received: 0 bytes, 0 packets
   Transmitted: 0 bytes, 0 packets
Child SA: child0 ID: 9
   Status: INSTALLED Up: 372s Rekey: 2583s Expire: 3228s
   Received: 0 bytes, 0 packets
   Transmitted: 0 bytes, 0 packets
```
Adding the `verbose` keyword also shows detailed information about the encryption parameters:

```bash
tnsr# show ipsec tunnel 0 verbose
IPsec Tunnel: 0
    IKE SA: ipsec0  ID: 13  Version: IKEv2
        Local: 203.0.113.2  Remote: 203.0.113.25
        Status: ESTABLISHED  Up: 479s  Reauth: 25168s
        Local ID: 203.0.113.2  Remote ID: 203.0.113.25
        Cipher: AES_CBC 128  MAC: HMAC_SHA1_96
        PRF: PRF_HMAC_SHA1  DH: MODP_2048
        SPI Init: 188099798256787091  Resp: 143790875259838715
        Initiator: yes
    Child SA: child0  ID: 7
        Status: INSTALLED  Up: 479s  Rekey: 2416s  Expire: 3121s
        Received: 0 bytes, 0 packets
        Transmitted: 0 bytes, 0 packets
        Cipher: AES_CBC 128  MAC: HMAC_SHA1_96  PFS: MODP_2048
        SPI in: 3540263882  out: 974161796
    Child SA: child0  ID: 8
        Status: INSTALLED  Up: 479s  Rekey: 2706s  Expire: 3121s
        Received: 0 bytes, 0 packets
        Transmitted: 0 bytes, 0 packets
        Cipher: AES_CBC 128  MAC: HMAC_SHA1_96  PFS: MODP_2048
        SPI in: 2432966668  out: 1361993947
    Child SA: child0  ID: 9
        Status: INSTALLED  Up: 479s  Rekey: 2476s  Expire: 3121s
        Received: 0 bytes, 0 packets
        Transmitted: 0 bytes, 0 packets
        Cipher: AES_CBC 128  MAC: HMAC_SHA1_96  PFS: MODP_2048
        SPI in: 2318058408  out: 1979056986
```

Specifying the `ike` or `child` parameter filters the output, and these also support `verbose` output.

**Note:** The first Child SA entry uses DH information from the parent IKE SA, and not its own PFS setting. As such, Child SA entries in this situation will display %IKE at the end of their PFS value to indicate the source. The PFS value configured on the Child SA is used when a Child SA is rekeyed.
14.5 IPsec Cryptographic Acceleration

TNSR will automatically configure software cryptographic acceleration for VPP if an IPsec tunnel is defined in the configuration. To enable this configuration, the VPP service must be restarted manually so it can enable the feature and allocate additional memory.

**Note:** The cryptographic accelerator setting applies to all tunnels, so the restart is only required after the first IPsec tunnel configured by TNSR. The restart is not required for additional tunnels or when changing IPsec settings.

Restart the VPP dataplane from the TNSR basic mode CLI using the following command:

```
  tnsr# config
tnsr(config)# service dataplane restart
```

If the TNSR configuration contains no IPsec tunnels, TNSR will not require the memory resources associated with cryptographic acceleration and TNSR will not require a restart of the VPP dataplane service.

**See also:**

See *DPDK Configuration* for information on further configuration of cryptographic acceleration in the dataplane.
Network Address Translation, or NAT, involves changing properties of a packet as it passes through a router. Typically this is done to mask or alter the source or destination to manipulate how such packets are processed by other hosts.

The most common examples are:

- Source NAT, also known as Outbound NAT, which translates the source address and port of a packet to mask its origin.
- Destination NAT, commonly referred to as Static NAT or Port Forwards which translate the destination address and port of a packet to redirect the packet to a different target host behind the router.

TNSR applies NAT based on the configured mode and the presence of directives that set inside (internal/local) and outside (external/remote) interfaces.

An inside interface is a local interface where traffic enters and it will have its source hidden by NAT. An outside interface is an interface where that translation will occur as a packet exits TNSR. An example of this is shown in Outbound NAT.

Note: NAT is processed after ACL rules. For more information, see ACL and NAT Interaction.

15.1 Dataplane NAT Modes

The dataplane has several NAT modes that may be used. This mode is configured via the `dataplane nat mode <mode>` command from config mode.

The following modes are available:

- **simple** Simple NAT mode. Holds less information for each session, but only works with outbound NAT and static mappings.
- **endpoint-dependent** Endpoint-dependent NAT mode. The default mode. Uses more information to track each session, which also enables additional features such as out-to-in-only and twice-nat.
- **deterministic** Deterministic NAT (CGN) mode. Used for large-scale deployments with a focus on performance at a cost of using much more memory.

After changing the NAT mode, the dataplane must be restarted with `service dataplane restart`.

Note: There must be at least one inside and outside interface for NAT to function, see Network Address Translation and Outbound NAT for more details.
15.1.1 Simple NAT

Simple NAT is the most basic NAT mode. It tracks sessions in a hash table using four items:

- Source IP address
- Source port
- Protocol
- FIB table index

Simple NAT has a couple basic options that may be adjusted using the `dataplane nat mode-options simple <option>` command:

- `out2in-dpo` Enables out-to-in DPO
- `static-mapping-only` Static mapping only, disables dynamic translation of connections.

15.1.2 Endpoint-dependent NAT

Endpoint-dependent NAT mode is the default NAT mode on TNSR. Endpoint-dependent NAT mode tracks more information about each connection. As suggested by the name, the key difference is in tracking the destination of the connection:

- Source IP address
- Source port
- Target IP address
- Target port
- Protocol
- FIB table index

Some NAT features require this extra information, notably `out-to-in-only` and `twice-nat`.

15.1.3 Deterministic NAT

Deterministic NAT mode, also known as Carrier-Grade NAT (CGN) mode, is geared for maximum performance at a large scale. This performance comes at a price, however, in that it consumes greater amounts of memory to achieve its goals.

For more information on Deterministic NAT, see `Deterministic NAT`.

15.2 NAT Options

The NAT options described here control TNSR NAT behavior independent of the chosen mode.

15.2.1 NAT Forwarding

When NAT is active, it will affect traffic to and from services on TNSR, such as IPsec and BGP. When NAT is enabled, by default TNSR will drop traffic that doesn’t match an existing NAT session or static NAT rule. To change this behavior, enable NAT forwarding mode:
tnsr(config)# nat global-options nat44 forwarding true

If NAT is active and there are no services present on TNSR which need to communicate using an interface involved with NAT, then it is more secure and efficient to disable forwarding:

```
tnsr(config)# nat global-options nat44 forwarding false
```

### 15.2.2 NAT Session Timeout Duration

The `nat global-options timeouts (icmp|tcp_established|tcp_transitory|udp) <seconds>` command controls how long NAT sessions in various states will be retained while idle (no packets passing which match the session entry).

Longer session idle timeouts are friendlier to user connections, at the expense of resource consumption required to retain the NAT sessions for long periods.

The following timeout values can be changed:

- **icmp**: Idle timeout for ICMP sessions (e.g. Echo/ping). The default value is 60 seconds.
- **tcp_established**: Idle timeout for established TCP connections. Established connections should rarely be forced down in most use cases, so a long timeout is best for this value. The default value is 7440 seconds (2 hours, 4 minutes). It is common to see this set as high as 86400 (24 hours) in deployments with long-lived idle connections.
- **tcp_transitory**: Idle timeout for TCP connections which are not fully established (being setup or torn down). The default value is 240 seconds (4 minutes) which is typically sufficient.
- **udp**: Idle timeout for UDP sessions. Since UDP is technically stateless and has no formal setup/tear-down for sessions, there is no way for TNSR to determine if a UDP “connection” is established or finished. The default value is 300 seconds (5 minutes) which, combined with client and server keep-alives, is typically sufficient.

A longer idle timeout may be required in certain cases, such as for VoIP connections passing through which expect to reuse specific source ports.

In deployments with many short-lived UDP connections, such as DNS queries, lowering the timeout will help manage session usage/turnover more efficiently.

The `show nat config` command output includes the current timeout values.

### 15.3 NAT Pool Addresses

Before TNSR can perform any type of NAT, an **inside** and **outside** interface must be set and the **outside**/external addresses (e.g. WAN-side) must be listed in a NAT pool. These pools are added from configure mode (`Configuration Mode`) in the TNSR CLI (`Entering the TNSR CLI`).

For a single external address, define a NAT pool like so:

```
tnsr(config)# nat pool addresses 203.0.113.2
```

For multiple addresses, use a range:

```
tnsr(config)# nat pool addresses 203.0.113.2 - 203.0.113.5
```

TNSR also supports using an interface to automatically determine the pool addresses:
For **Outbound NAT** this is typically the interface set as `ip nat outside`.

## 15.4 Outbound NAT

Outbound NAT, sometimes referred to as Source NAT, Overload NAT or Port Address Translation (PAT), changes the source address and port of packets exiting a given interface. This is most commonly performed in order to hide the origin of a packet, allowing multiple IPv4 hosts inside a network to share one, or a limited number of, external or outside addresses on a router.

In TNSR, this type of NAT is configured by marking the LAN or internal interface as `inside` and the WAN or external interface as `outside`, for example:

```
tnsr(config)# nat pool addresses 203.0.113.2
tnsr(config)# interface GigabitEthernet0/14/1
tnsr(config-interface)# ip nat outside
tnsr(config-interface)# exit
tnsr(config)# interface GigabitEthernet0/14/2
tnsr(config-interface)# ip nat inside
tnsr(config-interface)# exit
tnsr(config)# nat global-options nat44 forwarding true
```

Traffic originating on the inside interface and exiting the outside interface will have its source address changed to match that of the outside interface.

**Warning:** The address of the outside interface **must** exist as a part of a NAT pool (**NAT Pool Addresses**) or connectivity from the inside interface will not function with NAT configured. Use either an address pool as shown above, or `nat pool interface <name>` where `<name>` is the same interface that contains `ip nat outside`.

**Warning:** When activating `ip nat outside`, services on TNSR may fail to accept or initiate traffic on that interface depending on the NAT mode. For services on TNSR to function in combination with `ip nat outside`, endpoint-dependent NAT mode must be enabled. In TNSR 18.11 and later, this is the default mode.

The following commands set TNSR to endpoint-dependent NAT mode:

```
tnsr(config)# dataplane nat mode endpoint-dependent
tnsr(config)# service dataplane restart
```

Additionally, NAT forwarding must be enabled for this traffic to be accepted by TNSR. See **NAT Forwarding** for details.

## 15.5 Static NAT

Static NAT entries alter traffic, redirecting it to a static host on an internal network, or mapping it to a static address on the way out:
tnsr(config)# nat pool addresses <external address>

Warning: Remember to add the address of the outside interface as a part of a NAT pool (NAT Pool Addresses) or the static NAT entry will fail to commit.

Warning: The out-to-in-only and twice-nat features require endpoint-dependent NAT mode. In TNSR 18.11 and later, this is the default mode.

The following commands set TNSR to endpoint-dependent NAT mode:

```
tnsr(config)# dataplane nat mode endpoint-dependent
tnsr(config)# service dataplane restart
```

15.5.1 Port Forwards

Port forwards redirect a port on an external NAT pool address to a port on a local host. A port forward is accomplished by specifying ports in the static NAT command:

```
tnsr(config)# nat pool addresses 203.0.113.2
tnsr(config)# nat static mapping tcp local 10.2.0.5 22 external 203.0.113.2 222
```

In the above example, a TCP connection to port 222 on 203.0.113.2 will be forwarded to port 22 on 10.2.0.5. The source address remains the same.

15.5.2 1:1 NAT

1:1 NAT, also called One-to-One NAT or in some cases “Network Address Translation”, maps all ports of an external address for a given protocol to an internal address. This mapping works for inbound and outbound packets. To create a 1:1 mapping, make a static NAT entry which does not specify any ports:

```
tnsr(config)# nat pool addresses 203.0.113.3
tnsr(config)# nat static mapping tcp local 10.2.0.5 external 203.0.113.3
```

15.5.3 Twice NAT

Twice NAT changes both the source and destination address of inbound connection packets. This works similar to a static NAT port forward, but requires an additional NAT address specification.

First, add the internal address for source translation:

```
tnsr(config)# nat pool addresses 10.2.0.2 twice-nat
```

Next, add the external address to which the client originally connects:
Finally, add the static mapping which sets up the destination translation:

```
tnsr(config)# nat static mapping tcp local 10.2.0.5 22 external 203.0.113.2 222 twice-nat
```

In the above example, a TCP connection to port 222 on 203.0.113.2 will be forwarded to port 22 on 10.2.0.5. When the packet leaves TNSR, the source is translated so the connection appears to originate from 10.2.0.2 using a random source port.

**Warning:** This feature requires endpoint-dependent NAT mode. In TNSR 18.11 and later, this is the default mode.

The following commands set TNSR to endpoint-dependent NAT mode:

```
tnsr(config)# dataplane nat mode endpoint-dependent
tnsr(config)# service dataplane restart
```

### 15.6 NAT Reassembly

If a packet is fragmented before it arrives on a TNSR interface, only the initial fragment packet contains header information needed to properly apply NAT. Later fragments lack these details, which prevents TNSR NAT from seeing port data. This can lead to fragments being mishandled because TNSR has no way to determine what it should do to these fragments. NAT reassembly works around this problem by holding fragments and reassembling entire packets for inspection, allowing TNSR to properly act upon the full packet.

#### 15.6.1 Configuration

The `nat reassembly (ipv4|ipv6)` command, available from `config` mode, enters `config-nat-reassembly` mode to configure how NAT fragment reassembly behaves for either IPv4 or IPv6.

The following commands are available within `config-nat-reassembly` mode:

- `concurrent-reassemblies <max-reassemblies>` Configures the maximum number of packets held for reassembly at any time. Default 1024.
- `disable` Disables NAT reassembly
- `enable` Enables NAT reassembly
- `fragments <max-fragments>` Maximum number of fragments to reassemble. Default 5.
- `timeout <seconds>` Number of seconds to wait for additional fragments to arrive for reassembly. Default 2 seconds.

#### 15.6.2 View Configuration

To view the current values in the configuration for NAT reassembly, use `show nat reassembly`: 
15.7 Dual-Stack Lite

Dual-Stack Lite, also knows as DS-Lite, is mechanism which facilitates large scale IPv4 NAT by encapsulating IPv4 packets inside IPv6 packets for delivery to a Carrier-Grade NAT (CGN) endpoint. This allows providers to provision end users with only a routed IPv6 address, and any IPv4 traffic is carried through IPv6 to a CGN device. Once the IPv6 packet reaches the CGN device, the IPv4 packet is extracted, has NAT applied, and is forwarded. The CGN device will apply NAT using one of its routable IPv4 addresses, shared between DS-Lite users.

By using encapsulation, DS-Lite avoids multiple layers of NAT between the customer and the Internet. An end-user network which connects to a DS-Lite provider should not perform any IPv4-IPv4 NAT on the traffic before it reaches a router configured for DS-Lite.

DS-Lite is considered an IPv6 transition mechanism as it allows providers to reduce their dependence on scarce IPv4 routable addresses, while still giving clients full access to IPv4 and IPv6 resources. It also removes the need to use potentially conflicting IPv4 private address space for IPv4 routing inside a provider network.

There are two endpoints to DS-Lite connections:

- DS-Lite Basic Bridging BroadBand (B4) element on the customer end
- DS-Lite Address Family Transition Router (AFTR) element at the provider end

From a customer perspective, their side is before (B4) DS-Lite and the ISP side is after (AFTR) DS-Lite.

TNSR can operate in either capacity: As a CPE DS-Lite B4 client endpoint, or as an AFTR endpoint providing DS-Lite connectivity and IPv4 NAT to clients.

15.7.1 Acting as a B4 Endpoint

For a customer premise equipment (CPE) role which connects to an ISP offering DS-Lite service, the following steps are required:

First, configure IPv6 connectivity to the ISP and local/"LAN" IPv4 with a private address.

Next, enable DS-Lite NAT and restart the dataplane:

```
tnsr(config)# dataplane nat dslite-ce
tnsr(config)# service dataplane restart
```
Next, configure the remote IPv6 DS-Lite tunnel AFTR endpoint address given by the ISP:

```
tnsr(config)# dslite b4 endpoint <customer-b4-ip6-address>
```

Finally, configure a route to the AFTR endpoint address through the interface connected to the ISP.

```
tnsr(config)# route ipv6 table ipv6-VRF:0
  tnsr(config-route-table-v6)# route <isp-aftr-ip6-address>
  tnsr(config-rttbl6-next-hop)# next-hop 0 via <isp-dslite-gateway> <isp-interface>
```

## 15.7.2 Acting as an AFTR Endpoint

For a provider role as a DS-Lite AFTR endpoint serving customers, the following steps are required:

First, configure IPv6 and IPv4 connectivity such that this TNSR instance has both IPv6 and IPv4 connectivity to the Internet.

Next, configure the local AFTR IPv6 tunnel address TNSR will use to receive DS-Lite encapsulated packets from customer equipment:

```
tnsr(config)# dslite aftr endpoint <isp-b4-ip6-address>
```

Next, configure one or more routable ("public") IPv4 addresses for the DS-Lite NAT pool. These addresses are used by TNSR to apply NAT to outgoing IPv4 traffic which arrived via DS-Lite:

```
tnsr(config)# dslite pool address <ipv4-addr-first> [- <ipv4-addr-last>]
```

Finally, add a route back to the customer B4 tunnel endpoint via the router address for that customer.

```
tnsr(config)# route ipv6 table ipv6-VRF:0
  tnsr(config-route-table-v6)# route <customer-b4-ip6-address>
  tnsr(config-rttbl6-next-hop)# next-hop 0 via <customer-ip6-address> <customer-interface>
```

IPv4 packets arriving through DS-Lite from a customer will be removed from the encapsulation, have NAT applied, and then be forwarded upstream (e.g. to the Internet). Reply packets will come back, and then go back through NAT and DS-Lite to reach customers.

## 15.7.3 DS-Lite Status

To view active DS-Lite sessions, use the following command:

```
tnsr# show dslite
```

## 15.8 Deterministic NAT

Deterministic NAT mode, also known as Carrier-Grade NAT (CGN) mode, is geared for maximum performance at a large scale. This performance comes at a price, however, in that it consumes greater amounts of memory to achieve its goals.

To switch the NAT mode used by TNSR, see Dataplane NAT Modes.
Deterministic NAT pre-allocates 1000 external ports per inside address, which can increase memory requirements significantly. Each single session requires approximately 15 Bytes of memory.

Deterministic NAT enforces maximum numbers of NAT sessions per user, and only works for TCP, UDP, and ICMP protocols.

Deterministic NAT requires a mapping, configured as follows:

```plaintext
tnsr(config)# nat deterministic mapping inside <inside-prefix> outside <outside-prefix>:
```

In this command, the parameters to replace are:

- **inside <inside-prefix>** The internal subnet containing local users, for example, 198.18.0.0/15.
- **outside <outside-prefix>** The external subnet to which these users will be mapped using deterministic NAT. For example, 203.0.113.128/25.

Configured mappings may be viewed as follows:

```plaintext
tnsr(config)# show nat deterministic-mappings
Deterministic Mappings
----------------------
Inside   Outside    Ratio    Ports    Sessions
---------  ---------  -------  -------  --------
198.14.0.0/15 203.0.113.128/25 1024    63      0
```

### 15.9 NAT Status

TNSR offers several ways to view the active NAT configuration, rules, and sessions. These start with `nat show`, and are all available in `config` and master mode.

#### 15.9.1 View NAT Configuration

To view the current NAT configuration parameters (not rules), use `show nat config`:

```plaintext
tnsr# show nat config
NAT Configuration Parameters
---------------------------
translation hash buckets 1024
translation hash memory 134217728
deterministic false
user hash buckets 128
user hash memory 67108864
max translations per user 100
outside Route Table ipv4-VRF:0
inside Route Table ipv4-VRF:0
dynamic mapping enabled
forwarding is enabled
UDP timeout 300s
(continues on next page)
```
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TCP established connections timeout 7440s
TCP transitory connections timeout 240s
ICMP timeout 60s

15.9.2 View Static Mappings
To view currently configured static NAT mappings, use show nat static-mappings:
tnsr# show nat static-mappings
Static Mappings
Proto Local IP
Port External IP Port Interface Twice NAT Out to In Route Table
----- ---------- ---- ----------- ---- --------- --------- --------- ----------tcp 10.2.0.5
22 203.0.113.2 222
ipv4-VRF:0

15.9.3 View Deterministic Mappings
To view currently configured deterministic NAT mappings, use show nat deterministic-mappings:
tnsr# show nat deterministic-mappings
Deterministic Mappings
---------------------Inside
Outside
Ratio
Ports Sessions
------------- ---------------- --------- --------- --------198.14.0.0/15 203.0.113.128/25
1024
63
0
NAT Reassembly Parameters
-------------------------

15.9.4 View Dynamic Configuration
To view the IP addresses or interfaces currently assigned for use by NAT, use show nat dynamic addresses
or show nat dynamic interfaces, depending on the TNSR NAT configuration:
tnsr# show nat dynamic addresses
Pool Addresses
-------------203.0.113.2

Route Table
-----------

Twice NAT
---------

15.9.5 View Interfaces
To view the interfaces which are currently marked as inside and outside for NAT purposes, use show nat
interface-sides:
tnsr# show nat interface-sides
Interfaces

Side
(continues on next page)

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15.9.6 View NAT Fragment Reassembly

To view NAT packet fragment reassembly parameters, use `show nat reassembly`:

```
  tnsr# show nat reassembly

  NAT Reassembly Parameters
  --------------------------
  Family: ipv4
    Enabled : true
    Timeout : 2 seconds
    Max Fragments : 5
    Max concurrent reassemblies: 1024
  Family: ipv6
    Enabled : true
    Timeout : 2 seconds
    Max Fragments : 5
    Max concurrent reassemblies: 1024
```

15.9.7 View NAT Sessions

To view a summary of outgoing NAT sessions by source address, use `show nat sessions`:

```
  tnsr# show nat sessions

  NAT sessions
  -----------

  IP address Static Dynamic Route Table
  --------------- ------- ------- -----------
  10.2.0.1 0 4 ipv4-VRF:0
  203.0.113.2 0 1 ipv4-VRF:0
```

To see more detail for each specific session, add `verbose` to the previous command, which becomes `show nat sessions verbose`:

```
  tnsr# show nat sessions verbose

  NAT sessions detail
  -------------------

  Proto Inside/Outside/Ext Type Route Table Last used Bytes/pkts
  ----- --------------------- ------- ----------- --------- ----------
  udp 10.2.0.1:123 dynamic ipv4-VRF:0 143 498
       203.0.113.2:16253 6
       52.6.160.3:123
  udp 10.2.0.1:123 dynamic ipv4-VRF:0 143 498
       203.0.113.2:18995 6
       184.105.182.7:123
```

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15.10  NAT Examples

The examples in this section describe and demonstrate use cases and packet flows for typical scenarios involving NAT.

15.10.1  AWS NAT Examples

When using TNSR with AWS, it is relatively easy to unintentionally create an asymmetric routing situation. AWS knows about your local networks and will happily egress traffic with NAT for them, when other networking setups would otherwise drop or fail to hand off the traffic.

The examples in this section covers what would happen with a TNSR setup in AWS with two instances: An internal LAN instance with a local “client” system making an outbound request, and an external WAN instance that is intended to handle public-facing traffic. TNSR sits between the WAN and LAN instance to route traffic. In AWS, the VPC routing table is configured such that the LAN instance uses TNSR for its default gateway. The expected flow is that traffic flows from clients, through TNSR, to the Internet and back the same path.

This table lists the networks and addresses used by these examples.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS Networks</td>
<td>192.0.2.0/24 (LAN), 198.18.5.0/24 (WAN), 203.0.113.0/24 (External)</td>
</tr>
<tr>
<td>AWS Gateways</td>
<td>192.0.2.1 (LAN), 198.18.5.1 (WAN), 203.0.113.1 (External)</td>
</tr>
<tr>
<td>TNSR LAN</td>
<td>192.0.2.2/24</td>
</tr>
<tr>
<td>TNSR WAN</td>
<td>198.18.5.2</td>
</tr>
<tr>
<td>TNSR GW</td>
<td>198.18.5.1 (AWS Gateway)</td>
</tr>
<tr>
<td>LAN Client</td>
<td>192.0.2.5/24</td>
</tr>
<tr>
<td>LAN Client GW</td>
<td>192.0.2.2 (TNSR LAN)</td>
</tr>
<tr>
<td>Server</td>
<td>198.51.100.19/24</td>
</tr>
<tr>
<td>Server GW</td>
<td>198.51.100.1</td>
</tr>
</tbody>
</table>

AWS Example without NAT

In this example, TNSR is not configured to perform NAT. This example steps through each portion of a packet and its reply, and then discusses the problems at the end.

First, the client initiates a connection using a packet which arrives on the TNSR LAN interface

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>192.0.2.5:1025</td>
<td>198.51.100.19:443</td>
<td>192.0.2.2</td>
</tr>
</tbody>
</table>

TNSR performs a FIB lookup. The destination IP address is not within the the subnets configured on the TNSR instance interfaces, so it matches the default route.
Fig. 1: AWS example packet flow without NAT
TNSR forwards the packet out its WAN interface to its default gateway on the WAN. TNSR is not configured for NAT, thus it does not perform any translation.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>192.0.2.5:1025</td>
<td>198.51.100.19:443</td>
<td>Default</td>
</tr>
</tbody>
</table>

The packet reaches the AWS internet gateway connected to the VPC. Its source IP address is still the private IP address of the LAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>192.0.2.5:1025</td>
<td>198.51.100.19:443</td>
<td>198.18.5.1</td>
</tr>
</tbody>
</table>

The AWS internet gateway performs NAT. It recognizes the source IP address as belonging to the LAN instance and rewrites it to the public IP address of the LAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.19:443</td>
<td>198.18.5.1</td>
</tr>
</tbody>
</table>

The AWS internet gateway forwards the packet to the internet.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.19:443</td>
<td>203.0.113.1</td>
</tr>
</tbody>
</table>

The destination host sends a reply to the public IP address of the LAN instance. It arrives at the AWS internet gateway.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.1</td>
</tr>
</tbody>
</table>

The AWS internet gateway performs NAT. It recognizes the destination IP address as belonging to LAN instance and rewrites it to the private IP address of the LAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>192.0.2.5:1025</td>
<td>Direct L2 LAN</td>
</tr>
</tbody>
</table>

The AWS internet gateway knows how to reach the private IP address of the LAN instance directly, so it forwards the reply packet directly to the LAN instance, skipping the TNSR instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>192.0.2.5:1025</td>
<td>Direct L2 LAN</td>
</tr>
</tbody>
</table>

The packet arrives at the client.

The return path skipped TNSR, so TNSR is only seeing half the packets for the connection. At best this means the asymmetric routing will bypass any filtering or inspection of the replies (IDS/IPS), and at worst it could mean subsequent packets would be dropped instead of passing through TNSR.
AWS Example with NAT

In this example, TNSR has NAT configured such that its LAN is defined as an *inside* interface and its WAN is an *outside* interface. See *Outbound NAT* for details. Packets leaving the WAN will be translated such that they leave with a source address set to the TNSR WAN interface IP address.

![AWS Example with NAT](image)

Fig. 2: AWS example packet flow with NAT

First, the client initiates a connection using a packet which arrives on the TNSR LAN interface

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>192.0.2.5:1025</td>
<td>198.51.100.19:443</td>
<td>192.0.2.2</td>
</tr>
</tbody>
</table>

TNSR performs a FIB lookup. The destination IP address is not within the subnets configured on the TNSR instance interfaces, so it matches the default route

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>192.0.2.5:1025</td>
<td>198.51.100.19:443</td>
<td>Default</td>
</tr>
</tbody>
</table>

TNSR applies NAT and forwards the packet out its WAN interface to its default gateway on the WAN subnet.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.18.5.2:34567</td>
<td>198.51.100.19:443</td>
<td>198.18.5.1</td>
</tr>
</tbody>
</table>
The packet reaches the AWS internet gateway connected to the VPC. Its source IP address is the private IP address of the TNSR WAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.18.5.2:34567</td>
<td>198.51.100.19:443</td>
<td>198.18.5.1</td>
</tr>
</tbody>
</table>

The AWS internet gateway performs NAT. It recognizes the source IP address as belonging to the WAN instance and rewrites it to the public IP address of the WAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.19:443</td>
<td>Default</td>
</tr>
</tbody>
</table>

The AWS internet gateway forwards the packet to the internet.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.19:443</td>
<td>203.0.113.1</td>
</tr>
</tbody>
</table>

The destination host sends a reply to the public IP address of the WAN instance. It arrives at the AWS internet gateway.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>203.0.113.50:40250</td>
<td>198.51.100.1</td>
</tr>
</tbody>
</table>

The AWS internet gateway performs NAT. It recognizes the destination IP address as belonging to WAN instance and rewrites it to the private IP address of the WAN instance. The AWS internet gateway knows how to reach the private IP address of the WAN instance directly, so it forwards the reply packet directly to the WAN instance.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>198.18.5.2:34567</td>
<td>Direct L2 WAN</td>
</tr>
</tbody>
</table>

The packet arrives at the TNSR WAN, which performs NAT. It recognizes the source and destination as matching an existing NAT state belonging to the LAN client and rewrites the destination address to the LAN client. TNSR knows how to reach the client LAN IP address directly, so it forwards the reply packet.

<table>
<thead>
<tr>
<th>Proto</th>
<th>Source</th>
<th>Destination</th>
<th>Via</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>198.51.100.19:443</td>
<td>192.0.2.5:1025</td>
<td>Direct L2 LAN</td>
</tr>
</tbody>
</table>

The packet arrives back at the client.

In this case, the NAT performed on TNSR ensured that the AWS gateway delivered the reply back to TNSR instead of handing it off directly. This allowed the packet and its reply to use the same path outbound and inbound.
MAP (MAPPING OF ADDRESS AND PORT)

MAP is short for Mapping of Address and Port. It is a carrier-grade IPv6 transition mechanism capable of efficiently transporting high volumes of IPv4 traffic across IPv6 networks.

There are two MAP implementations in TNSR Enterprise: MAP-T which uses translation and MAP-E which uses encapsulation.

With MAP, IPv4 requests are forwarded from an end user Customer Edge (CE) device through an IPv6 Border Relay (BR) router which processes and forwards the requests to IPv4 destinations. Customer IPv6 requests can can proceed directly to IPv6 destinations without going through the BR, which lowers the burden on the BR.

MAP is stateless, thus capable of handling large scale traffic volume without additional overhead for tracking individual connections. Each CE device receives a public IPv4 address but may only use a specific port range on that address. In this way, multiple users may share a public address without an additional layer of NAT. Since this relationship is predetermined, the ports are also available bidirectionally, which is not possible with other solutions such as Carrier-Grade NAT/NAT444.

MAP-T and MAP-E require port information to operate, thus fragments must be reassembled at the BR before forwarding. This is due to the fact that protocol and port information are only present in the first packet. Intelligent caching & forwarding may be employed for handling fragments.

TNSR can currently act as a BR, providing service to CE clients.

16.1 MAP Configuration

MAP configurations consist of MAP domains, MAP rules, and interface configuration.

16.1.1 MAP Domains

A MAP domain encompasses a set of addresses, translation parameters, and MAP rules. Groups of CE devices belong to specific MAP domains.

A MAP domain is created in config mode using the `nat nat64 map <domain name>` command from within `config` mode. That command enters `config-map` mode.

This mode, `config-map`, contains a number of MAP options specific to a MAP domain:

- **description**  
  A short text description noting the name or purpose of this MAP domain.

- **port-set <length|offset>**  
  A port set is, as the name implies, a set of ports. This is typically divided up into multiple sets of ports, the exact size and ranges of which are calculated using the port set length and offset, discussed next. With MAP, users are overloaded onto a single IP address, with different port sets on a single IP address being allocated to multiple users. In this way, users can share individual IP addresses but only have access to specific ranges of ports.
**port-set length <psid-length>** Determines the number of port sets to allocate inside the available 16-bit port range (1-65536). A larger port set length allows for more users to share an address, but allocates them each a smaller number of ports. For example, a port set length of 8 uses 8 bits to define the port set, leaving the remaining 8 bits for use by each customer, or 256 ports each.

**port-set offset <psid-offset>** Determines the position of the port set identifier inside the available bits which represent the port. An offset of 0 means the identifier is first, and the ports per user will be contiguous. Placing the offset in the middle of the available space will allow users to utilize multiple ranges that are not contiguous, but each user will have slightly less ports available. For example, with a port set length of 8, but an offset of 2, each user can utilize only 192 ports instead of 256, since it is split into three ranges of 64 ports each. The offset cannot be larger than the port set length subtracted from the total available bits (16).

There are minor security benefits when using multiple non-contiguous port ranges since it is more difficult for an attacker to guess which ports belong to a given customer, but the loss of port capacity may outweigh this benefit in most environments.

**embedded-address bit-length <ea-width>** The Embedded Address Bits value is the sum of the bits needed for the IPv4 prefix and the port set length. For example, if the IPv4 prefix is a /24, that requires 8 bits to embed and allows 256 addresses for users. A port set length of 8 allows for 256 port sets. With a port set offset of 0, this yields a maximum of 65,536 users sharing 256 IPv4 addresses, each of which can use 256 ports.

**Note:** To utilize MAP rules, this value must be 0.

**ipv4 prefix <ip4-prefix>** The IPv4 Prefix is available pool of IPv4 addresses which can be utilized by MAP clients. The size of this prefix must be represented in the Embedded Address Bits. For example, a /24 prefix network requires 8 bits to uniquely identify an address.

**ipv6 prefix <ip6-prefix>** The IPv6 prefix contains the range of possible addresses assigned to clients. The end-user network must be at least a 64 prefix, leaving 64 bits to represent both this prefix and the embedded address bits. The smallest possible IPv6 prefix will be 128 bits less the sum of the end user network and embedded address bits. For example, with an embedded address length of 16, 48 bits remain for the IPv6 prefix. Shorter prefixes (e.g. 44) allow for additional IPv6 subnets to be assigned to clients.

**ipv6 source <ip6-src>** The IPv6 source address on the router used as the MAP domain BR address and Tunnel source. This address should exist on the interface used for mapping. For MAP-T, this must have a prefix length of either /64 or /96. For MAP-E, this is a single address (/128) and not a prefix.

**mtu <mtu-val>** The Maximum Transmission Unit (MTU) is the largest packet which can traverse the link without fragmentation. This must be set appropriately due to the importance of MAP fragment handling, as required information to calculate targets is only in the first packet and not additional fragments.

### 16.1.2 MAP Rules

MAP rules exist inside a MAP domain and are configured from within `config-map` mode. MAP rules map specific port sets to specific MAP CE end user addresses. These are 1:1 manual mappings and take the place of automatic calculation, and as such to use MAP rules, the `embedded-address bit-length` must be 0.

A map rule takes the following form:
The components of a rule are:

- **port-set <psid>** The port set ID (PSID) to match for this rule.
- **ipv6-destination <ip6-destination>** The MAP CE IPv6 address to associate with this specific port set ID.

## 16.1.3 MAP Interface Configuration

TNSR must be told which interface is used with MAP, and how that interface will operate.

Within `config-interface` mode (Configure Interfaces), there are two possible settings for MAP:

- **map <enable|disable>** Enables or disables MAP for this interface.
- **map translate** When present and MAP is enabled, the interface operates in translate mode (MAP-T). When not set, encapsulation is used instead (MAP-E).

## 16.1.4 View MAP Configuration

The MAP configuration can be viewed with the `show map [<map-domain-name>]` command. Without a given domain name, information is printed for all MAP domains, plus the MAP parameters.

```plaintext
tnsr# show map cpoc
Name IP4 Prefix IP6 Prefix IP6 Src Pref EA Bits PSID Off PSID Len MTU
--- -------------- ------------- ------------------------ ------- -------- -------- ---
---
cpoc 192.168.1.0/24 2001:db8::/32 1234:5678:90ab:cdef::/64 16 6 4 1280
```

```plaintext
(tnsr# show map)
MAP Parameters
--------------
Fragment: outer
Fragment ignore-df: false
ICMP source address: 0.0.0.0
ICMP unreachable msgs: disabled
Pre-resolve IPv4 next hop: 0.0.0.0
Pre-resolve IPv6 next hop: ::
IPv4 reassembly lifetime: 100
IPv4 reassembly pool size: 1024
IPv4 reassembly buffers: 2048
IPv4 reassembly HT ratio: 1.00
IPv6 reassembly lifetime: 100
IPv6 reassembly pool size: 1024
IPv6 reassembly buffers: 2048
IPv6 reassembly HT ratio: 1.00
Security check enabled: true
Security check fragments enabled: false
Traffic-class copy: enabled
Traffic-class value: 0
```

(continues on next page)
16.2 MAP Parameters

MAP Parameters control the behavior of MAP-T and MAP-E. These parameters are configured by the `nat nat64 map parameters` command from within `config` mode, which enters `config-map-param` mode where the individual values are set.

From within `config-map-param` mode, the following commands are available:

- **fragment ignore-df** Allows TNSR to perform IPv4 fragmentation even when packets contain the do-not-fragment (DF) bit. This improves performance by moving the burden of fragmentation to the endpoint rather than the MAP relay.

- **fragment (inner|outer)** Controls whether TNSR will fragment the inner (encapsulated or translated) packets or the outer (tunnel) packets.

- **icmp source-address <ipv4-address>** Sets the IPv4 address used by TNSR to send relayed ICMP error messages.

- **icmp6 unreachable-msgs (enable|disable)** When enabled, TNSR will generate ICMPv6 unreachable messages when a packet fails to match a MAP domain or fails a security check.

- **pre-resolve (ipv4|ipv6) next-hop <ip46-address>** Manually configures the next hop for IPv4 or IPv6 routing of MAP traffic, which bypasses a routing table lookup. This increases performance, but means that the next hop cannot be determined dynamically or by routing protocol.

- **reassembly (ipv4|ipv6) buffers <bufs>** The maximum number of cached fragment buffers. Setting a limit can improve resilience to DoS/resource exhaustion attacks.

- **reassembly (ipv4|ipv6) ht-ratio <ratio>** The fragment hash table multiplier, expressed as a ratio such as 1:18. This ratio, multiplied by `pool-size`, determines the number of buckets in the hash table.

- **reassembly (ipv4|ipv6) lifetime <lf>** The life time, in milliseconds, of a reassembly attempt. Longer times allow for more accurate reassembly at the expense of consuming more resources and potentially exhausting available fragment resources.

- **reassembly (ipv4|ipv6) pool-size <ps>** The fragment pool size, in bytes. This controls how many sets of fragments can be allocated.

- **security-check (enable|disable)** Enables or disables validation of decapsulated IPv4 addresses against the external IPv6 address on single packets or the first fragment of a packet. Disabling the check increases performance but potentially allows IPv4 address spoofing.

- **security-check fragments (enable|disable)** Extends the previous security check to all fragments instead of only inspecting the first packet.

- **tcp mss <mss-value>** Sets the MSS value for MAP traffic, typically the MTU less 40 bytes.

- **traffic-class tc <tc-val>** Sets the Class/TOS field of outer IPv6 packets to the specified value.
traffic-class copy (enable|disable)  When enabled, copies the class/TOS field from the inner IPv4 packet
header to the outer IPv6 header. This is enabled by default, but disabling can slightly improve
performance.

16.2.1 View MAP Parameters

The current value of MAP parameters can be displayed by the show map command:

```
tnsr# show map
MAP Parameters
-----------------
Fragment: outer
Fragment ignore-df: false
ICMP source address: 0.0.0.0
ICMP6 unreachable msgs: disabled
Pre-resolve IPv4 next hop: 0.0.0.0
Pre-resolve IPv6 next hop: ::
IPv4 reassembly lifetime: 100
IPv4 reassembly pool size: 1024
IPv4 reassembly buffers: 2048
IPv4 reassembly HT ratio: 1.00
IPv6 reassembly lifetime: 100
IPv6 reassembly pool size: 1024
IPv6 reassembly buffers: 2048
IPv6 reassembly HT ratio: 1.00
Security check enabled: true
Security check fragments enabled: false
Traffic-class copy: enabled
Traffic-class value: 0
```

<table>
<thead>
<tr>
<th>Name</th>
<th>IP4 Prefix</th>
<th>IP6 Prefix</th>
<th>IP6 Src Pref</th>
<th>EA Bits</th>
<th>PSID Off</th>
<th>PSID Len</th>
</tr>
</thead>
<tbody>
<tr>
<td>cpoc</td>
<td>192.168.1.0/24</td>
<td>2001:db8::/32</td>
<td>1234:5678:90ab:cdef::/64</td>
<td>16</td>
<td>6</td>
<td>4</td>
</tr>
</tbody>
</table>
16.3 MAP Example

16.3.1 Environment

<table>
<thead>
<tr>
<th>MAP Border Relay</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAP Domain Name</td>
<td>cpoc</td>
</tr>
<tr>
<td>IPv6 Prefix</td>
<td>2001:db8::/32</td>
</tr>
<tr>
<td>IPv6 Source Prefix</td>
<td>1234:5678:90ab:cdef::/64</td>
</tr>
<tr>
<td>IPv4 Prefix</td>
<td>192.168.1.0/24</td>
</tr>
<tr>
<td>Port Set Length</td>
<td>8</td>
</tr>
<tr>
<td>Port Set Offset</td>
<td>0</td>
</tr>
<tr>
<td>Embedded Address Bits</td>
<td>16</td>
</tr>
<tr>
<td>MTU</td>
<td>1300</td>
</tr>
<tr>
<td>Interface</td>
<td>GigabitEthernet0/14/0</td>
</tr>
<tr>
<td>IPv6 Address</td>
<td>fd01:2::1/64</td>
</tr>
<tr>
<td>IPv4 Address</td>
<td>203.0.113.2/24</td>
</tr>
</tbody>
</table>

16.3.2 TNSR Border Relay Configuration

This shows an example Border Relay (BR) configuration in TNSR to provide service to MAP-T Customer Edge (CE) clients. This example assumes some configuration details are already in place, such as the IPv4 prefix already being routed to the BR from upstream, and default routes configured in TNSR for upstream gateways.

First, configure the interface connected to the upstream network. There could be separate interfaces for reaching the Internet and for reaching the CE network, but this example uses a single interface.

```
tnsr(config)# interface GigabitEthernet0/14/0
tnsr(config-interface)# ip address 203.0.113.2/24
tnsr(config-interface)# ipv6 address fd01:2::1/64
tnsr(config-interface)# exit
```

Next, configure the MAP domain:

```
tnsr(config)# nat nat64 map cpoc
tnsr(config-map)# ipv4 prefix 192.168.1.0/24
tnsr(config-map)# ipv6 prefix 2001:db8::/32
tnsr(config-map)# ipv6 source 1234:5678:90ab:cdef::/64
tnsr(config-map)# embedded-address bit-length 16
tnsr(config-map)# port-set length 4
tnsr(config-map)# port-set offset 6
tnsr(config-map)# mtu 1280
tnsr(config-map)# exit
```

Then add a static route:

```
tnsr(config)# route ipv6 table ipv6-VRF:0
tnsr(config-route-table-v6)# route 2001:db8::/32
tnsr(config-rttbl6-next-hop)# next-hop 0 via fd01:2::2 GigabitEthernet0/14/0
tnsr(config-rttbl6-next-hop)# exit
tnsr(config-route-table-v6)# exit
```

Lastly, enable MAP and MAP-T translation for the interface:
See also:

For information on configuring other operating systems to act as a CE, consult their documentation or check the links in *Additional MAP Reading and Tools* for additional information.

### 16.4 MAP Types

#### 16.4.1 MAP-T (Translation)

With MAP-T, translations are made using mapping rules that can calculate addresses and ports based on information embedded an in IPv6 address, along with several known parameters.

MAP-T clients determine where to send translated IPv4 traffic using the Default Mapping Rule (DMR) IPv6 /64 prefix.

#### 16.4.2 MAP-E (Encapsulation)

MAP-E is similar to MAP-T, but instead of translating IPv4 traffic and encoding information in the address, the IPv4 requests are encapsulated in IPv6 between the CE and BR as described in RFC 2473.

MAP-E clients send all IPv4 encapsulated traffic to the BR IPv6 address.

#### 16.4.3 Additional MAP Reading and Tools

MAP is a complex topic and much of it is outside the scope of TNSR documentation. There are a number of additional resources that have information on MAP along with examples for other operating systems and example environments.

We recommend the following links as starting points for MAP information.

- CableLabs MAP Technical Report CL-TR-MAP-V01-160630
- Charter MAP-T deployment presentation MAP-T NANOG Video / MAP-T NANOG Slides
- Cisco MAP Simulation Tool
- MAP-E RFC 7597
- MAP-T RFC 7599
DYNAMIC HOST CONFIGURATION PROTOCOL

The Dynamic Host Configuration Protocol (DHCP) service on TNSR provides automatic addressing to clients on an interface. Typically, this service uses a local, internal interface such as one connected to a LAN or DMZ.

17.1 DHCP Configuration

The main IPv4 DHCP configuration mode, entered with `dhcp4 server`, defines global options for IPv4 DHCP that affect the general behavior of DHCP as well as options that cover all subnets and pools.

To enter IPv4 DHCP configuration mode, enter:

```text
  tnsr# configure
  tnsr(config)# dhcp4 server
  tnsr(config-kea-dhcp4)#
```

From this mode, there are a variety of possibilities, including:

- **subnet** Subnet configuration, see `Subnet Configuration.`
- **description** Description of the DHCP server
- **option** A DHCP Option declaration, see `DHCP Options.`
- **decline-probation-period <n>** Decline lease probation period, in seconds.
- **echo-client-id <boolean>** Controls whether or not the DHCP server sends the client-id back to the client in its responses.
- **interface listen <if-name>** The interface upon which the DHCP daemon will listen. **This is required.**
- **interface socket (raw|udp)** Controls whether the DHCP daemon uses raw or UDP sockets.
- **lease filename <path>** Lease database file
- **lease lfc-interval <n>** Lease file cleanup frequency, in seconds.
- **lease persist <boolean>** Whether or not the lease database will persist.
- **logging <logger-name>** Controls which events are logged by the DHCP daemon. Enters config-kea-dhcp4-log mode. See logging for more information.
- **match-client-id <boolean>** When true, DHCP will attempt to match clients first based on client ID and then by MAC address if the client ID doesn’t produce a match. When false, it prefers the MAC address.
- **next-server <IP Address>** Specifies a TFTP server to be used by a client.
- **rebind-timer <n>** Sets the period, in seconds, at which a client must rebind its address.
renew-timer <n>  Sets the period, in seconds, at which a client must renew its lease.

valid-lifetime <n>  The period of time, in seconds, for which a lease will be valid.

Some of these values may be set here globally, and again inside subnets or pools. In each case, the more specific value will be used. For example, if an option is defined in a pool, that would be used in place of a global or subnet definition; A subnet option will be favored over a global option. In this way, the global space may define defaults and then these defaults can be changed if needed for certain areas.

17.1.1 DHCP Options

DHCP Options provide information to clients beyond the basic address assignment. These options give clients other aspects of the network configuration, tell clients how they should behave on the network, and give them information about services available on the network. Common examples are a default gateway, DNS Servers, Network Time Protocol servers, network booting behavior, and dozens of other possibilities.

See also:

For a list of Standard IPv4 DHCP options, see Standard IPv4 DHCP Options. This list also includes the type of data expected and whether or not they take multiple values.

The general form of an option is:

```
tnsr(config-kea-dhcp4)# option <name>
tnsr(config-kea-dhcp4-opt)# data <comma-separated values>
tnsr(config-kea-dhcp4-opt)# exit
```

This example defines a global domain name for all clients in all subnets:

```
tnsr(config-kea-dhcp4)# option domain-name
tnsr(config-kea-dhcp4-opt)# data example.com
ntsr(config-kea-dhcp4-opt)# exit
```

This example defines a default gateway for a specific subnet:

```
tnsr(config-kea-subnet4)# option routers
tnsr(config-kea-subnet4-opt)# data 10.2.0.1
ntsr(config-kea-subnet4-opt)# exit
```

To see a list of option names, enter:

```
tnsr(config-kea-dhcp4)# option ?
```

When defining options the data can take different forms. The DHCP daemon uses comma-separated value (CSV) format by default and it will automatically convert the text representation of a value to the expected data in the daemon.

Inside the option configuration mode, the following choices are available:

- **always-send <boolean>**  Controls whether the DHCP server will always send this option in a response, or only when requested by a client. The default behavior varies by option and is documented in Standard IPv4 DHCP Options
- **csv-format <boolean>**  Toggles between either CSV formatted data or raw binary data. This defaults to true unless an option does not have a default definition. In nearly all cases this option should be left at the default.
- **data <data>**  Arbitrary option data. Do not enclose in quotes. To see option data types and expected formats, see Standard IPv4 DHCP Options
- **space <name>**  Option space in which this entry exists, defaults to dhcp4.
Standard IPv4 DHCP Options

This list contains information about the standard IPv4 DHCP options, sourced from the Kea Administrator Manual section on DHCP Options.

For a list of the Types and their possible values, see DHCP Option Types.

<table>
<thead>
<tr>
<th>Name</th>
<th>Code</th>
<th>Type</th>
<th>Array</th>
<th>Always Return</th>
</tr>
</thead>
<tbody>
<tr>
<td>time-offset</td>
<td>2</td>
<td>int32</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>routers</td>
<td>3</td>
<td>ipv4-address</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>time-servers</td>
<td>4</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>name-servers</td>
<td>5</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>domain-name-servers</td>
<td>6</td>
<td>ipv4-address</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>log-servers</td>
<td>7</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>cookie-servers</td>
<td>8</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>lpr-servers</td>
<td>9</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>impress-servers</td>
<td>10</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>resource-location-servers</td>
<td>11</td>
<td>ipv4-address</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>boot-size</td>
<td>13</td>
<td>uint16</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>merit-dump</td>
<td>14</td>
<td>string</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>domain-name</td>
<td>15</td>
<td>fqdn</td>
<td>false</td>
<td>true</td>
</tr>
<tr>
<td>swap-server</td>
<td>16</td>
<td>ipv4-address</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>root-path</td>
<td>17</td>
<td>string</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>extensions-path</td>
<td>18</td>
<td>string</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>ip-forwarding</td>
<td>19</td>
<td>boolean</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>non-local-source-routing</td>
<td>20</td>
<td>boolean</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>policy-filter</td>
<td>21</td>
<td>ipv4-address</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>max-dgram-reassembly</td>
<td>22</td>
<td>uint16</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>default-ipttl</td>
<td>23</td>
<td>uint8</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>path-mtu-aging-timeout</td>
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<td>uint32</td>
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<td>record (uint8, binary)</td>
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<td>125</td>
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</tbody>
</table>

**DHCP Option Types**

- **binary**  An arbitrary string of bytes, specified as a set of hexadecimal digits.
- **boolean**  Boolean value with allowed values true or false.
- **empty**  No value, data is carried in suboptions.
- **fqdn**  Fully qualified domain name (e.g. www.example.com).
- **ipv4-address**  IPv4 address in dotted-decimal notation (e.g. 192.0.2.1).
- **ipv6-address**  IPv6 address in compressed colon notation (e.g. 2001:db8::1).
- **record**  Structured data of other types (except record and empty).
- **string**  Any arbitrary text.
- **int32**  32 bit signed integer with values between -2147483648 and 2147483647.
- **uint8**  8 bit unsigned integer with values between 0 and 255.
- **uint16**  16 bit unsigned integer with values between 0 and 65535.
- **uint32**  32 bit unsigned integer with values between 0 and 4294967295.

**17.1.2 Subnet Configuration**

A subnet defines a network in which the DHCP server will provide addresses to clients, for example:

```
tnsr(config-kea-dhcp4)# subnet 10.2.0.0/24
tnsr(config-kea-subnet4)# interface GigabitEthernet0/14/2
```

From within the subnet4 configuration mode, the following commands can be used:

- **id <id>**  Sets an optional unique identifier for this subnet.
**interface** `<name>` **Required.** The interface on which the subnet is located.

**option** Defines an option specific to this subnet (**DHCP Options**).

**pool** Defines a pool of addresses to serve inside this subnet. (**Address Pool Configuration**).

**reservation** `<ipv4-address>` Defines a host reservation to tie a client MAC address to a static IP address assignment.

At a minimum, the subnet itself must contain an **interface** definition and a **pool**.

### 17.1.3 Address Pool Configuration

A **pool** controls which addresses inside the **subnet** can be used by clients, for example:

```
tnsr(config-kea-subnet4)# pool 10.2.0.128-10.2.0.191
```

A pool may be defined as an address range (inclusive) as shown above in `<ipv4-addr>-<ipv4-addr>` format, or as a prefix, such as `10.2.0.128/26`.

Options can be defined inside a pool that only apply to clients receiving addresses from that pool.

### 17.1.4 Host Reservations

A **reservation** sets up a static IP address reservation for a client inside a subnet. For example:

```
tnsr(config-kea-subnet4)# reservation 10.2.0.20
```

This reservation ensures that a client always obtains the same IP address, and can also provide the client with DHCP options that differ from the main subnet configuration.

Reservations are defined from within **config-kea-subnet4** mode, and take the form of **reservation** `<ipv4-address>`. That command then enters **config-kea-subnet4**-reservation mode, which contains the following options:

- **hostname** `<hostname>` The hostname for this client.
- **mac-address** `<mac-address>` **Mandatory.** The MAC address of the client, used to uniquely identify the client and assign this reserved IP address. The same MAC address cannot be used in more than one reservation on a single subnet.
- **option** `<dhcp4-option>` DHCP options specific to this client. See **DHCP Options** for details on configuring DHCP options.

At a minimum, a reservation entry requires the **ipv4-address** which defines the reservation itself, and a **mac-address** to identify the client.

**Warning:** While it is possible to define a reservation inside a pool, this can lead to address conflicts in certain cases, such as when a different client already holds a lease for the new reservation.

The best practice is to keep reservations outside of the dynamic assignment pool.

Host reservation example:
17.2 DHCP Service Control and Status

17.2.1 Enable the DHCP Service

Enable the DHCP4 server:

```bash
tenr(config)# dhcp4 enable
tenr(config)#
```

17.2.2 Disable the DHCP Service

Similar to the DHCP enable command, disable the DHCP4 service from configuration mode:

```bash
tenr(config)# dhcp4 disable
tenr(config)#
```

17.2.3 Check the DHCP Service Status

Check the status of the DHCP services from configuration mode:

```bash
tenr(config)# service dhcp status
DHCPv4 server: active
DHCPv6 server: inactive
DHCP DDNS: inactive
Control Agent: inactive
Kea DHCPv4 configuration file: /etc/kea/kea-dhcp4.conf
Kea DHCPv6 configuration file: /etc/kea/kea-dhcp6.conf
Kea DHCP DDNS configuration file: /etc/kea/kea-dhcp-ddns.conf
Kea Control Agent configuration file: /etc/kea/kea-ctrl-agent.conf
keactrl configuration file: /etc/kea/keactrl.conf
```

17.2.4 View the DHCP Configuration

View the current Kea DHCP Daemon and Control TNSR Configuration:

```bash
tenr# show kea
```

View the current Kea DHCP Daemon TNSR Configuration:

```bash
tenr# show kea dhcp4
```

View the current Kea DHCP daemon configuration file:
View the current Kea Control TNSR Configuration:

tnsr# show kea keactrl

View the current Kea Control Configuration file:

tnsr# show kea keactrl config-file

17.3 DHCP Service Example

Configure the DHCP IPv4 Service from configuration mode (*Configuration Mode*). This example uses the interface and subnet from *Example Configuration*:

```
tnsr(config)# dhcp4 server
  tnsr(config-kea-dhcp4)# description LAN DHCP Server
  tnsr(config-kea-dhcp4)# interface listen GigabitEthernet0/14/2
  tnsr(config-kea-dhcp4)# option domain-name
  tnsr(config-kea-dhcp4-opt)# data example.com
  tnsr(config-kea-dhcp4-opt)# exit
  tnsr(config-kea-dhcp4)# subnet 10.2.0.0/24
  tnsr(config-kea-subnet4)# pool 10.2.0.128-10.2.0.191
  tnsr(config-kea-subnet4-pool)# exit
  tnsr(config-kea-subnet4)# interface GigabitEthernet0/14/2
  tnsr(config-kea-subnet4)# option domain-name-servers
  tnsr(config-kea-subnet4-opt)# data 8.8.8.8, 8.8.4.4
  tnsr(config-kea-subnet4-opt)# exit
  tnsr(config-kea-subnet4)# option routers
  tnsr(config-kea-subnet4-opt)# data 10.2.0.1
  tnsr(config-kea-subnet4-opt)# exit
  tnsr(config-kea-subnet4)# exit
  tnsr(config-kea-dhcp4)# exit
  tnsr(config)# dhcp4 enable
  tnsr(config)#
```

The above example configures example.com as the domain name supplied to all clients. For the specific subnet in the example, the TNSR IP address inside the subnet is supplied by DHCP as the default gateway for clients, and DHCP will instruct clients to use 8.8.8.8 and 8.8.4.4 for DNS servers.

**Note:** The subnet definition requires an interface.
TNSR uses the Unbound Domain Name System Resolver to handle DNS resolution and client queries.

Unbound is a recursive caching DNS resolver. Unbound can validate DNS data integrity with DNSSEC, and supports query privacy using DNS over TLS.

By default Unbound will act as a DNS resolver, directly contacting root DNS servers and other authoritative DNS servers in search of answers to queries. Unbound can also act as a DNS Forwarder, sending all DNS queries to specific upstream servers.

18.1 DNS Resolver Configuration

Unbound can be configured with a wide array of optional parameters to fine-tune its behavior. Due to the large number of options, this documentation is split into several parts, with related options listed together.

These options are all found in config-unbound mode, which is entered by the command `unbound server` from configuration mode (Configuration Mode).

- **enable/disable** These commands enable or disable options that do not require additional parameters, they can only be turned on or off. The specific options are discussed in other areas of this chapter such as Security Tuning and Cache & Performance Tuning.

- **verbosity <n>** Sets the verbosity of the logs, from 0 (no logs) through 5 (high). Default value is 1. Each level provides the information from the lower levels plus additional data.
  - Level 1: Operational Information
  - Level 2: Additional details
  - Level 3: Per-query logs with query level information
  - Level 4: Algorithm level information
  - Level 5: Client identification for cache misses

- **interface <x.x.x.x> [port <n>]** Configures an interface IP address that Unbound will use for binding as a server, and an optional port specification. In most cases there should be an interface definition for a TNSR IP address in each local network, plus a definition for localhost (127.0.0.1 as shown in Resolver Mode Example). The port number defaults to 53 and should not be changed in most use cases.

- **outgoing-interface <ip-address>** Configures an interface IP address that Unbound will use when making outbound DNS queries to upstream servers (roots or forwarders).
**Note:** If this is not configured, Unbound will make queries using the host OS default route, and not TNSR interfaces or routes.

- **port <n>** Sets the default port which Unbound will use to listen for client queries. Defaults to 53.

- **enable/disable ip4** Tells Unbound to use, or not use, IPv4 for answering or performing queries. Default is enabled. Unless TNSR has no IPv4 connectivity, this should be left enabled.

- **enable/disable ip6** Tells Unbound to use, or not use, IPv6 for answering or performing queries. Default is enabled. Unless there is a situation where TNSR is configured with IPv6 addresses but lacks working connectivity to upstream networks via IPv6, this should remain enabled.

- **enable/disable udp** Tells Unbound to use, or not use, UDP for answering or performing queries. Default is enabled. In nearly all cases, DNS requires UDP to function, except special cases such as a pure DNS over TLS environment. Thus, this should nearly always be left enabled.

- **enable/disable tcp** Tells Unbound to use, or not use, TCP for answering or performing queries. Default is enabled. TCP is generally required for functional DNS, especially for queries with large answers. DNS over TLS also requires TCP. Unless a use case specifically calls for UDP DNS only, this should remain enabled.

- **access-control** Configures access control list entries for Unbound. See Access Control Lists.

- **forward-zone** Enters config-unbound-fwd-zone mode. See Forward Zones.

### 18.1.1 Access Control Lists

Access Control Lists in Unbound determine which clients can and cannot perform queries against the DNS Resolver as well as aspects of client behavior.

The default behavior is to allow access from TNSR itself (localhost), but refuse queries from other clients.

Example:

```bash
tnsr(config)# unbound server
tnsr(config-unbound)# access-control 10.2.0.0/24 allow
```

The general form of the command is:

```bash
tnsr(config-unbound)# access-control <IPv4 or IPv6 Network Prefix> <action>
```

The IPv4 or IPv6 Network Prefix is a network specification, such as 10.2.0.0/24 or 2001:db8::/64. For a single address, use /32 for IPv4 or /128 for IPv6.

The Action types are:

- **allow** Allow access to recursive and local data queries for clients in the specified network.

- **allow_snoop** Allow access to recursive and local data queries for clients in the specified network, additionally this allows access to cache snooping. Cache snooping is a technique to use nonrecursive queries to examine the contents of the cache for debugging or identifying malicious data.

- **refuse** Stops queries from clients in the specified network, but sends a DNS response code REFUSED error. This is the default behavior for networks other than localhost, since it is friendly and protocol-safe response behavior.

- **refuse_non_local** Similar to refuse but allows queries for authoritative local data. Recursive queries are refused.
deny  Drops and does not respond to queries from clients in the specified network. In most cases a refuse action is preferable since DNS is not designed to handle a non-response. A lack of response may cause clients to send additional unwanted queries.

deny_non_local  Allows queries for authoritative local-data only, all other queries are dropped without a response.

18.1.2 Forward Zones

In Unbound, a Forward Zone controls how queries are handled on a per-zone basis. This can be used to send queries for a specific domain or zone to a specific DNS server, or it can be used to setup forwarding mode sending all queries to one or more upstream recursive DNS servers.

Forward Zone Examples

Example to override the default resolver behavior and forward all queries to an upstream DNS server:

```
tnsr(config)# unbound server
tnsr(config-unbound)# forward-zone .
tnsr(config-unbound-fwd-zone)# nameserver address 8.8.8.8
tnsr(config-unbound-fwd-zone)# nameserver address 8.8.4.4
```

This forwards the root zone (.) and all zones underneath to the specified servers, in this case, 8.8.8.8 and 8.8.4.4.

Example to send queries for one specific domain to an alternate server:

```
tnsr(config)# unbound server
tnsr(config-unbound)# forward-zone example.com
tnsr(config-unbound-fwd-zone)# nameserver address 192.0.2.5
```

This example sends all queries for example.com and subdomains underneath example.com to the server at 192.0.2.5. This is useful for sending queries for internal domains to a local authoritative DNS server, or an internal DNS server reachable through a VPN.

Forward Zone Configuration

To enter config-unbound-fwd-zone mode, start from config-unbound mode and use the forward-zone <zone-name> command. The <zone-name> takes the form of the domain part of a fully qualified domain name (FQDN), but may also be . to denote the root zone.

```
nameserver address <ip-address> [port <port>] [auth-name <name>]  Specifies a DNS server for this zone by IP address. Optionally, a port number may be given (default 53). auth-name sets the FQDN of the DNS server for use in validating certificates with DNS over TLS.
nameserver host <host-name>  Specifies a DNS server for this zone by FQDN. This hostname will be resolved before use.
enable/disable forward-first  When enabled, if a query fails to the forwarding DNS servers it will be retried using resolver mode through the root DNS servers. By default this behavior is disabled.
enable/disable forward-tls-upstream  When enabled, queries to the DNS servers in this zone are sent using DNS over TLS, typically on port 853. This mode provides query privacy by encrypting communication between Unbound and upstream DNS servers in the zone. Default is disabled as this feature is not yet widely supported by other platforms.
```
Multiple DNS server address or host entries may be given for a forward zone. These servers are not queried sequentially and are not necessarily queried simultaneously. Unbound tracks the availability and performance of each DNS server in the zone and will attempt to use the most optimal server for a query.

### 18.1.3 Local Zones

Unbound can host local zone data to complement, control, or replace upstream DNS data. This feature is commonly used to supply local clients with host record responses that do not exist in upstream DNS servers, or to supply local clients with a different response, akin to a DNS view.

#### Local Zone Example

This basic example configures a local zone for example.com and two hostnames inside. If a client queries TNSR for these host records, it will respond with the answers configured in the local zone. If a client requests records for a host under example.com not listed in this local zone, then the query is resolved as usual though the usual resolver or forwarding server mechanisms.

```
tnsr(config)# unbound server
tnsr(config-unbound)# local-zone example.com
  tnsr(config-unbound-local-zone)# type transparent
  tnsr(config-unbound-local-zone)# hostname server.example.com
  tnsr(config-unbound-local-host)# address 192.0.2.5
  tnsr(config-unbound-local-host)# exit
  tnsr(config-unbound-local-zone)# hostname db.example.com
  tnsr(config-unbound-local-host)# address 192.0.2.6
  tnsr(config-unbound-local-host)# exit
```

#### Local Zone Configuration

Local zones are configured in config-unbound mode (DNS Resolver Configuration) using the `local-zone <zone-name>` command. This defines a new local zone and enters config-unbound-local-zone mode. Within config-unbound-local-zone mode, the following commands are available:

- **description** `<descr>` A short text description of the zone
- **type** `<type>` The type for this local zone, which can be one of:
  - **transparent** Gives local data, and resolves normally for other names. If the query matches a defined host but not the record type, the client is sent a `NOERROR`, `NODATA` response. This is the most common type and most likely the best choice for most scenarios.
  - **typetransparent** Similar to transparent, but will forward requests for records that match by name but not by type.
  - **deny** Serve local data, drop queries otherwise.
  - **inform** Like transparent, but logs the client IP address.
  - **inform_deny** Drops queries and logs the client IP address.
  - **no_default** Normally resolve AS112 zones.
  - **redirect** Serves zone data for any subdomain in the zone.
  - **refuse** Serve local data, else reply with `REFUSED` error.
  - **static** Serve local data, else `NXDOMAIN` or `NODATA` answer.
hostname <fqdn> Defines a new hostname within the zone, and enters config-unbound-local-host mode. A local zone may contain multiple hostname entries.

**Note:** Include the domain name when creating a hostname entry.

Inside config-unbound-local-host mode, the following commands are available:

- **description <desc>** A short text description of this host
- **address <ip-address>** The IPv4 or IPv6 address to associate with this hostname for forward and reverse (PTR) lookups.

### 18.1.4 Security Tuning

Unbound can be tuned to provide stronger (or weaker) security and privacy, depending on the needs of the network and features supported by clients and upstream servers.

- **enable caps-for-id** Experimental support for draft dns-0x20. This feature combats potentially spoofed replies by randomly flipping the 0x20 bit of ASCII letters, which switches characters between upper and lower case. The answer is checked to ensure the case in the response matches the request exactly. This is disabled by default since it is experimental, but is safe to enable unless the upstream server does not copy the query question to the response identically. Most if not all servers follow this convention, but it is unknown if this behavior is truly universal.

- **enable harden dnssec-stripped** Require DNSSEC for trust-anchored zones. If the DNSSEC data is absent, the zone is marked as bogus. If disabled and no DNSSEC data is received in the response, the zone is marked insecure. Default behavior is enabled. If disabled, there is a risk of a forced downgrade attack on the response that disables security on the zone.

- **enable harden glue** Trust glue only if the server is authorized. Default is enabled.

- **enable hide identity** When enabled, queries are refused for id.server and hostname.bind, which prevents clients from obtaining the server identity. Default behavior is disabled.

- **enable hide version** When enabled, queries are refused for version.server and version.bind, preventing clients from determining the version of Unbound. Default behavior is disabled.

- **thread unwanted-reply-threshold <threshold>** When set, Unbound tracks the total number of unwanted replies in each thread. If the threshold is reached, Unbound will take defensive action and logs a warning. This helps prevent cache poisoning by clearing the RRSet and message caches when triggered. By default this behavior is disabled. If this behavior is desired, a starting value of 10000000 (10 million) is best. Change the value in steps of 5-10 million as needed.

- **jostle timeout <t>** Timeout in milliseconds, used when the server is very busy. This timeout should be approximately the same as the time it takes for a query to reach an upstream server and receive a response (round trip time). If a large number of queries are received by Unbound, than half the active queries are allowed to complete and the other half are replaced by new queries. This helps reduce the effectiveness of a denial of service attack by allowing the server to ignore slow queries when under load. The default value is 200 msec.

### 18.1.5 Cache & Performance Tuning

- **port outgoing range <n>** Sets the number of source ports Unbound may use per thread to connect when making outbound queries to upstream servers. A larger number of ports provides protection against
spoofing. Default value varies by platform. A large number of ports yields better performance but it also consumes more host resources.

**edns reassembly size <s>**  Number to advertise as the EDNS reassembly buffer size, in bytes. This value is sent in queries and must not be set larger than the default message buffer size, 65552. The default value is 4096, which is recommended by RFC. May be set lower to alleviate problems with fragmentation resulting in timeouts. If the default value is too large, try 1472, or 512 in extreme cases. Avoid setting that low as it will cause many queries to fall back to TCP which can negatively impact performance.

**host cache num-hosts <num>**  Number of hosts to hold in the cache, defaults to 10000. Larger caches can result in increased performance but consume more host resources.

**host cache slabs <s>**  Number of slabs in the host cache. Larger numbers help prevent lock contention by threads when performing cache operations. The value is a power of 2, between 0..10

**host cache ttl <t>**  The amount of time, in seconds, that entries in the host cache are kept. Default value is 900 seconds.

**enable key prefetch**  When enabled, Unbound will start fetching DNSKEYS when it sees a DS record instead of waiting until later in the process. Prefetching keys will consume more CPU, but reduces latency. The default is disabled.

**key cache slabs <s>**  Number of slabs in the key cache. Larger numbers help prevent lock contention by threads when performing key cache operations. The value is a power of 2, between 0..10. Setting to a number close to the number of CPUs/cores in the host is best.

**enable message prefetch**  Prefetch message cache items before they expire to keep entries in the cache updated. When enabled, Unbound will consume approximately 10% more throughput and CPU time but it will keep popular items primed in the cache for better client performance. Disabled by default.

**message cache size <s>**  Size of the message cache, in bytes. The message cache stores DNS meta-information such as message formats. Default value is 4 MB.

**message cache slabs <s>**  Number of slabs in the message cache. Larger numbers help prevent lock contention by threads when performing message cache operations. The value is a power of 2, between 0..10. Setting to a number close to the number of CPUs/cores in the host is best.

**rrset cache size <s>**  Size of the RRset cache, in bytes. The RRset cache stores resource records. Default value is 4 MB.

**rrset cache slabs <s>**  Number of slabs in the RRset cache. Larger numbers help prevent lock contention by threads when performing RRset cache operations. The value is a power of 2, between 0..10. Setting to a number close to the number of CPUs/cores in the host is best.

**rrset-message cache ttl maximum <max>**  Maximum time that values in the RRset and message caches are kept in the cache, specified in seconds. The default value is 86400 (1 day). When set lower, Unbound will be forced to query for data more often, but it will also ignore very large TTLs in DNS responses.

**rrset-message cache ttl minimum <max>**  Minimum time that values in the RRset and message caches are kept in the cache, specified in seconds. The default value is 0, which honors the TTL specified in the DNS response. Higher values may ignore the TTL set by the response, which means a record may be out of sync with the source, but it also prevents queries from being repeated frequently when a very low TTL is set by the domain.

**socket receive-buffer size <s>**  SO_RCVBUF socket receive buffer size for incoming queries on the listening port(s). Larger values result in less drops during spikes in activity. The default is 0 which uses the system default value. Cannot be set higher than the maximum value for the operating system, such as the one shown in the *net.core.rmem_max* sysctl OID.
**tcp buffers incoming** `<n>` Number of incoming TCP buffers that Unbound will allocate per thread. Larger values can handle higher loads, but will consume more resources. The default value is 10. A value of 0 will disable acceptance of TCP queries.

**tcp buffers outgoing** `<n>` Number of outgoing TCP buffers that Unbound will allocate per thread. Larger values can handle higher loads, but will consume more resources. The default value is 10. A value of 0 will disable TCP queries to authoritative DNS servers.

**thread num-queries** `<n>` Number of queries serviced by each thread simultaneously. If more queries arrive and there is no room to answer them, the new queries will be dropped, unless older/slower queries can be dropped by using the jostle timeout. Default varies by platform but is typically 512 or 1024.

**thread num-threads** `<n>` Number of threads created by Unbound for serving clients. Defaults to one thread per CPU/core. To disable threading, set to 1.

**enable serve-expired** When enabled, Unbound will immediately serve answers to clients using expired cache entries if they exist. Unbound still performs the query and will update the cache with the result. This can result in faster, but potentially incorrect, answers for client queries. Default is disabled.

### 18.2 DNS Resolver Service Control and Status

#### 18.2.1 Enable the DNS Resolver

Enable the DNS Resolver:

```
tnsr(config)# unbound enable
tnsr(config)#
```

#### 18.2.2 Disable the DNS Resolver

Similar to the `enable` command, disable the DNS Resolver from configuration mode:

```
tnsr(config)# unbound disable
tnsr(config)#
```

#### 18.2.3 Check the DNS Resolver Status

Check the status of the DNS Resolver from configuration mode:

```
tnsr(config)# service unbound status
* unbound.service - Unbound recursive Domain Name Server
  Loaded: loaded (/usr/lib/systemd/system/unbound.service; disabled; vendor preset:
  → disabled)
  Active: active (running) since Wed 2018-08-22 15:26:05 EDT; 55min ago
  Process: 26675 ExecStartPre=/usr/sbin/unbound-anchor -a /var/lib/unbound/root.key -c /etc/unbound/icannbundle.pem (code=exited, status=0/SUCCESS)
  Process: 26673 ExecStartPre=/usr/sbin/unbound-checkconf (code=exited, status=0/SUCCESS)
  Main PID: 26679 (unbound)
  CGroup: /system.slice/unbound.service
```

(continues on next page)
18.2.4 View the DNS Resolver Configuration

View the current Unbound DNS Resolver daemon configuration file:

```plaintext
tnsr# show unbound config-file
```

18.3 DNS Resolver Examples

Configure the DNS Resolver Service from configuration mode (Configuration Mode). These examples use the interface and subnet from Example Configuration.

18.3.1 Resolver Mode Example

For Resolver mode, the configuration requires only a few basic options:

```plaintext
tnsr# configure
tnsr(config)# unbound server
tnsr(config-unbound)# interface 127.0.0.1
tnsr(config-unbound)# interface 10.2.0.1
tnsr(config-unbound)# outgoing-interface 203.0.113.2
tnsr(config-unbound)# access-control 10.2.0.0/24 allow
tnsr(config-unbound)# exit
tnsr(config)# unbound enable
```

This example enables the Unbound DNS Resolver and configures it to listen on localhost as well as 10.2.0.1 (GigabitEthernet0/14/2, labeled LAN in the example). It uses 203.0.113.2, which is the example WAN interface address, for outgoing queries. The example also allows clients inside the local subnet, 10.2.0.0/24, to perform DNS queries and receive responses.

18.3.2 Forwarding Mode Example

For Forwarding mode, use the configuration above plus these additional commands:
This example builds on the previous example but instead of working in resolver mode, it will send all DNS queries to the upstream DNS servers 8.8.8.8 and 8.8.4.4.
The Network Time Protocol (NTP) service on TNSR synchronizes the host clock with reference sources, typically remote servers. It also acts as an NTP server for clients.

19.1 NTP Configuration

The NTP daemon has a variety of options to fine-tune its timekeeping behavior.

```
interface sequence <seq> <action> <address>  Interface binding options. The default behavior when no interface configuration entries are present is to bind to all available addresses on the host.

  seq  The sequence number controls the order of the interface definitions in the NTP daemon configuration.

  action  The action taken for NTP traffic on this interface, it can be one of:
            drop  Bind the daemon to this interface, but drop NTP traffic.
            ignore  Do not bind the daemon to this interface.
            listen  Bind the daemon to this interface and use it for NTP traffic.

  address  The address or interface to bind. This may be:
            prefix  An IPv4/IPv6 prefix, which will bind to only that specific address.
            interface  An interface name, which will bind to every address on that interface.
            all  Bind to all interfaces and addresses on TNSR.
```

```
server <address|host> <server>  Defines an NTP peer with which the daemon will attempt to synchronize the clock. This command enters config-ntp-server mode. The server may be specified as:

  address <IPv4/IPv6 Address>  An IPv4 or IPv6 address specifying a single NTP server.
  host <fqdn>  A fully qualified domain name, which will be resolved using DNS.
```

Within config-ntp-server mode, additional commands are available that control how NTP interacts with the specified server:

```
iburst  Use 8 packets on unreachable servers, which results in faster synchronization at startup and when a peer is recovering.

maxpoll <poll>  Maximum polling interval for NTP messages. This is specified as a power of 2, in seconds. May be between 7 and 17, defaults to 10 (1024 seconds).

noselect  Instructs NTP to not use the server for synchronization, but it will still connect and display statistics from the server.
```
prefer When set, NTP will prefer this server if it and multiple other servers are all viable candidates of equal quality.

operational-mode server This entry is a single server. When the server is specified as an FQDN, if the DNS response contains multiple entries then only one is selected. Can also be used with IPv4/IPv6 addresses directly, rather than FQDN entries.

operational-mode pool This entry is a pool of servers. Only compatible with FQDN hosts. NTP will expect multiple records in the DNS response and will use all of these entries as distinct servers. This is a reliable way to configure multiple NTP peers with minimal configuration.

**Warning:** An operational-mode is required.

tinker panic <n> Sets the NTP panic threshold, in seconds. This is a sanity check which will cause NTP to fail if the difference between the local and remote clocks is too great. Commonly set to 0 to disable this check so that NTP will still synchronize when its clock is off by a large factor. The default value is 1000.

tos orphan <n> Configures the stratum of orphan mode servers from 1 to 16. When all UTC reference peers below this stratum are unreachable, clients in the same subnet may use each other as references as a last resort.

driftfile <file> Full path to the filename used by the NTP daemon to store clock drift information to improve accuracy over time. This file and its directory must be writable by the ntp user or group.

statsdir <file> Full path to statistics directory used by the NTP daemon. This directory must be writable by the ntp user or group.

<enable|disable> monitor Enables or disables the monitoring facility used to poll the NTP daemon for information about peers and other statistics. This is enabled by default, and is also enabled if limited is present in any restrict entries. This is required for show ntp <x> commands which display peer information to function.

### 19.1.1 NTP Restrictions

NTP restrictions control how NTP treats traffic from peers. The NTP Service Example at the start of this section contains a good set of restrictions to use as a starting point.

These restrictions are configured using the restrict command from within config-ntp mode.

**restrict <default|source|host|prefix>** This command enters config-ntp-restrict mode.

The restriction is placed upon an address specified as:

- **default** The default restriction for any host.
- **source** Default restrictions for associated hosts.
- **host** An address specified as an FQDN to be resolved using DNS.
- **prefix** An IPv4 or IPv6 network specification.

In config-ntp-restrict mode, the following settings control what hosts matching this restriction can do:

- **kod** Sends a Kiss of Death packet to misbehaving clients. Only works when paired with the limited option.
limited Enforce rate limits on clients. This does not apply to queries from ntpq/ntpd or the show ntp <x> commands.

nomodify Allows clients to query read only server state information, but does not allow them to make changes.

nopeer Deny unauthorized associations. When using a server entry in pool mode, this should be present in the default restriction but not in the source restriction.

noquery Deny ntpq/ntpd/show ntp <x> queries for NTP daemon information. Does not affect NTP acting as a time server.

noserve Disables time service. Still allows ntpq/ntpd/show ntp <x> queries

notrap Decline mode 6 trap service to clients.

19.1.2 NTP Logging

The NTP Logging configuration controls which type of events are logged by the NTP daemon using syslog, and the verboseness of the logs. By default, the NTP daemon will log all synchronization messages.

The logging configuration is set using the logconfig command from within config-ntp mode.

logconfig sequence <seq> <action> <class> <type>

seq Specifies the sequence for log entries so that the order of parameters may be controlled by the configuration.

action Specifies the action for this log entry, as one of:

set Set the mask for the log entry. Typically this would be used for the first entry to control which message class+type is logged as the base set of log entries.

add Add log entries matching this specification to the specified total set of logs.

delete Do not log entries matching this specification in the total set of logs.

class Specifies the message class, which can be one of:

all All message classes

clock Messages about local clock events and information.

peer Messages about peers.

sync Messages about the synchronization state.

sys Messages about system events and status.

type Specifies the type of messages to log for each class:

all All types of messages.

events Event messages.

info Informational messages.

statistics Statistical information.

status Status changes.
19.2 NTP Service Control and Status

19.2.1 Enable the NTP Service

Enable the NTP server:

```
tnsr(config)# ntp enable
```

19.2.2 Disable the NTP Service

Similar to the NTP enable command, disable the NTP service from configuration mode:

```
tnsr(config)# ntp disable
```

19.2.3 Check the NTP Service Status

Check the status of the NTP services from configuration mode:

```
tnsr(config)# service ntp status
* ntpd.service - Network Time Service
  Loaded: loaded (/usr/lib/systemd/system/ntpd.service; disabled; vendor preset:→
  disabled)
  Active: active (running) since Thu 2018-11-15 07:05:57 EST; 2 weeks 5 days ago
  Main PID: 1744 (ntpd)
  CGroup: /system.slice/ntpd.service
  └ 1744 /usr/sbin/ntpd -u ntp:ntp -g

Dec 04 11:38:44 ntpd[1744]: Listen normally on 21 mytap 10.2.99.1 UDP 123
Dec 04 11:38:44 ntpd[1744]: Listen normally on 22 vpp5 fe80::208:a2ff:fe09:95b5 UDP→
    123
Dec 04 11:38:44 ntpd[1744]: Listen normally on 23 vpp1 fe80::208:a2ff:fe09:95b1 UDP→
    123
Dec 04 11:38:44 ntpd[1744]: Listen normally on 24 vpp1 fe80::208:a2ff:fe09:95b5 UDP→
    123
Dec 04 11:38:44 ntpd[1744]: Listen normally on 25 vpp5 fe80::15 UDP 123
Dec 04 11:38:44 ntpd[1744]: Listen normally on 26 mytap fe80::c41e:7bff:fea5:462a UDP→
    123
Dec 04 11:38:44 ntpd[1744]: new interface(s) found: waking up resolver
```

19.2.4 View NTP Peers

The NTP peer list shows the peers known to the NTP daemon, along with information about their network availability and quality. For more information on peer associations, see View NTP Associations.

```
tnsr(config)# show ntp peers
```

<table>
<thead>
<tr>
<th>Id</th>
<th>Host</th>
<th>Ref ID</th>
<th>Stratum</th>
<th>Reach</th>
<th>Poll</th>
<th>Delay</th>
<th>Offset</th>
<th>Jitter</th>
</tr>
</thead>
<tbody>
<tr>
<td>17417</td>
<td>5.9.80.113</td>
<td>192.53.103.103</td>
<td>2</td>
<td>0xff</td>
<td>512</td>
<td>134.456</td>
<td>-1.936</td>
<td>3.904</td>
</tr>
<tr>
<td>17418</td>
<td>95.216.39.155</td>
<td>131.188.3.223</td>
<td>2</td>
<td>0xff</td>
<td>512</td>
<td>151.370</td>
<td>-1.582</td>
<td>4.883</td>
</tr>
<tr>
<td>17419</td>
<td>145.239.118.233</td>
<td>85.199.214.98</td>
<td>2</td>
<td>0xecc</td>
<td>512</td>
<td>126.181</td>
<td>4.112</td>
<td>21.541</td>
</tr>
<tr>
<td>17420</td>
<td>178.128.4.44</td>
<td>204.123.2.5</td>
<td>2</td>
<td>0xff</td>
<td>512</td>
<td>80.998</td>
<td>2.906</td>
<td>4.140</td>
</tr>
</tbody>
</table>
19.2.5 View NTP Associations

The NTP peer associations list shows how the NTP daemon is using each peer, along with its status. These peers are listed by ID. For more information on each peer, see View NTP Peers.

<table>
<thead>
<tr>
<th>Id</th>
<th>Status</th>
<th>Persistent</th>
<th>Auth</th>
<th>En</th>
<th>Authentic</th>
<th>Reachable</th>
<th>Broadcast</th>
<th>Selection</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>----</td>
<td>------</td>
<td>----------</td>
<td>------</td>
<td>----</td>
<td>-----------</td>
<td>-----------</td>
<td>-----------</td>
<td>------------</td>
<td>-------------</td>
</tr>
<tr>
<td>17417</td>
<td>0x931a</td>
<td>true</td>
<td>false</td>
<td>false</td>
<td>false</td>
<td>true</td>
<td>false</td>
<td>outlier</td>
<td>sys_peer 1</td>
</tr>
<tr>
<td>17418</td>
<td>0x941a</td>
<td>true</td>
<td>false</td>
<td>false</td>
<td>false</td>
<td>true</td>
<td>false</td>
<td>candidate</td>
<td>sys_peer 1</td>
</tr>
<tr>
<td>17419</td>
<td>0x941a</td>
<td>true</td>
<td>false</td>
<td>false</td>
<td>false</td>
<td>true</td>
<td>false</td>
<td>candidate</td>
<td>sys_peer 1</td>
</tr>
<tr>
<td>17420</td>
<td>0x961a</td>
<td>true</td>
<td>false</td>
<td>false</td>
<td>false</td>
<td>true</td>
<td>false</td>
<td>sys.peer</td>
<td>sys_peer 1</td>
</tr>
</tbody>
</table>

19.2.6 View NTP Daemon Configuration File

View the current NTP Daemon configuration file, generated by the settings in TNSR:

```
tnsr# show ntp config-file
#
# NTP config autogenerated
#
tinker panic 0
tos orphan 12
logconfig =syncall +clockall
restrict ::/0 kod limited nomodify nopeer notrap
restrict default kod limited nomodify nopeer notrap
restrict source kod limited nomodify notrap
pool pool.ntp.org maxpoll 9
```

19.3 NTP Service Example

Configure the NTP Service from configuration mode (Configuration Mode). This example uses pool.ntp.org in pool mode so that multiple DNS results are used as reference servers.

```
tnsr(config)# ntp server
tnsr(config-ntp)# tos orphan 12
tnsr(config-ntp)# tinker panic 0
tnsr(config-ntp)# logconfig sequence 1 set sync all
tnsr(config-ntp)# logconfig sequence 2 add clock all
tnsr(config-ntp)# restrict default
tnsr(config-ntp-restrict)# kod
tnsr(config-ntp-restrict)# limited
tnsr(config-ntp-restrict)# nomodify
tnsr(config-ntp-restrict)# nopeer
tnsr(config-ntp-restrict)# notrap
tnsr(config-ntp-restrict)# exit
```

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19.4 NTP Best Practices

Use a minimum of three servers, either as three separate server entries or a pool containing three or more servers. This is to ensure that if the clock on any one server becomes skewed, the remaining two sources can be used to determine that the skewed server is no longer viable. Otherwise NTP would have to guess which one is accurate and which is skewed.

There are a large number of public NTP servers available under pool.ntp.org. The pool.ntp.org DNS entry will return a number of randomized servers in each DNS query response. These can be used individually or as pools. The easiest way is to use the pool operational mode, which uses all returned servers as if they were specified individually.

When using entries as individual server entries, these responses can be subdivided into mutually exclusive pools of peers to avoid overlap. For example, if a configuration specifies pool.ntp.org multiple times for server entries, the same IP address could accidentally be selected twice. In this case, use 0.pool.ntp.org, 1.pool.ntp.org, 2.pool.ntp.org, and so on. When queried in this way, the responses will be unique for each number.

Furthermore, there are also pools available for regional and other divisions. For example, to only receive responses for servers in the United States, use us.pool.ntp.org as a pool or <n>.us.pool.ntp.org as servers. For more information, see https://www.ntppool.org/en/
The Link Layer Discovery Protocol (LLDP) service provides a method for discovering which routers are connected to a LAN segment, and offers a way to discover the topology of a network.

## 20.1 Configuring the LLDP Service

LLDP is configured in two places: Global router parameters and per-interface parameters.

### 20.1.1 LLDP Router Configuration

Three LLDP commands are available in configuration mode (Configuration Mode) to configure global LLDP parameters for this router:

- **lldp system-name**  The router hostname advertised by LLDP.
- **lldp tx-interval**  Transmit interval, which controls the time between LLDP messages in seconds.
- **lldp tx-hold**  Transmit hold time, which is a multiple of the transmit interval used for the Time-To-Live (TTL) of the LLDP message.

**Tip:** If the transmit interval is 5 and the transmit hold time is 4, then the advertised TTL of the LLDP message is 20 \((4 \times 5 = 20)\).

Example:

```
tnsr(config)# lldp system-name MyRouter
tnsr(config)# lldp tx-hold 3
tnsr(config)# lldp tx-interval
```

These parameters can be changed at any time.

### 20.1.2 LLDP Interface Configuration

Additional LLDP commands are available in config-interface mode (Interface Command) to configure per-interface LLDP identification:

- **lldp port-name**  The name of the interface as advertised by LLDP.
- **lldp management (ipv4|ipv6) <ip-address>**  The IPv4 and/or IPv6 address advertised by LLDP as a means to manage this router on this interface.
**lldp management oid <oid>** An object identifier associated with the management IP address on this interface.

Example:

```
  tnsr(config)# interface TenGigabitEthernet3/0/0
  tnsr(config-interface)# lldp port-name MyPort
  tnsr(config-interface)# lldp management ipv4 192.0.2.123
  tnsr(config-interface)# lldp management ipv6 2001:db8::1:2:3:4
  tnsr(config-interface)# exit
  tnsr(config)#
```

**Warning:** Due to a limitation of the underlying API, all LLDP interface parameters must be configured at the same time and cannot be changed. This will be fixed in a later release.
TNSR supports Public Key Infrastructure (PKI) X.509 certificates for various uses by the router and supporting software. PKI uses a pair of keys to encrypt and authenticate data, one public and one private. The private key is known only to its owner, and the public key can be known by anyone.

PKI works in an asymmetric fashion. A message is encrypted using the public key, and can only be decrypted by the private key. The private key can also be used to digitally sign a message to prove it originated from the key holder, and this signature can be validated using the public key. Combined with certificates, this provides a means to identify an entity and encrypt communications.

A Certificate Authority (CA) independently verifies the identity of the entity making a request for a certificate, and then signs a request, yielding a certificate. This certificate can then be validated against the certificate of the CA itself by anyone who has access to that CA certificate. In some cases, this CA may be an intermediate, meaning it is also signed by another CA above it. All together, this creates a chain of trust starting with the root CA all the way down to individual certificates. So as long as the CA is trustworthy, any certificate it has signed can be considered trustworthy.

Due to their size and private nature, certificates and keys are stored on the filesystem and not in the XML configuration. PKI files are stored under the following locations:

- Certificate Authorities: /etc/pki/tls/tnsr/CA/
- Certificates and Signing Requests: /etc/pki/tls/tnsr/certs/
- Private Keys: /etc/pki/tls/tnsr/private/

A key pair, CSR, and certificate associated with each other must all have the same name.

The process for creating a certificate is as follows:

- Create keys for name.
- Create a certificate signing request for name with the attributes to use for the certificate.
- Submit the CSR to a CA, which will sign the CSR and return a certificate.
- Enter or import the certificate contents for name into TNSR.

### 21.1 Key Management

**Warning:** Private keys are secret. These keys should never need to leave the firewall, with the exception of backups. The CA does not need the private key to sign a request.

TNSR can generate RSA key pairs with sizes of 2048, 3072, or 4096 bits. Larger keys are more secure than shorter keys. RSA Keys smaller than 2048 bits are no longer considered secure in practice, and are thus not allowed.
21.1.1 Generate a Key Pair

To generate a new key pair named mycert with a length of 4096 bits:

```
 tnsr# pki private-key mycert generate key-length 4096
 -----BEGIN PRIVATE KEY-----
 [...] 
 -----END PRIVATE KEY-----
```

The key pair is stored in a file at /etc/pki/tls/tnsr/private/<name>.key.

**Note:** Remember that the private key, CSR, and certificate must all use identical names!

21.1.2 Importing a Key Pair

In addition to generating a key pair on TNSR, a private key may also be imported from an outside source. The key data can be imported in one of two ways:

- Use `pki private-key <name> enter` then copy and paste the PEM data
- Copy the PEM format key file to the TNSR host, then use `pki private-key <name> import <file>` to import from a file from the current working directory.

**Copy and Paste**

First, use the `enter` command:

```
 tnsr# pki private-key mycert enter
 Type or paste a PEM-encoded private key.
 Include the lines containing 'BEGIN PRIVATE KEY' and 'END PRIVATE KEY'
```

Next, paste the key data:

```
-----BEGIN PRIVATE KEY-----
<key data>
-----END PRIVATE KEY-----
```

**Import from File**

First, make sure that the copy of the key file is in PEM format.

Next, copy the key file to TNSR and start the CLI from the directory containing this file. The filename extension is not significant, and may be `key`, `pem`, `txt`, or anything else depending on how the file was originally created.

Next, use the `import` command:

```
 tnsr# pki private-key mycert import mycert.key
```

21.1.3 Other Key Operations

To view a list of all current keys known to TNSR:
To view the contents of the private key named `mycert` in PEM format:

```
% tnsr# pki private-key mycert get
-----BEGIN PRIVATE KEY-----
<key data>
-----END PRIVATE KEY-----
```

**Warning:** When making a backup copy of this key, store the backup in a protected, secure location. Include the armor lines (BEGIN, END) when making a backup copy of the key.

To delete a key pair which is no longer necessary:

```
% tnsr# pki private-key <name> delete
```

**Warning:** Do not delete a private key associated with a CSR or Certificate which is still in use!

### 21.2 Certificate Signing Request Management

A certificate signing request, or CSR, combines the public key along with a list of attributes that uniquely identify an entity such as a TNSR router. Once created, the CSR is exported and sent to the Certificate Authority (CA). The CA will sign the request and return a certificate.

#### 21.2.1 Set Certificate Signing Request Attributes

The first step in creating a CSR is to set the attributes which identify this firewall. These attributes will be combined to form the certificate Subject:

```
% tnsr# pki signing-request set common-name tnsr.example.com
% tnsr# pki signing-request set country US
% tnsr# pki signing-request set state Texas
% tnsr# pki signing-request set city Austin
% tnsr# pki signing-request set org Example Co
% tnsr# pki signing-request set org-unit IT
```

The attributes include:

- **common-name**  The common name of the entity the certificate will identify, typically the fully qualified domain name of this host, or a username.
- **country**  The country in which the entity is located.
- **state**  The state or province in which the entity is located.
- **city**  The city in which the entity is located.
- **org**  The company name associated with the entity.
- **org-unit**  The department or division name inside the company.
Note: At a minimum, a common-name must be set to generate a CSR.

Next, set the required digest algorithm which will be used to create a hash of the certificate data:

```bash
tnsr# pki signing-request set digest sha256
```

This algorithm can be any of the following choices, from weakest to strongest: md5, sha1, sha224, sha256, sha384, or sha512.

Note: SHA-256 is the recommended minimum strength digest algorithm.

Before generating the CSR, review the configured attributes for the CSR:

```bash
tnsr# pki signing-request settings show
Certificate signing request fields:
    common-name: tnsr.example.com
    country: US
    state: Texas
    city: Austin
    org: Example Co
    org-unit: IT
    digest: sha256
```

If any attributes are incorrect, change them using the commands shown previously.

### 21.2.2 Generate a Certificate Signing Request

If the attributes are all correct, generate the CSR using the same name as the private key created previously. TNSR will output CSR data to the terminal in PEM format:

```bash
tnsr# pki signing-request mycert generate
-----BEGIN CERTIFICATE REQUEST-----
<csr data>
-----END CERTIFICATE REQUEST-----
```

The CSR data is stored in a file at `/etc/pki/tls/tnsr/certs/<name>.csr`

Note: Remember that the private key, CSR, and certificate must all use identical names!

The CSR data for existing entries can be displayed in PEM format:

```bash
tnsr# pki signing-request mycert get
-----BEGIN CERTIFICATE REQUEST-----
<csr data>
-----END CERTIFICATE REQUEST-----
```

Copy and paste the CSR data, including the armor lines (BEGIN, END), from the terminal into a local file, and submit that copy of the CSR to the CA for signing.
21.2.3 Other CSR Operations

A CSR entry may be deleted once the certificate has been imported to TNSR:

```bash
tnsr# pki signing-request <name> delete
```

To view a list of all CSR entries known to TNSR:

```bash
tnsr# pki signing-request list
```

To reset the CSR attribute contents:

```bash
tnsr# pki signing-request settings clear
```

21.3 Certificate Management

After submitting the certificate signing request to the CA, the CA will sign the request and return a signed copy of the certificate. Typically this will be sent in PEM format, the same format used for the CSR and private key.

The certificate data can be imported in one of two ways:

- Use `pki certificate <name> enter` then copy and paste the PEM data
- Copy the PEM format certificate file to the TNSR host, then use `pki certificate <name> import <file>` to import from a file from the current working directory.

The certificate data is stored in a file at `/etc/pki/tls/tnsr/certs/<name>.crt` after entering or importing the contents.

**Warning:** When importing a certificate created outside of TNSR, the private key must be imported and present before TNSR can import the certificate.

21.3.1 Copy and Paste

First, use the `enter` command:

```bash
tnsr# pki certificate mycert enter
```

Type or paste a PEM-encoded certificate.
Include the lines containing 'BEGIN CERTIFICATE' and 'END CERTIFICATE'

**Note:** Remember that the private key, CSR, and certificate must all use identical names!

Next, paste the certificate data:
21.3.2 Import from File

First, make sure that the copy of the certificate file is in PEM format. The CA may have delivered the certificate in PEM format, or another format. Convert the certificate to PEM format if it did not come that way.

Next, copy the certificate file to TNSR and start the CLI from the directory containing the certificate file. The filename extension is not significant, and may be pem, crt, txt, or anything else depending on how the file was delivered from the CA.

Next, use the import command:

```
tnsr# pki certificate mycert import mycert.pem
```

21.3.3 Other Certificate Operations

To view a list of all certificates known to TNSR:

```
tnsr# pki certificate list
```

To view the PEM data for a specific certificate known to TNSR:

```
tnsr# pki certificate <name> get
```

To delete a certificate:

```
tnsr# pki certificate <name> delete
```

21.4 Certificate Authority Management

As mentioned in Public Key Infrastructure, a Certificate Authority (CA) provides a starting point for a chain of trust between entities using certificates. A CA will sign a certificate showing that it is valid, and as long as an entity trusts the CA, it knows it can trust certificates signed by that CA.

By creating or importing a CA into TNSR, TNSR can use that CA to validate other certificates or sign new certificate requests. These certificates can then be used to identify clients connecting to the RESTconf service or other similar purposes.

A CA can be managed in several ways in TNSR. For example:

- Import a CA generated by another device by copy/paste in the CLI
- Import a CA generated by another device from a file
- Generate a new private key and CSR, then self-sign the CSR and set the CA property. The resulting CA is automatically available as a TNSR CA.
21.4.1 Import a CA

TNSR can import a CA from the terminal with copy/paste, or from a file. When importing a CA, the key is optional for validation but required for signing. To import the key, see Key Management. Import the key with the same name as the CA.

To import a CA from the terminal, use the `enter` command. In this example, a CA named `tnsrca` will be imported from the terminal by TNSR:

```
# pki ca tnsrca enter
Type or paste a PEM-encoded certificate.
Include the lines containing 'BEGIN CERTIFICATE' and 'END CERTIFICATE'
-----BEGIN CERTIFICATE-----
<cert data>
-----END CERTIFICATE-----
tnsr(config)#
```

Next, import the private key using the same name:

```
tnsr(config)# pki private-key tnsrca enter
Type or paste a PEM-encoded private key.
Include the lines containing 'BEGIN PRIVATE KEY' and 'END PRIVATE KEY'
-----BEGIN PRIVATE KEY-----
<key data>
-----END PRIVATE KEY-----
```

Alternately, import the CA and key from the filesystem:

```
tnsr(config)# pki ca otherca import otherca.crt
tnsr(config)# pki private-key otherca import otherca.key
```

21.4.2 Creating a Self-Signed CA

TNSR can also create a self-signed CA instead of importing an external CA. For internal uses, this is generally a good practice since TNSR does not need to rely on public CA entries to determine trust for its own clients.

First, generate a new private key for the CA:

```
tnsr(config)# pki private-key selfca generate
-----BEGIN PRIVATE KEY-----
<key data>
-----END PRIVATE KEY-----
```

Next, create a new CSR for the CA:

```
tnsr(config)# pki signing-request set common-name selfca
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request selfca generate
-----BEGIN CERTIFICATE REQUEST-----
<csr data>
-----END CERTIFICATE REQUEST-----
```

Finally, have TNSR self-sign the CSR while setting the CA flag on the resulting certificate:

```
tnsr(config)# pki signing-request selfca sign self enable-ca true
-----BEGIN CERTIFICATE-----
```

(continues on next page)
After signing, the newly created CA is ready for immediate use:

```
<cert data>
-----END CERTIFICATE-----
```

21.4.3 Intermediate CAs

In some cases a CA may rely on another CA. For example, if a root CA signs an intermediate CA and the intermediate CA signs a certificate, then both the root CA and intermediate CA are required by the validation process.

To show this relationship in TNSR, a CA may be appended to another CA:

```
tnsr(config)# pki ca <root ca name> append <intermediate ca name>
```

In the above command, both CA entries must be present in TNSR before using the `append` command.

21.4.4 Using a CA to sign a CSR

A CA in TNSR with a private key present can also sign a client certificate. The typical use case for this is for RESTconf clients which must have a certificate recognized by a known CA associated with the RESTconf service.

First, generate a client private key and CSR:

```
tnsr(config)# pki private-key tnsrclient generate
-----BEGIN PRIVATE KEY-----
<key data>
-----END PRIVATE KEY-----
tnsr(config)# pki signing-request set common-name tnsrclient.example.com
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request tnsrclient generate
-----BEGIN CERTIFICATE REQUEST-----
<csr data>
-----END CERTIFICATE REQUEST-----
```

Then, sign the certificate:

```
tnsr(config)# pki signing-request tnsrclient sign ca-name tnsrca days-valid 365
    --digest sha512 enable-ca false
-----BEGIN CERTIFICATE-----
<cert data>
-----END CERTIFICATE-----
```

The `sign` command takes several parameters, each of which has a default safe for use with client certificates in this context. The above example uses these defaults, but specifies them manually to show how the parameters function. The available parameters are:

- **days-valid** The number of days the resulting certificate will be valid. The default is 365 days (one year). When the certificate expires, it must be signed again for a new term. Certificates with a shorter lifetime are more secure, but longer lifetimes are more convenient.
- **digest** The hash algorithm used to sign the certificate. The default value is `sha512`. 

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enable-ca  A boolean value which sets the CA flag in the resulting certificate. If a CSR is signed as a CA, the resulting certificate can then be used to sign other certificates. For end user certificates this is not necessary or desired, so the default is false.

21.4.5 Other CA Operations

The remaining basic CA operations allow management of CA entries.

To view a list of all CA entries:

tnsr(config)# pki ca list
    tnsrca
    selfca

To view the contents of a CA certificate:

tnsr(config)# pki ca tnsrca get
    -----BEGIN CERTIFICATE-----
    <cert data>
    -----END CERTIFICATE-----

To delete a CA entry:

tnsr(config)# pki ca tnsrca delete
Bidirectional Forwarding Detection (BFD) is used to detect faults between two routers across a link, even if the physical link does not support failure detection. Even in cases where physical link issues occur and are detected, BFD can coordinate reaction to these failures rather than each component relying on its own failure detection methods.

TNSR uses UDP as a transport for BFD between directly connected routers (single hop/next hop) as described in RFC 5880 and RFC 5881.

Each BFD session monitors one link. Multiple BFD sessions are necessary to detect faults on multiple links. BFD sessions must be manually configured between endpoints as there is no method for automated discovery.

**Note:** The BFD implementation on TNSR only supports single hop BFD session in the dataplane. As such, BFD can only be configured on directly connected interfaces, between directly connected peers.

BFD supports session authentication using SHA1 for security, and the best practice is to use authentication when possible.

When using BFD, both endpoints transmit “Hello” packets back and forth between each other. If these packets are not received within the expected time frame, with the expected authentication information, the link is considered down.

Links may also be administratively configured as down, and will not recover until manually changed.

TNSR currently supports BFD integration with BGP, OSPF, and OSPF6.

### 22.1 BFD Sessions

A BFD session defines a relationship between TNSR and a peer so they can exchange BFD information and detect link faults. These sessions are configured by using the bfd session <name> command, which enters config-bfd mode, and defines a BFD session using the given word for a name.

Example:

```bash
tnsr# conf
tnsr(config)# bfd session otherrouter
ntsr(config-bfd)# interface GigabitEthernet0/14/0
ntsr(config-bfd)# local address 203.0.113.2
ntsr(config-bfd)# peer address 203.0.113.25
ntsr(config-bfd)# desired-min-tx 100000
ntsr(config-bfd)# required-min-rx 100000
ntsr(config-bfd)# detect-multiplier 3
ntsr(config-bfd)# exit
ntsr(config)# exit
ntsr#
```
22.1.1 Session Parameters

interface <if-name>  The Ethernet interface on which to enable BFD.

**Warning:** This interface must be directly connected to the peer (single hop), as the dataplane does not support BFD over multiple hops. It cannot be used with routing protocols running on loopback interfaces, for example.

local address <ip-address>  The local address used as a source for BFD packets. This address must be present on <if-name>.

peer address <ip-address>  The remote BFD peer address. The local and remote peer IP addresses must use the same address family (either IPv4 or IPv6)

desired-min-tx <microseconds>  The desired minimum transmit interval, in microseconds

required-min-rx <microseconds>  The required minimum transmit interval, in microseconds

detect-multiplier <n-packets>  A non-zero value that is, roughly speaking, due to jitter, the number of packets that have to be missed in a row to declare the session to be down. Must be between 1 and 255.

Additional parameters for authentication are covered in *BFD Session Authentication*.

22.1.2 Changing the BFD Administrative State

Under normal conditions the state of a link monitored by BFD is handled automatically. The link state can also be set manually when necessary.

To disable a link and mark it administratively down:

```
tnsr# bfd session <name>
tnsr(config-bfd)# enable false
```

To remove the administrative down and return the link to BFD management:

```
tnsr# bfd session <name>
tnsr(config-bfd)# enable true
```

22.1.3 Viewing BFD Session Status

To see the configuration and status of a BFD session, use the `show bfd session` command:

```
tnsr# show bfd session
Session Number: 0
  Local IP Addr: 203.0.113.2
  Peer IP Addr: 203.0.113.25
  State: down
  Required Min Rx Interval: 100000 usec
  Desired Min Tx Interval: 100000 usec
  Detect Multiplier: 3
  BFD Key Id: 123
  Configuration Key Id: 14
  Authenticated: true
```
22.1.4 Using BFD Sessions

For BFD to function fully, the BFD session status must be consumed by other interested parties. Currently on TNSR this can be BGP, OSPF, or OSPF6 dynamic routing.

**BGP** BFD can be enabled for specific BGP neighbors with the `bfd enabled true` command from within `config-bgp-neighbor` mode.

**OSPF/OSPF6** BFD can be enabled on specific OSPF interfaces with the `bfd enabled true` command from within `config-ospf[6]-if` mode.

In each case, the BGP neighbor or OSPF/OSPF6 interface must coincide exactly with the settings on a BFD session.

22.2 BFD Session Authentication

TNSR supports SHA1 and meticulous SHA1 authentication. In either mode, a secret key is used to create a hash of the outgoing packets. The key itself is not sent in the packets, only the hash and the ID of the key.

A sequence number is used to help avoid replay attacks. With SHA1, this sequence number is incremented occasionally. With meticulous SHA1, the sequence number is incremented on every packet.

The receiving peer will check for a key matching the given ID and then compare a hash of the BFD payload against the hash sent by the peer. If it matches and the sequence number is valid, the packet is accepted.

22.2.1 Define BFD Keys

There are two keys defined for each BFD session:

**conf-key-id** The Configuration Key ID. An unsigned 32-bit integer which identifies an internal unique key in TNSR. Neither the key itself nor this ID are ever communicated to peers. The secret component of this key must be generated outside of TNSR. It is a group of 1 to 20 hex pair values, such as 4a40369b4df32ed0652b548400.

**bfd-key-id** The BFD key ID. An unsigned 8-bit integer (0-255) which is the key ID carried in BFD packets, used for verifying authentication.

**Warning:** Both `conf-key-id` and `bfd-key-id` must be specified, or neither can be present.

To define a new configuration key ID:

```bash
tnsr(config)# bfd conf-key-id <conf-key-id>
tnsr(config-bfd-key)# authentication type (keyed-sha1|meticulous-keyed-sha1)
tnsr(config-bfd-key)# secret < (<hex-pair>)[1-20] >
```

For example:

```bash
tnsr(config)# bfd conf-key-id 123456789
tnsr(config-bfd-key)# authentication type meticulous-keyed-sha1
tnsr(config-bfd-key)# secret 4a40369b4df32ed0652b548400
```

22.2.2 Setup BFD Authentication

Authentication will only be active if both the `bfd-key-id` and `conf-key-id` are defined for a BFD session.
An additional delayed keyword is also supported for BFD session which tells BFD to hold off any authentication action when receiving BFD messages until a peer attempts to authenticate or uses new credentials.

**Warning:** Only one host can have the delayed option enabled, otherwise credentials will never update as both peers will be waiting on the other one to act first.

**Warning:** BFD implementations vary, so authentication changes may disrupt live BFD sessions. The best practice to avoiding disruption when operating with third party BFD implementations is to set delayed on the TNSR side.

When adding authentication to an existing BFD session, or changing active authentication settings, make the changes first on the node with delayed set then configure the peer to match.

To activate authentication, add the chosen identifiers to a BFD session:

```plaintext
tnsr(config)# bfd session <bfd-session>
tnsr(config-bfd)# bfd-key-id <bfd-key-id>
tnsr(config-bfd)# conf-key-id <conf-key-id>
tnsr(config-bfd)# delayed (true|false)
tnsr(config-bfd)# exit
```

For example:

```plaintext
tnsr(config)# bfd session otherrouter
tnsr(config-bfd)# bfd-key-id 123
tnsr(config-bfd)# conf-key-id 123456789
tnsr(config-bfd)# delayed false
tnsr(config-bfd)# exit
```

### 22.2.3 View BFD Keys

To view a list of keys and their types, use the `show bfd keys` command:

```plaintext
tnsr# show bfd keys
Conf Key Type Use Count
--------- --------------------- ----------
123456789 meticulous-keyed-sha1 1
234567890 keyed-sha1 0
```

To view only one specific key, pass its ID to the same command:

```plaintext
tnsr# show bfd keys conf-key-id 123456789
Conf Key Type Use Count
--------- --------------------- ----------
123456789 meticulous-keyed-sha1 1
```

### 22.3 BFD Example

This example establishes authenticated BFD between two routers which use OSPF to exchange routing information.
22.3.1 Configure BFD Authentication Keys

First, configure and check the authentication keys on both routers.

```text
r1 tnsr(config)# bfd conf-key-id 123456789
r1 tnsr(config-bfd-key)# authentication type meticulous-keyed-sha1
r1 tnsr(config-bfd-key)# secret 4a40369b4df32ed0652b548400
r1 tnsr(config-bfd-key)# exit

r2 tnsr(config)# bfd conf-key-id 123456789
r2 tnsr(config-bfd-key)# authentication type meticulous-keyed-sha1
r2 tnsr(config-bfd-key)# secret 4a40369b4df32ed0652b548400
r2 tnsr(config-bfd-key)# exit

r1 tnsr# show bfd keys
Conf Key  Type                     Use Count
--------- --------------------- ------
123456789 meticulous-keyed-sha1  1

r2 tnsr# show bfd keys
Conf Key  Type                     Use Count
--------- --------------------- ------
123456789 meticulous-keyed-sha1  1
```

22.3.2 Configure BFD Sessions

Next, configure the BFD sessions on both routers using the authentication information configured in the previous section.

```text
r1 tnsr(config)# bfd session r1_r2
r1 tnsr(config-bfd)# enable true
r1 tnsr(config-bfd)# interface TenGigabitEthernet6/0/0
r1 tnsr(config-bfd)# local address 203.0.113.2
r1 tnsr(config-bfd)# peer address 203.0.113.27
r1 tnsr(config-bfd)# desired-min-tx 1000000
r1 tnsr(config-bfd)# required-min-rx 1000000
r1 tnsr(config-bfd)# detect-multiplier 3
r1 tnsr(config-bfd)# bfd-key-id 123
r1 tnsr(config-bfd)# conf-key-id 123456789
r1 tnsr(config-bfd)# delayed true
r1 tnsr(config-bfd)# exit
r1 tnsr(config)# exit

Note: Note that since this node is being configured first, it has delayed true set, while the peer will have false. Since this is a new session, the difference is minimal, but when making future changes, this distinction is important. See Setup BFD Authentication for details.

r2 tnsr(config)# bfd session r2_r1
r2 tnsr(config-bfd)# enable true
r2 tnsr(config-bfd)# interface TenGigabitEthernet6/0/0
r2 tnsr(config-bfd)# local address 203.0.113.2
r2 tnsr(config-bfd)# peer address 203.0.113.2
```

(continues on next page)
22.3.3 Confirm BFD Status

With BFD configured on both nodes, check its status. The status should show a state of up and also indicate that the session is authenticated.

```
22.3.4 Setup OSPF

Now setup the routing protocol which will utilize the BFD status.

Note: BFD is activated by the bfd enabled true command on the TenGigabitEthernet6/0/0 interface in OSPF. This is the same interface configured in BFD.

```
(continues on next page)
22.3.5 Check OSPF Status

Check the status of OSPF to see if a neighbor relationship has been formed:

```
r1 tnsr(config)# show route dynamic ospf neighbor
Neighbor ID Pri State Dead Time Address Interface
<table>
<thead>
<tr>
<th>Neighbor ID</th>
<th>Pri</th>
<th>State</th>
<th>Dead Time</th>
<th>Address</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.27.0.1</td>
<td>1</td>
<td>Full/Backup</td>
<td>36.415s</td>
<td>203.0.113.27</td>
<td>TenGigabitEthernet6/0/0</td>
</tr>
<tr>
<td>10.2.0.1</td>
<td>1</td>
<td>Full/DR</td>
<td>35.487s</td>
<td>203.0.113.27</td>
<td>TenGigabitEthernet6/0/0</td>
</tr>
</tbody>
</table>
```

22.3.6 Finish Up

Both routers are fully configured to use BFD and OSPF. If the TenGigabitEthernet6/0/0 interface fails, BFD will signal OSPF and the interface will be marked down in the OSPF daemon, and neighbors on that interface will be removed.
TNSR includes a tnsr user by default. Administrators may create additional users to provide separate workspaces for each user. In this workspace the user may save and load configurations.

**Warning:** User access is controlled by NACM and the NACM default behavior varies by platform and when the TNSR installation was created. See *NETCONF Access Control Model (NACM)* for details.

### 23.1 User Configuration

Entering `config-auth` mode requires a username. When modifying an existing user, the username is available for autocompletion. The command will also accept a new username, which it creates when the configuration is committed. Creating a new user requires providing a means of authentication:

```
tnsr(config)# auth user <user-name>
```

A user may be deleted using the `no` form:

```
tnsr(config)# no auth user <user-name>
```

The `exit` command leaves `config-auth` mode:

```
tnsr(config-auth)# exit
tnsr(config)#
```

When exiting `config-auth` mode, TNSR commits changes to the user, which will create or update the entry for the user in the host operating system.

### 23.2 Authentication Methods

There are two methods for authenticating users: passwords and user keys.

#### 23.2.1 Password Authentication

The password method takes a password entered in plain text, but stores a hashed version of the password in the configuration:
tnsr(config-auth)# password <plain text password>

**Note:** The password is hashed by the CLI prior to being passed to the backend. The plain text password is never stored or passed outside the specific CLI instance.

**Warning:** The password may be between 6 and 256 characters in length, though depending on the operating system default password hashing algorithm and key derivation behavior, the practical limit may be lower.

If the configuration is viewed using the `show configuration running` command, the hashed password will be present.

### 23.2.2 User Key Authentication

The second method of authentication is by user key. A user key is the same format as created by `ssh-keygen`.

To add a user key for authentication, use the `user-keys` command inside `config-auth` mode:

```
* tnsr(config-auth)# user-keys <key-name>
```

The user key is read directly from the CLI. After the command is executed by pressing `Enter`, the CLI will wait for the key to be entered, typically by pasting it into the terminal or by typing. The end of input is indicated by a blank line. The normal CLI features are bypassed during this process.
NETCONF ACCESS CONTROL MODEL (NACM)

NETCONF Access Control Model (NACM) provides a means by which access can be granted to or restricted from groups in TNSR.

NACM is group-based and these groups and group membership lists are maintained in the NACM configuration.

User authentication is not handled by NACM, but by other processes depending on how the user connects. For examples, see User Management and HTTP Server.

See also:

The data model and procedures for evaluating whether a user is authorized to perform a given action are defined in RFC 8341.

Warning: TNSR Does not provide protection against changing the rules in such a way that causes a loss of access. Should a lockout situation occur, see Regaining Access if Locked Out by NACM.

24.1 NACM Example

The example configuration in this section is the same default configuration shipped on TNSR version 18.08 mentioned in NACM Defaults.

Warning: In the following example, NACM is disabled first and activated at the end of the configuration. This avoids locking out the user when they are in the middle of creating the configuration, in case they unintentionally exit or commit before finishing.

```
tnsr(config)# nacm disable
tnsr(config)# nacm exec-default deny
tnsr(config)# nacm read-default deny
tnsr(config)# nacm write-default deny
tnsr(config)# nacm group admin
tnsr(config-nacm-group)# member root
tnsr(config-nacm-group)# member tnsr
tnsr(config-nacm-group)# exit
tnsr(config)# nacm rule-list admin-rules
tnsr(config-nacm-rule-list)# group admin
tnsr(config-nacm-rule-list)# rule permit-all
tnsr(config-nacm-rule)# module *
tnsr(config-nacm-rule)# access-operations *
tnsr(config-nacm-rule)# action permit
```

(continues on next page)
24.2 View NACM Configuration

The current NACM configuration can be viewed with the `show nacm` command:

```
tnsr# show nacm

NACM
====
NACM Enable: true
Default Read policy : deny
Default Write policy: deny
Default Exec policy : deny

Group: admin
----------
    root
    tnsr

Rule List: admin-rules
----------------------
Groups:
    admin

Name     Action Op Module Type
---------- ------ -- ------ ----
permit-all permit * *
```

This may be narrowed down to only show part of the configuration.

To view all groups:

```
tnsr# show nacm group

NACM
====

Group: admin
----------
    root
    tnsr

Group: readonly
----------
    olly
    reed
```

To view a specific group, use `show nacm group <group-name>`:
To view all rule lists:

```plaintext
tnsr# show nacm rule-list

NACM
====
Rule List: admin-rules
----------------------
Groups:
  admin

Name  Action  Op  Module  Type
--------  ----  ----  ------ ----
permit-all  permit  *  *  *

Rule List: ro-rules
----------------------
Groups:

Name  Action  Op  Module  Type
--------  ----  ----  ------ ----
ro  permit  exec  *  *
read  deny  *  *
```

To view a specific rule list, use `show nacm rule-list <list-name>`:

```plaintext
tnsr# show nacm rule-list admin-rules

NACM
====
Rule List: admin-rules
----------------------
Groups:
  admin

Name  Action  Op  Module  Type
--------  ----  ----  ------ ----
permit-all  permit  *  *  *
```

### 24.3 Enable or Disable NACM

**Warning:** Do not enable NACM unless the rules and groups are correctly and completely configured, otherwise access to TNSR may be cut off. If access is lost, see Regaining Access if Locked Out by NACM.
To enable NACM:
```
tnrs(config)# nacm enable
```

To disable NACM:
```
tnrs(config)# nacm disable
```

### 24.4 NACM Default Policy Actions

Alter the default policy for executing commands:
```
tnrs(config)# nacm exec-default <deny|permit>
```

Alter the default policy for reading status output:
```
tnrs(config)# nacm read-default <deny|permit>
```

Alter the default policy for writing configuration changes:
```
tnrs(config)# nacm write-default <deny|permit>
```

### 24.5 NACM Username Mapping

NACM does not authenticate users itself, but it does need to know the username to determine group membership.

The method of authentication determines the username as seen by NACM. For example, users authenticated by username and password (e.g. PAM auth for RESTCONF or the CLI) will have that same username in TNSR.

See also:

For more information on how users are authenticated, see *User Management* for CLI access and *HTTP Server* for access via RESTCONF.

CLI users can check their TNSR username with the `whoami` command.

NACM obeys the following rules to determine a username:

- **SSH Password** NACM username is the same as the login username
- **SSH User Key** NACM username is the same as the login username
- **HTTP Server Password** NACM username is the same as the login username
- **HTTP Server Client Certificate** NACM username is the Common Name of the user certificate (`cn=` subject component)

### 24.6 NACM Groups

To create a group, use the `nacm group <group-name>` command:
```
tnrs(config)# nacm group admin
```
This changes to the config-nacm-group mode where group members can be defined using the member <username> command:

```
  tnsr(config-nacm-group)# member root
  tnsr(config-nacm-group)# member tnsr
```

The username in this context is the mapped username described in *NACM Username Mapping*.

**Warning:** Host operating system users that were created manually and not managed through TNSR cannot be used as group members. See *User Management* for information on managing users in TNSR.

To remove a member, use the no form of the command:

```
  tnsr(config)# nacm group admin
  tnsr(config-nacm-group)# no member tnsr
```

To remove a group, use no nacm group <group-name>:

```
  tnsr(config)# no nacm group admin
```

### 24.7 NACM Rule Lists

NACM rules are contained inside a rule list. A rule list may contain multiple rules, and they are used in the order they are entered. Rule lists are also checked in the order they were created. Consider the order of lists and rules carefully when crafting rule lists.

Create a rule list:

```
  tnsr(config)# nacm rule-list ro-rules
```

Set the group to which the rule list applies, use group <group-name>:

```
  tnsr(config-nacm-rule-list)# group readonly
```

See also:

For information on defining groups, see *NACM Username Mapping*.

### 24.8 NACM Rules

When configuring a rule list (config-nacm-rule-list mode), the rule <name> command defines a new rule:

```
  tnsr(config-nacm-rule-list)# rule permit-all
```

After entering this command, the CLI will be in config-nacm-rule mode.

From here, a variety of behaviors for the rule can be set, including:

- **access-operations <name>** The type of operation matched by this rule. Allowed values include:
  - *: Match all operations
  - create: Any protocol operation that creates a new data node.
delete  Any protocol operation that removes a data node.
exec  Execution access to the specified protocol operation.
read  Any protocol operation or notification that returns the value of a data node.
update Any protocol operation that alters an existing data node.

action <deny|permit>  The action to take when this rule is matched, either deny to deny access or permit to allow access.

comment <text>  Arbitrary text describing the purpose of this rule.

Next, the following types can be used to specify the restriction to be enacted by this rule:

module <*>  The name of the Yang module covered by this rule, for example netgate-nat.
The complete list of modules can be viewed in the CLI by entering module ? from this mode. The REST API documentation also contains a list of modules.

path <path-name>  XML path to restrict with this rule.

rpc <rpc-name>  The name of an RPC call to be restricted by this rule, such as edit-config, get-config, and so on.

Warning:  Users with access to modify the configuration (edit-config) should also be granted access to read the same paths (e.g. get-config). If a user only has edit-config access to a path, the user may receive an access-denied message in the CLI for that path when attempting to use a configuration command which makes a modification. This can happen because validation of certain commands requires reading the configuration to determine if the attempted command contains appropriate values.

24.8.1 NACM Rule Examples

As shown in NACM Example, the following set of commands defines a rule list and then creates a rule to permit access to everything in TNSR:

```bash
tenr(config)# nacm rule-list admin-rules
tenr(config-nacm-rule-list)# group admin
ntenr(config-nacm-rule-list)# rule permit-all
tenr(config-nacm-rule-list)# module *
tenr(config-nacm-rule-list)# access-operations *
tenr(config-nacm-rule-list)# action permit
tenr(config-nacm-rule-list)# exit
tenr(config-nacm-rule-list)# exit
```

Using the available module and access-operation, rules are possible that limit in more fine-grained ways.

This next example will allow a user in the limited group to see information from commands like show, but not make changes to the configuration:

```bash
tenr(config)# nacm rule-list limited-rules
tenr(config-nacm-rule-list)# group limited
ntenr(config-nacm-rule-list)# rule read-only
tenr(config-nacm-rule-list)# module *
tenr(config-nacm-rule-list)# access-operations read
ntenr(config-nacm-rule-list)# access-operations exec
tenr(config-nacm-rule-list)# action permit
tenr(config-nacm-rule-list)# exit
tenr(config-nacm-rule-list)# exit
```
Selective restrictions are also possible with rules that limit access to specific modules while allowing access to everything else. In this example, users in the limited group may access any module except for NTP.

```
  tnsr(config)# nacm rule-list limited-rules
  tnsr(config-nacm-rule-list)# group limited
  tnsr(config-nacm-rule-list)# rule no-ntp
  tnsr(config-nacm-rule)# module netgate-ntp
  tnsr(config-nacm-rule)# access-operations *
  tnsr(config-nacm-rule)# action deny
  tnsr(config-nacm-rule)# exit
  tnsr(config-nacm-rule-list)# rule permit-all
  tnsr(config-nacm-rule)# module *
  tnsr(config-nacm-rule)# access-operations *
  tnsr(config-nacm-rule)# action permit
  tnsr(config-nacm-rule)# exit
  tnsr(config-nacm-rule-list)# exit
```

### 24.9 NACM Rule Processing Order

When consulting defined rule lists, NACM acts in the following manner:

- If NACM is disabled, it skips all checks, otherwise it proceeds
- NACM consults group lists to find which groups contain this user
- NACM checks each rule list in the order they are defined
- NACM checks the group membership for each of these rule lists
- NACM compares the group defined on the rule list to the groups for this user, and if there is a match, it checks rules in the list
- NACM checks the rules in the order they are defined inside the rule list
- NACM compares the current access operation to the rule and if it matches, the rest of the rule is tested
- NACM attempts to match the following criteria, if defined on the rule:
  - The module on the rule name must match the requested module or *
  - The rpc-name matches the RPC call in the request
  - The path matches the XML path to the requested data
- If the rule is matched, NACM consults the action on the rule and acts as indicated, either permitting or denying access
- NACM repeats these checks until there are no more rules, and then no more rule lists
- If no rules matched, NACM consults the default policies for the attempted operation and takes the indicated action

### 24.10 Regaining Access if Locked Out by NACM

If the NACM configuration prevents an administrator from accessing TNSR in a required way, NACM can be disabled or its configuration removed to regain access.
24.10.1 Method 1: Temporarily Disable NACM

With a complicated NACM configuration, the easiest way to regain access is to disable NACM, fix the configuration, and then enable it again. This involves disabling NACM in /etc/tnsr.xml, which is copied from one of the following locations, depending on which services are stopped/started: /etc/tnsr/tnsr-none.xml, /etc/tnsr/tnsr-running.xml, and /etc/tnsr/tnsr-startup.xml. The best practice is to edit all three files.

- Stop TNSR
- Edit /etc/tnsr/tnsr-startup.xml
- Locate the line with CLICON_NACM_MODE and change it to:

  `<CLICON_NACM_MODE>disabled</CLICON_NACM_MODE>`

- Repeat the edit in /etc/tnsr/tnsr-none.xml and /etc/tnsr/tnsr-running.xml
- Restart TNSR
- Use the TNSR CLI to fix the broken NACM rules
- Save the new configuration
- Stop TNSR
- Edit /etc/tnsr/tnsr-startup.xml
- Locate the line with CLICON_NACM_MODE and change it to:

  `<CLICON_NACM_MODE>internal</CLICON_NACM_MODE>`

- Repeat the edit in /etc/tnsr/tnsr-none.xml and /etc/tnsr/tnsr-running.xml
- Restart TNSR

TNSR will start with the new, fixed, NACM configuration. If access is still not working properly, repeat the process making changes to NACM until it is, or proceed to the next method to start over.

24.10.2 Method 2: Remove NACM Configuration

- Stop TNSR
- Edit /var/tnsr/startup_db
- Remove the entire `<nacm>...</nacm>` section from startup_db
- Start TNSR

TNSR will restart without any NACM configuration and it can then be reconfigured from scratch as shown in NACM Example.

24.11 NACM Defaults

TNSR version 18.08 or later includes a default set of NACM rules. These rules allow members of group admin to have unlimited access and sets the default policies to deny. This configuration includes the users tnsr and root in the group admin.

See also:
To see the specific rules from the default configuration, see *NACM Example* or view the current NACM configuration as described in *View NACM Configuration*.

For users of older installations or those who have removed the default NACM configuration, NACM defaults to disabled with no defined groups or rule lists, and with the following default policies:

```
Default Read policy : permit
Default Write policy: deny
Default Exec policy : permit
```
TNSR includes an HTTP server, currently powered by nginx. This HTTP server provides clients with access to the RESTCONF API, and there are plans to extend it to provide other services in the future.

### 25.1 HTTP Server Configuration

The server is configured using the `http server` command to enter http mode:

```bash
tnsr# configure
tnsr(config)# http server
tnsr(config-http)#
```

The server can be disabled with the following command:

```bash
tnsr(config)# no http server
```

#### 25.1.1 Managing the HTTP Server Process

The HTTP server process can be managed using the `service` command:

```bash
tnsr# configure
tnsr(config)# service http <command>
```

Where `<command>` can be any of:

- **start**  Start the HTTP server
- **stop**   Stop the HTTP server
- **restart**  Restart (stop and then start) the HTTP server
- **status**  Print the status of the HTTP server process

### 25.2 HTTPS Encryption

The HTTP server can optionally utilize TLS (HTTPS) to secure communications between the client and server.

**Warning:** Though HTTPS is optional, we strongly recommend its use for optimal security.
HTTPS requires a server certificate present on the TNSR device, and this server certificate must be configured in the HTTP server:

```bash
tnsr(config)# http server
tnsr(config-http)# server certificate <cert-name>
```

See also:
For more information on managing certificates on TNSR, see *Public Key Infrastructure*.

## 25.3 Authentication

The HTTP server supports three types of client authentication to protect access to its resources: Client certificate authentication, password authentication, and none (no authentication):

```bash
tnsr(config-http)# authentication type (client-certificate|password|none)
```

### 25.3.1 Client Certificate

The most secure means of protecting access to the HTTP server is via client certificates:

```bash
tnsr(config-http)# authentication type client-certificate
tnsr(config-http)# authentication client-certificate-ca <cert-name>
```

To verify client certificates, a Certificate Authority (CA) is configured in TNSR and all client certificates must be signed by this CA. The client certificate must be used by the client when attempting to connect to the HTTP server. Clients without a certificate are rejected.

See also:
For more information on managing certificates on TNSR, see *Public Key Infrastructure*.

When using client certificates the Common Name (\texttt{cn=}) parameter) of the client certificate is taken as the username. That username is then processed through NACM to determine group access privileges for the RESTCONF API.

### 25.3.2 Password

Password authentication for the HTTP server is handled via Pluggable Authentication Modules (PAM) support:

```bash
tnsr(config-http)# authentication type password
```

Users can be authenticated against any source supported by PAM modules in the operating system.

Once authenticated, the username is processed through NACM to determine group access privileges for the RESTCONF API.

### 25.3.3 None

The least secure option is to disable authentication entirely:

```bash
tnsr(config-http)# authentication type none
```
Warning: This option must only be used for testing and never in a production environment.

This removes all security protecting the RESTCONF API. Without authentication, any client can send requests or make changes using the API, which is extremely dangerous.

25.4 RESTCONF Server

The primary service provided by the HTTP server is the API Endpoints which uses RESTCONF. This RESTCONF service can be enabled and disabled as needed within the HTTP server configuration.

To enable access to the RESTCONF API:

```
tnsr(config-http)# enable restconf
```

To disable access to the RESTCONF API:

```
tnsr(config-http)# disable restconf
```
Monitoring of a TNSR system, either locally or remotely, can be accomplished in several ways:

- From the CLI, using `show` commands.
- *API Endpoints* which provide state information.
- Through the SNMP service

See also:

Refer to the REST API documentation and *RESTCONF Service Setup with Certificate-Based Authentication and NACM* for details and examples for configuration and use of the RESTCONF API.

### 26.1 Monitoring Interfaces

Each interface has associated counters, which enable traffic volume and error monitoring.

**Note:** To limit the amount of administrative traffic, VPP only updates these counters every 10 seconds.

There are several commands used to monitor interfaces: `show interface`, `show interface counters`, `interface clear counters`, and `show packet-counters`. Additionally, the counters may be retrieved using RESTCONF.

#### 26.1.1 show interface

The `show interface` command prints important traffic volume and error counters specific to each interface. For example:

```
tnsr# show interface

Interface: TenGigabitEthernet6/0/0
  Admin status: up
  Link up, link-speed 1000 Mbps, full duplex
  Link MTU: 1500 bytes
  MAC address: 00:90:0b:7a:8a:67
  IPv4 Route Table: ipv4-VRF:0
  IPv4 addresses:
    203.0.113.2/24
  IPv6 Route Table: ipv6-VRF:0
  IPv6 addresses:
```

(continues on next page)
The show interface command also supports filtering of its output. When the list is filtered, its name, description, and administrative status are printed along with the chosen output.

- **access-list** Prints the access control lists configured on an interface
- **counters** Prints the interface traffic counters for an interface
- **ip** ([nat|vrrp-virtual-router]) Prints the IPv4 addresses present on the interface and the IPv4 route table used by the interface.
  - **nat** Prints the NAT role for an interface (e.g. inside or outside)
  - **vrrp-virtual-router** Prints the IPv4 VRRP status for an interface.
- **ipv6** ([vrrp-virtual-router]) Prints the IPv6 addresses present on the interface and the IPv6 route table used by the interface.
  - **vrrp-virtual-router** Prints the IPv6 VRRP status for an interface.
- **link** Prints the link status (e.g. up or down), media type and duplex, and MTU
- **mac-address** Prints the hardware MAC address, if present
- **vlan tag-rewrite** Shows VLAN tag rewriting attributes for an interface.

These keywords may be used with the entire list of interfaces, for example:

```
tnsr# show interface ip
```

The filtering may also be applied to a single interface:

```
tnsr# show interface TenGigabitEthernet6/0/0 link
```

### 26.1.2 show interface counters

The show interface [<if-name>] counters [verbose] command displays detailed information on all available interface counters.

Example output:

```
tnsr(config)# show interface TenGigabitEthernet6/0/0 counters
Interface: TenGigabitEthernet6/0/0
  counters:
    received: 9253580 bytes, 61588 packets, 0 errors
    transmitted: 628148 bytes, 5755 packets, 8 errors
    protocols: 12810 IPv4, 5101 IPv6
    50972 drops, 0 punts, 0 rx miss, 0 rx no buffer
```

Additional detailed packet counters for transmit and receive of unicast, multicast, and broadcast traffic may be enabled or disabled on a per-interface basis *(Interface Configuration Options)*. Add the **verbose** keyword to display these statistics:
```
ten(s) show interface TenGigabitEthernet6/0/0 counters verbose
Interface: TenGigabitEthernet6/0/0
detailed counters:
  received: 9258555 bytes, 61641 packets, 0 errors
  received unicast: 2464 bytes, 18 packets
  received multicast: 2464 bytes, 18 packets
  received broadcast: 622 bytes, 8 packets
  transmitted: 628676 bytes, 5761 packets, 8 errors
  transmitted unicast: 2480 bytes, 18 packets
  transmitted multicast: 2480 bytes, 18 packets
  transmitted broadcast: 0 bytes, 0 packets
  protocols: 12820 IPv4, 5105 IPv6
51016 drops, 0 punts, 0 rx miss, 0 rx no buffer
```

Counter values take a minimum of 10 seconds to be populated with valid data.

### 26.1.3 clear interface counters

The `interface clear counters <name>` command clears all counters on a given interface. This command is available in config mode. If no specific interface is given, all interfaces will have their counters cleared:

```
ten(s) configure
ten(s) interface clear counters
Counters cleared
```

### 26.1.4 show packet-counters

The `show packet-counters` command prints packet statistics and error counters taken from the dataplane. These counters show counts of packets that have passed through various aspects of processing, such as encryption, along with various types of packet send/receive errors. The set of counters displayed will vary depending on the set of enabled features, such as NAT, IPsec, and so on.

Example output:

```
ten(s) show packet-counters
  Count   Node                  Reason
  624     dpdk-crypto-input    Crypto ops dequeued
  624     dpdk-esp-decrypt-post ESP post pkts
  624     dpdk-esp-decrypt     ESP pkts received
  622     esp-encrypt          ESP pkts received
  624     ipsec-if-input       good packets received
  304     ip4-input            Multicast RPF check failed
    9     ip4-arp               ARP requests sent
    22    lldp-input            lldp packets received on disabled
interf
  8     ethernet-input        no error
  2     ethernet-input        unknown ethernet type
  5821   ethernet-input        unknown vlan
  16     arp-input             ARP request IP4 source address
learned
  28    GigabitEthernet0/14/0-output interface is down
  8     GigabitEthernet3/0/0-output interface is down
```
26.1.5 Interface status via API

If the RESTCONF API is enabled, the interface counter data may also be polled that way. For example:

Command:

```
$ curl --cert ~/tnsr/tnsr-myuser.crt
   --key ~/tnsr/tnsr-myuser.key
   --cacert ~/tnsr/tnsr-selfca.crt
   -X GET
   http://tnsr.example.com/restconf/data/netgate-interface:interfaces-state/
     →interface=TenGigabitEthernet6%2F0%2F0/counters/
```

Output:

```json
{
   "netgate-interface:counters": {
      "collect-time": 1563807148,
      "reset-time": 0,
      "detailed-counters": true,
      "rx-bytes": 120317,
      "rx-packets": 736,
      "rx-unicast-bytes": 19775,
      "rx-unicast-packets": 102,
      "rx-multicast-bytes": 97965,
      "rx-multicast-packets": 597,
      "rx-broadcast-bytes": 2577,
      "rx-broadcast-packets": 37,
      "tx-bytes": 15530,
      "tx-packets": 101,
      "tx-unicast-bytes": 15178,
      "tx-unicast-packets": 95,
      "tx-multicast-bytes": 226,
      "tx-multicast-packets": 3,
      "tx-broadcast-bytes": 126,
      "tx-broadcast-packets": 3,
      "drop": 601,
      "punt": 0,
      "rx-no-buffer": 0,
      "rx-miss": 0,
      "rx-error": 0,
      "tx-error": 21
   }
}
```

26.2 Simple Network Management Protocol

The Simple Network Management Protocol (SNMP) service on TNSR provides a method through which the router can be monitored by a Network Monitoring System (NMS) or other software which supports SNMP.

SNMP presents information about the router to clients organized in an object identifier (OID) tree which is defined by Management Information Base (MIB) files. SNMP clients can access information by using a numerical OID or by using names looked up from MIB files.
The SNMP daemon currently supports the View-based Access Control Model (VACM). In this model, groups of communities are allowed access to SNMP information defined by views, which grant or limit their access.

**Note:** Future versions of TNSR will support SNMPv3 for more secure access control.

The SNMP service will respond to requests from host OS management interfaces as well as TNSR interfaces, if allowed by ACLs.

**Warning:** Access to the SNMP service on UDP port 161 should be limited by ACLs so that only authorized management hosts are able to reach the service.

### 26.2.1 Enable or Disable the SNMP Service

The SNMP server is enabled and disabled by the `server snmp (disable|enable)` command.

To enable the SNMP service:

```
tnsr(config)# server snmp enable
```

To disable the SNMP service:

```
tnsr(config)# server snmp disable
```

### 26.2.2 Control the SNMP Service

The SNMP service is controlled by the `service snmp (start|stop|restart|status)` command.

In most cases manual control of the service is unnecessary as the server will start and stop as needed based on the configuration.

### 26.2.3 SNMP Configuration

The SNMP configuration is managed using the `snmp` command from `config` mode. This command has several options which are collectively used to define VACM rules to grant access to clients.

**SNMP Communities**

An SNMP community in SNMPv1 and SNMPv2c is similar to a username and password in a single string. The community name is given by a client and checked against communities listed in the SNMP configuration. If the community is known, and the source of the request matches the source defined for the community, then the request continues on to have its access checked further.

**Warning:** SNMPv1 and SNMPv2c are not encrypted. Only allow access to the SNMP daemon from management networks or similar secure locations.

A community entry maps a traditional SNMP community name (e.g. `public`) to a VACM security name:
```plaintext
TNsR(config)# [no] snmp community community-name <community-name>
source (<src-prefix>|default)
security-name <security-name>
```

The following parameters are available:

- `community-name <community-name>` The name for this community.

  **Warning:** The SNMP community name should be considered as a password. Do not use an easily guessed name, and keep the community name a secret from others. Do not transmit the community name over an insecure network.

- `source (<src-prefix>|default)` The IPv4 or IPv6 source network from which requests for this community will originate. For example, a management network.

  The keyword `default` may also be used for the source, which allows a request from any source.

  **Warning:** The best practice is to limit access by source so that only specific clients may access SNMP information. Avoid using `default` if at all possible.

- `security-name <security-name>` The VACM security name to which this community should be mapped. This name is then used in groups.

  This command may be repeated multiple times. Thus, multiple sources can set be for the same community. It can also be used to setup more complex policies such as different sources for the same community being mapped to different security names, or mapping multiple communities/sources to the same security name.

### SNMP Groups

A group defines a VACM group, which is a collection of security names that have the same level of access.

```plaintext
TNsR(config)# [no] snmp group group-name <group-name>
security-name <security-name>
security-model (any|v1|v2c)
```

The following parameters are available:

- `group-name <group-name>` The name of this group, which is used by access rules.

- `security-name <security-name>` The security name to add as a member of this group.

**Note:** In SNMPv1 and SNMPv2, the security name is mapped from a community entry (SNMP Communities). In future versions with SNMPv3, this may also be a SNMPv3 security name (e.g. USM username, TSM identity, etc).

- `security-model (any|v1|v2c)` The source of this security name, based on how its connection was authorized.

This command may be repeated to add multiple members to the same group.
SNMP Views

A view defines a subset of the entire SNMP object identifier (OID) tree. Multiple views with the same name may be defined to build a collection of OIDs to which groups may be granted access.

```
tnsr(config)# [no] snmp view view-name <view-name>
  view-type (included|excluded)
  oid <oid>
```

The following parameters are available:

- `view-name <view-name>` The name of this view. Used in access rules to grant read and write access to portions of the OID tree.
- `view-type (included|excluded)` Sets the type of view being defined.
  - included When set, objects under `oid` will be included in the view.
  - excluded When set, objects under `oid` will be excluded from the view.
- `oid <oid>` The base `oid` under which this view either includes or excludes objects. This may be specified numerically or using names known to the SNMP daemon from MIB files. For example, the root OID `.1` may also be given by its name `.iso`. Refer to MIB files for details.

This command may be repeated to define complex views which may include and exclude portions of the same OID hierarchy.

SNMP Access Rules

An access rule defines which views may be accessed by a given group. This ties together the other VACM entries, granting access to clients.

```
tnsr(config)# [no] snmp access group-name <group-name>
  prefix (exact|prefix)
  model (any|v1|v2c)
  level (noauth|auth|priv)
  read <read-view>
  write <write-view>
```

The following parameters are available:

- `group-name <group-name>` The name of the group being granted access, as defined by VACM group entries (SNMP Groups).
- `prefix (exact|prefix)` Used by SNMPv3 to control how a context on the rule is applied to the context of the incoming connection. Since SNMPv3 is not yet supported, this must be set to `exact`.
- `model (any|v1|v2c)` The security model of the client connection, based on how its connection was authorized.
- `level (noauth|auth|priv)` The minimum security level at which this access rule will be allowed. Since SNMPv3 and transport security are not yet supported, this must be set to `noauth`.
- `read (<read-view>|none)` The name of the view (SNMP Views) to which matching clients will have read access. Use `none` to deny read access.
- `write (<write-view>|none)` The name of the view (SNMP Views) to which matching clients will have write access. Use `none` to deny write access.
26.2.4 SNMP Example

The following example sets up SNMP access for a single community name which can read anything under \texttt{.1(.iso)} in the OID tree, and does not write access.

```
snmp community community-name tnsrmon source 10.2.4.0/24 security-name TNSRMonitor
snmp group group-name ROGroup security-name TNSRMonitor security-model v1
snmp group group-name ROGroup security-name TNSRMonitor security-model v2c
snmp view view-name systemview view-type included oid .1
snmp access group-name ROGroup prefix exact model any level noauth read systemview → write none
```

Following through line by line:

First, map the SNMPv1/SNMPv2c community named \texttt{tnsrmon} to the security name \texttt{TNSRMonitor} for clients connecting from 10.2.4.0/24, which in this example is a secure management network.

```
snmp community community-name tnsrmon source 10.2.4.0/24 security-name TNSRMonitor
```

Next, define a group named \texttt{ROGroup}, and specify that if the \texttt{TNSRMonitor} security name connects using SNMPv1, it is considered a member of this group.

```
snmp group group-name ROGroup security-name TNSRMonitor security-model v1
```

Add another entry to \texttt{ROGroup} for \texttt{TNSRMonitor} if it connects using SNMPv2c.

```
snmp group group-name ROGroup security-name TNSRMonitor security-model v2c
```

Now define a view named \texttt{systemview} which includes the entire OID tree under \texttt{.1}. This could also have been specified by name, e.g. \texttt{.iso}.

```
snmp view view-name systemview view-type included oid .1
```

Finally, tie all the entries together by granting access for \texttt{ROGroup} to read from \texttt{systemview} when it connects using any security model, but do not specify a write group so that it has no write access.

```
snmp access group-name ROGroup prefix exact model any level noauth read systemview → write none
```

\textbf{Note:} Since SNMPv3 is not yet supported, the values for \texttt{prefix} and \texttt{level} must be set as shown. See \textit{SNMP Access Rules}. 
This section is a cookbook full of example recipes which can be used to quickly configure TNSR in a variety of ways. The use cases covered by these recipes are real-world problems encountered by Netgate customers. These example scenarios pull together concepts discussed in more detail throughout the rest of this documentation to accomplish larger goals.

27.1 RESTCONF Service Setup with Certificate-Based Authentication and NACM

Covered Topics

- Use Case
- Example Scenario
- TNSR Setup
- Client Configuration
- Example Usage
- Adding More Users

27.1.1 Use Case

RESTCONF is desirable for its ability to implement changes to TNSR remotely using the API, but allowing remote changes to TNSR also raises security concerns. When using RESTCONF, security is extremely important to protect the integrity of the router against unauthorized changes.

Note: RESTCONF deals in JSON output and input, which is easily parsed by a variety of existing libraries for programming and scripting languages.

27.1.2 Example Scenario

In this example, TNSR will be configured to allow access via RESTCONF, but the service will be protected in several key ways:
• The RESTCONF service is configured for TLS to encrypt the transport
• The RESTCONF service is configured to require a client certificate, which is validated against a private Certificate Authority known to TNSR
• NACM determines if the certificate common-name (username) is allowed access to view or make changes via RESTCONF

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TNSR Hostname</td>
<td>tnsr.example.com</td>
</tr>
<tr>
<td>RESTCONF Username</td>
<td>myuser</td>
</tr>
<tr>
<td>NACM Group Name</td>
<td>admins</td>
</tr>
<tr>
<td>Additional User</td>
<td>anotheruser</td>
</tr>
</tbody>
</table>

### 27.1.3 TNSR Setup

#### Generate Certificates

Create a self-signed Certificate Authority:

```
tnsr(config)# pki private-key selfca generate
tnsr(config)# pki signing-request set common-name selfca
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request selfca generate
tnsr(config)# pki signing-request selfca sign self enable-ca true
```

Create a certificate for the user myuser, signed by selfca:

```
tnsr(config)# pki private-key myuser generate key-length 4096
tnsr(config)# pki signing-request set common-name myuser
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request myuser generate
tnsr(config)# pki signing-request myuser sign ca-name selfca days-valid 365 digest sha512 enable-ca false
```

Create a certificate for the RESTCONF service to use. The common-name should be the hostname of the TNSR router, which should also exist in DNS:

```
tnsr(config)# pki private-key restconf generate key-length 4096
tnsr(config)# pki signing-request set common-name tnsr.example.com
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request restconf generate
tnsr(config)# pki signing-request restconf sign ca-name selfca days-valid 365 digest sha512 enable-ca false
```

#### Setup NACM

Disable NACM while making changes, to avoid locking out the account making the changes:

```
tnsr(config)# nacm disable
```

Set default policies:
tnsr(config)# nacm exec-default deny
tnsr(config)# nacm read-default deny
tnsr(config)# nacm write-default deny

Setup an admin group containing the default users plus myuser, which will match the common-name of the user certificate created above:

```
tnsr(config)# nacm group admin
tnsr(config-nacm-group)# member root
tnsr(config-nacm-group)# member tnsr
tnsr(config-nacm-group)# member myuser
tnsr(config-nacm-group)# exit
```

Setup rules to permit any action by members of the admin group:

```
tnsr(config)# nacm rule-list admin-rules
tnsr(config-nacm-rule-list)# group admin
tnsr(config-nacm-rule-list)# rule permit-all
tnsr(config-nacm-rule)# module *
tnsr(config-nacm-rule)# access-operations *
tnsr(config-nacm-rule)# action permit
tnsr(config-nacm-rule)# exit
tnsr(config-nacm-rule-list)# exit
```

Enable NACM:

```
tnsr(config)# nacm enable
tnsr(config)# exit
```

**Enable RESTCONF**

Enable RESTCONF and configure it for TLS and client certificate authentication:

```
tnsr(config)# http server
tnsr(config-http)# server certificate restconf
tnsr(config-http)# authentication type client-certificate
tnsr(config-http)# authentication client-certificate-ca selfca
tnsr(config-http)# enable restconf
```

### 27.1.4 Client Configuration

On TNSR, export the CA certificate, user certificate, and user certificate key. Place the resulting files in a secure place on a client system, in a directory with appropriate permissions, readable only by the user. Additionally, the private key file must only be readable by the user. For this example, the files will be placed in `~/tnsr/`

First, export the CA certificate. Copy and paste this into a local file, named `tnsr-selfca.crt`:

```
tnsr# pki ca selfca get
-----BEGIN CERTIFICATE-----
[...]
-----END CERTIFICATE-----
```

Next, export the user certificate, copy and paste it and save in a local file named `tnsr-myuser.crt`:
Finally, export the user certificate private key, copy and paste it and save in a local file named `tnsr-myuser.key`. Remember to protect this file so it is only readable by this user:

```
$ tnsr pki private-key myuser get
-----BEGIN PRIVATE KEY-----
[...]
-----END PRIVATE KEY-----
```

This example uses `curl` to access RESTCONF, so ensure it is installed and available on the client computer.

### 27.1.5 Example Usage

This simple example shows fetching the contents of an ACL from RESTCONF as well as adding a new ACL entry. There are numerous possibilities here, for more details see the [REST API documentation](https://example.com/restconf).

In this example, there is an existing ACL named `blockbadhosts`. It contains several entries including a default allow rule with a sequence number of 5000.

These examples are all run from the client configured above.

**Note:** This is a simple demonstration using cURL and shell commands. This makes it easy to demonstrate how the service works, and how RESTCONF URLs are formed, but does not make for a good practical example.

In real-world cases these types of queries would be handled by a program or script that interacts with RESTCONF, manipulating data directly and a lot of the details will be handled by RESTCONF and JSON programming libraries.

---

### Retrive a specific ACL

Retrieve the entire contents of the `blockbadhosts` ACL:

**Command:**

```
$ curl --cert ~/tnsr/tnsr-myuser.crt
     --key ~/tnsr/tnsr-myuser.key
     --cacert ~/tnsr/tnsr-selfca.crt
     -X GET
     https://tnsr.example.com/restconf/data/netgate-acl:acl-config/acl-table/acl-list=blockbadhosts
```

**Output:**

```
{
   "acl-list": [
      {
         "acl-name": "blockbadhosts",
         "acl-description": "Block bad hosts",
         "acl-rules": [
            "acl-rule": [
```
The cURL parameters and RESTCONF URL can be dissected as follows:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>cURL Client Certificate</td>
<td>--cert ~/tnsr/tnsr-myuser.crt</td>
</tr>
<tr>
<td>cURL Client Certificate Key</td>
<td>--key ~/tnsr/tnsr-myuser.key</td>
</tr>
<tr>
<td>cURL CA Cert to validate TLS</td>
<td>--cacert ~/tnsr/tnsr-selfca.crt</td>
</tr>
<tr>
<td>Request type (GET)</td>
<td>-X GET</td>
</tr>
<tr>
<td>RESTCONF Server protocol/host</td>
<td><a href="https://tnsr.example.com">https://tnsr.example.com</a></td>
</tr>
<tr>
<td>RESTCONF API location:</td>
<td>/restconf/data/</td>
</tr>
<tr>
<td>ACL config area (prefix:name)</td>
<td>netgate-acl:acl-config/</td>
</tr>
<tr>
<td>ACL table</td>
<td>acl-table/</td>
</tr>
<tr>
<td>ACL List, with restriction</td>
<td>acl-list=blockbadhosts</td>
</tr>
</tbody>
</table>

Note: Lists of items with a unique key can be restricted as shown above. The API documentation also calls this out as well, showing an optional = (name) in the query.

Retrieve a specific rule of a specific ACL

View only the default permit rule of the ACL:

Command:

```
$ curl --cert ~/tnsr/tnsr-myuser.crt 
--key ~/tnsr/tnsr-myuser.key 
--cacert ~/tnsr/tnsr-selfca.crt 
-X GET 
https://tnsr.example.com/restconf/data/netgate-acl:acl-config/acl-table/acl-
--list=blockbadhosts/acl-rules/acl-rule=5000
```

(continues on next page)
Output:

```
{
    "netgate-acl:acl-rule": [
        {
            "sequence": 5000,
            "acl-rule-description": "Default Permit",
            "action": "permit"
        }
    ]
}
```

The query is nearly identical to the previous one, with the following additional components:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACL rules list</td>
<td>acl-rules/</td>
</tr>
<tr>
<td>ACL rule, with restriction</td>
<td>acl-rule=5000</td>
</tr>
</tbody>
</table>

**Add a new rule to an existing ACL**

Insert a new ACL rule entry with the following parameters:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Request Type</td>
<td>-X PUT (add content)</td>
</tr>
<tr>
<td>ACL Name</td>
<td>blockbadhosts</td>
</tr>
<tr>
<td>ACL Rule Sequence</td>
<td>10</td>
</tr>
<tr>
<td>ACL Rule Action</td>
<td>deny</td>
</tr>
<tr>
<td>ACL Rule Source Address</td>
<td>10.222.111.222/32</td>
</tr>
</tbody>
</table>

The new data passed in the `-d` parameter is JSON but with all whitespace removed so it can be more easily expressed on a command line.

The URL is the same as if the query is retrieving the rule in question.

**Warning:** Note the presence of the sequence number in both the supplied JSON data and in the URL. This must match.

**Command:**

```
$ curl --cert ~/tnsr/tnsr-myuser.crt \
     --key ~/tnsr/tnsr-myuser.key \
     --cacert ~/tnsr/tnsr-selfca.crt \
     -X PUT \
     -d '{"netgate-acl:acl-rule": [{"sequence": 10,"action":"deny","src-ip-prefix":"10.222.111.222/32"}]}' \
```

**Output:** This command has no output when it works successfully.

Retrieve the contents of the ACL again to see that the new rule is now present:
Command:

```bash
$ curl --cert ~/tnsr/tnsr-myuser.crt \
     --key ~/tnsr/tnsr-myuser.key \
     --cacert ~/tnsr/tnsr-selfca.crt \
     -X GET \
     https://tnsr.example.com/restconf/data/netgate-acl:acl-config/acl-table/acl-
     list=blockbadhosts
```

Output:

```json
{
  "netgate-acl:acl-list": [
    {
      "acl-name": "blockbadhosts",
      "acl-description": "Block bad hosts",
      "acl-rules": {
        "acl-rule": [
          {
            "sequence": 1,
            "action": "deny",
            "src-ip-prefix": "203.0.113.14/32"
          },
          {
            "sequence": 2,
            "action": "deny",
            "src-ip-prefix": "203.0.113.15/32"
          },
          {
            "sequence": 10,
            "action": "deny",
            "src-ip-prefix": "10.222.111.222/32"
          },
          {
            "sequence": 555,
            "action": "deny",
            "src-ip-prefix": "5.5.5.5/32"
          },
          {
            "sequence": 5000,
            "acl-rule-description": "Default Permit",
            "action": "permit"
          }
        ]
      }
    }
  ]
}
```

**Remove a specific rule from an ACL**

Say that entry is no longer needed and it is safe to remove. That can be done with a `DELETE` request for the URL corresponding to its sequence number:

**Command:**
curl --cert ~/tnsr/tnsr-myuser.crt \ 
--key ~/tnsr/tnsr-myuser.key \ 
--cacert ~/tnsr/tnsr-selfca.crt \ 
-X DELETE \ 

Output: This does not produce any output if it completed successfully.

Retrieve the contents of the ACL again to confirm it was removed.

27.1.6 Adding More Users

To create additional RESTCONF users, only two actions are required on TNSR: Generate a certificate for the new user, and then add the user to NACM. This example adds a new user named anotheruser.

Generate a new user certificate:

curl --cert ~/tnsr/tnsr-myuser.crt \ 
--key ~/tnsr/tnsr-myuser.key \ 
--cacert ~/tnsr/tnsr-selfca.crt \ 
-X DELETE \ 

Output: This does not produce any output if it completed successfully.

Retrieve the contents of the ACL again to confirm it was removed.

27.1.6 Adding More Users

To create additional RESTCONF users, only two actions are required on TNSR: Generate a certificate for the new user, and then add the user to NACM. This example adds a new user named anotheruser.

Generate a new user certificate:

tnsr(config)# pki private-key anotheruser generate key-length 4096
tnsr(config)# pki signing-request set common-name anotheruser
tnsr(config)# pki signing-request set digest sha256
tnsr(config)# pki signing-request anotheruser generate
tnsr(config)# pki signing-request anotheruser sign ca-name selfca days-valid 365

Add this user to the NACM admin group:

tnsr(config)# nacm group admin
tnsr(config-nacm-group)# member anotheruser
tnsr(config-nacm-group)# exit

Then, the user certificate can be copied to a new client and used as explained previously.

27.2 TNSR IPsec Hub for pfSense

Current scenario:

HQ (hub) with 3 branch (spoke) sites, with secure interconnection between their local networks. One of the branch routers is assumed to be BGP capable. Internet access for one of the sites should be provided through the hub node.

Covered Topics

- Input Data
  - Scenario Topology
  - TNSR and Peer Network Configuration
  - TNSR and Peer IPsec Configuration
- Setup Details
  - Initial setup
    - TNSR Setup
* Peer 1 Basic Setup
* Peer 2 Basic Setup
* Peer 3 Basic Setup

- Access between local and remote networks via IPsec
  - TNSR
    - IPsec Configuration
    - Routing
    - Peer 1 Setup
    - Peer 2 Setup
    - Peer 3 Setup
  - Access to the internet for remote network
    - TNSR
    - Peer 1 Policy Route

### 27.2.1 Input Data

The information in this section defines the local configuration which is covered in this recipe. These input values can be substituted by the actual corresponding values for a real-world implementation.

**Scenario Topology**

![Fig. 1: TNSR IPsec Hub](image-url)
TNSR and Peer Network Configuration

Table 1: TNSR Setup

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAN Interface</td>
<td>GigabitEthernetb/0/0</td>
</tr>
<tr>
<td>LAN Network</td>
<td>192.168.0.0/24</td>
</tr>
<tr>
<td>LAN IP Address static</td>
<td>192.168.0.1/24</td>
</tr>
<tr>
<td>WAN Interface</td>
<td>GigabitEthernet13/0/0</td>
</tr>
<tr>
<td>WAN IP Address DHCP</td>
<td>10.129.0.10/24</td>
</tr>
<tr>
<td>IPsec VTI Peer 1 IP Address</td>
<td>10.131.1.1/30</td>
</tr>
<tr>
<td>IPsec VTI Peer 2 IP Address</td>
<td>10.131.2.1/30</td>
</tr>
<tr>
<td>IPsec VTI Peer 3 IP Address</td>
<td>10.131.3.1/30</td>
</tr>
</tbody>
</table>

Table 2: Peer 1 Network Setup

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAN Interface</td>
<td>LAN</td>
</tr>
<tr>
<td>LAN Network</td>
<td>192.168.1.0/24</td>
</tr>
<tr>
<td>LAN IP Address static</td>
<td>192.168.1.1/24</td>
</tr>
<tr>
<td>WAN Interface</td>
<td>WAN</td>
</tr>
<tr>
<td>WAN IP Address DHCP</td>
<td>10.129.0.11/24</td>
</tr>
<tr>
<td>IPsec VTI TNSR IP Address</td>
<td>10.131.1.2/30</td>
</tr>
</tbody>
</table>

Table 3: Peer 2 Network Setup

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAN Interface</td>
<td>LAN</td>
</tr>
<tr>
<td>LAN Network</td>
<td>192.168.2.0/24</td>
</tr>
<tr>
<td>LAN IP Address static</td>
<td>192.168.2.1/24</td>
</tr>
<tr>
<td>WAN Interface</td>
<td>WAN</td>
</tr>
<tr>
<td>WAN IP Address DHCP</td>
<td>10.129.0.12/24</td>
</tr>
<tr>
<td>IPsec VTI TNSR IP Address</td>
<td>10.131.2.2/30</td>
</tr>
</tbody>
</table>

Table 4: Peer 3 Network Setup

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAN Interface</td>
<td>LAN</td>
</tr>
<tr>
<td>LAN Network</td>
<td>192.168.3.0/24</td>
</tr>
<tr>
<td>LAN IP Address static</td>
<td>192.168.3.1/24</td>
</tr>
<tr>
<td>WAN Interface</td>
<td>WAN</td>
</tr>
<tr>
<td>WAN IP Address DHCP</td>
<td>10.129.0.13/24</td>
</tr>
<tr>
<td>IPsec VTI TNSR IP Address</td>
<td>10.131.3.2/30</td>
</tr>
</tbody>
</table>

TNSR and Peer IPsec Configuration

General IPsec settings are the same for every node.
### Table 5: IPsec IKE/Phase 1 Settings

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Network Interface</td>
<td>WAN Interface</td>
</tr>
<tr>
<td>IKE type</td>
<td>IKEv2</td>
</tr>
<tr>
<td>Authentication method</td>
<td>PSK</td>
</tr>
<tr>
<td>Pre-Share Key</td>
<td>01234567</td>
</tr>
<tr>
<td>Local identifier</td>
<td>WAN IP Address</td>
</tr>
<tr>
<td>Remote identifier</td>
<td>Remote WAN IP Address</td>
</tr>
<tr>
<td>Encryption</td>
<td>AES-128-CBC</td>
</tr>
<tr>
<td>Hash</td>
<td>SHA1</td>
</tr>
<tr>
<td>DH group</td>
<td>14 (2048 bit modulus)</td>
</tr>
<tr>
<td>Lifetime</td>
<td>28800</td>
</tr>
</tbody>
</table>

### Table 6: IPsec SA/Phase 2 Settings

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode</td>
<td>Routed IPsec (VTI)</td>
</tr>
<tr>
<td>Protocol</td>
<td>ESP</td>
</tr>
<tr>
<td>Encryption</td>
<td>AES-128-CBC</td>
</tr>
<tr>
<td>Hash</td>
<td>SHA1</td>
</tr>
<tr>
<td>PFS group</td>
<td>14 (2048)</td>
</tr>
<tr>
<td>Lifetime</td>
<td>3600</td>
</tr>
</tbody>
</table>

### 27.2.2 Setup Details

#### Initial setup

It is assumed that devices have generic default setup, do not have any existing configuration errors, and are ready to be configured.

**Note:** In this scenario every device obtains its own static IP address on its WAN interface from an external lab gateway which is not a part of the considered scenario.

#### TNSR Setup

**LAN settings**

Setup LAN interface with static IP address:

```bash
tnsr tnsr# configure
tnsr tnsr(config)# interface GigabitEthernetb/0/0
tnsr tnsr(config-interface)# description LAN
tnsr tnsr(config-interface)# ip address 192.168.0.1/24
tnsr tnsr(config-interface)# enable
tnsr tnsr(config-interface)# exit
tnsr tnsr(config)# exit```
WAN settings

Setup WAN interface for obtaining IP address via DHCP:

```bash
tnsr tnsr# configure
tnsr tnsr(config)# interface GigabitEthernet13/0/0
tnsr tnsr(config-interface)# description WAN
tnsr tnsr(config-interface)# dhcp client ipv4 hostname tnsr
tnsr tnsr(config-interface)# enable
tnsr tnsr(config-interface)# exit
tnsr tnsr(config)# exit
```

DHCP server

Setup DHCP server on LAN interface with following settings:

```
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>DHCP IP address pool</td>
<td>192.168.0.100 to 192.168.0.199</td>
</tr>
<tr>
<td>Default gateway</td>
<td>TNSR LAN IP address</td>
</tr>
<tr>
<td>DNS</td>
<td>8.8.8.8 and 1.1.1.1</td>
</tr>
</tbody>
</table>
```

```bash
tnsr tnsr# configure
tnsr tnsr(config)# dhcp4 server
tnsr tnsr(config-kea-dhcp4)# description LAN DHCP
tnsr tnsr(config-kea-dhcp4)# interface listen GigabitEthernetb/0/0
tnsr tnsr(config-kea-dhcp4)# subnet 192.168.0.0/24
tnsr tnsr(config-kea-subnet4)# interface GigabitEthernetb/0/0
tnsr tnsr(config-kea-subnet4)# pool 192.168.0.100-192.168.0.199
tnsr tnsr(config-kea-subnet4-pool)# exit
tnsr tnsr(config-kea-subnet4)# option routers
tnsr tnsr(config-kea-subnet4-opt)# data 192.168.0.1
tnsr tnsr(config-kea-subnet4-opt)# exit
tnsr tnsr(config-kea-subnet4)# option domain-name-servers
tnsr tnsr(config-kea-subnet4-opt)# data 8.8.8.8, 1.1.1.1
tnsr tnsr(config-kea-subnet4-opt)# exit
tnsr tnsr(config-kea-subnet4)# exit
tnsr tnsr(config-kea-dhcp4)# exit
tnsr tnsr(config)# dhcp4 enable
tnsr tnsr(config)# exit
```

NAT

```bash
tnsr tnsr# configure
tnsr tnsr(config)# nat global-options nat44 forwarding true
tnsr tnsr(config)# nat pool interface GigabitEthernet13/0/0
tnsr tnsr(config)# interface GigabitEthernetb/0/0
tnsr tnsr(config-interface)# ip nat inside
tnsr tnsr(config-interface)# exit
tnsr tnsr(config)# interface GigabitEthernet13/0/0
tnsr tnsr(config-interface)# ip nat outside
```

(continues on next page)
Peer 1 Basic Setup

LAN settings

Setup LAN interface with static IP address.

- Navigate to Interfaces > LAN
- Set IPv4 Configuration Type to Static IPv4
- Set IPv4 Address to 192.168.1.1 and mask as 24
- Click Save
- Click Apply Changes

WAN settings

Setup WAN interface for obtaining an IP address via DHCP. This could also be a static setup, following a similar form to the LAN settings above.

- Navigate to Interfaces > WAN
- Set IPv4 Configuration Type to DHCP
- Click Save
- Click Apply Changes

DHCP server

Setup DHCP server on LAN interface with following settings:

Table 8: Peer 1 DHCP Server Setup

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>DHCP IP address pool</td>
<td>192.168.1.100 to 192.168.1.199</td>
</tr>
<tr>
<td>Default gateway</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
<tr>
<td>DNS</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
</tbody>
</table>

- Navigate to Services > DHCP Server, LAN tab
- Set Range From as 192.168.1.100 and To as 192.168.1.199
- Click Save

Peer 2 Basic Setup

LAN settings

Setup LAN interface with static IP address.
• Navigate to Interfaces > LAN
• Set IPv4 Configuration Type to Static IPv4
• Set IPv4 Address to 192.168.2.1 and mask as 24
• Click Save
• Click Apply Changes

WAN settings

Setup WAN interface for obtaining an IP address via DHCP. This could also be a static setup, following a similar form to the LAN settings above.

• Navigate to Interfaces > WAN
• Set IPv4 Configuration Type to DHCP
• Click Save
• Click Apply Changes

DHCP server

Setup DHCP server on LAN interface with following settings:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>DHCP IP address pool</td>
<td>192.168.2.100 to 192.168.2.199</td>
</tr>
<tr>
<td>Default gateway</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
<tr>
<td>DNS</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
</tbody>
</table>

• Navigate to Services > DHCP Server, LAN tab
• Set Range From as 192.168.2.100 and To as 192.168.2.199
• Click Save

Peer 3 Basic Setup

LAN settings

Setup LAN interface with static IP address.

• Navigate to Interfaces > LAN
• Set IPv4 Configuration Type to Static IPv4
• Set IPv4 Address to 192.168.3.1 and mask as 24
• Click Save
• Click Apply Changes
WAN settings

Setup WAN interface for obtaining an IP address via DHCP. This could also be a static setup, following a similar form to the LAN settings above.

- Navigate to Interfaces > WAN
- Set IPv4 Configuration Type to DHCP
- Click Save
- Click Apply Changes

DHCP server

Setup DHCP server on LAN interface with following settings:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>DHCP IP address pool</td>
<td>192.168.3.100 to 192.168.3.199</td>
</tr>
<tr>
<td>Default gateway</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
<tr>
<td>DNS</td>
<td>LAN IP address (pfSense Default)</td>
</tr>
</tbody>
</table>

- Navigate to Services > DHCP Server, LAN tab
- Set Range From as 192.168.3.100 and To as 192.168.3.199
- Click Save

27.2.3 Access between local and remote networks via IPsec

This section describes minimal IPsec and routing settings in order to obtain secure interconnectivity between LAN networks for every device.

This document assumes that devices have generic initial setup successfully completed and are able to reach each other via WAN network.

TNSR

IPsec Configuration

IPsec setup for each pfSense node

IPsec to Peer 1

Enter config state:

```plaintext
tenstnsr# configure
```

Creating IPsec instance with id 1:
tnsn
tsnr tnsr(config)# ipsec tunnel 1
tsnr tnsr(config-ipsec-tunnel)# local-address 10.129.0.10
tsnr tnsr(config-ipsec-tunnel)# remote-address 10.129.0.11
tsnr tnsr(config-ipsec-tunnel)# crypto config-type ike

P1 encryption settings:

  tsnr tnsr(config-ipsec-tunnel)# crypto ike
  tsnr tnsr(config-ipsec-crypto-ike)# version 2
  tsnr tnsr(config-ipsec-crypto-ike)# lifetime 28800
  tsnr tnsr(config-ipsec-crypto-ike)# proposal 1
  tsnr tnsr(config-ike-proposal)# encryption aes128
  tsnr tnsr(config-ike-proposal)# integrity sha1
  tsnr tnsr(config-ike-proposal)# group modp2048
  tsnr tnsr(config-ike-proposal)# exit

Creating peer IDs:

  tsnr tnsr(config-ipsec-crypto-ike)# identity local
  tsnr tnsr(config-ike-identity)# type address
  tsnr tnsr(config-ike-identity)# value 10.129.0.10
  tsnr tnsr(config-ike-identity)# exit
  tsnr tnsr(config-ipsec-crypto-ike)# identity remote
  tsnr tnsr(config-ike-identity)# type address
  tsnr tnsr(config-ike-identity)# value 10.129.0.11
  tsnr tnsr(config-ike-identity)# exit

Authentication:

  tsnr tnsr(config-ipsec-crypto-ike)# authentication local
  tsnr tnsr(config-ike-authentication)# round 1
  tsnr tnsr(config-ike-authentication-round)# type psk
  tsnr tnsr(config-ike-authentication-round)# psk 01234567
  tsnr tnsr(config-ike-authentication-round)# exit
  tsnr tnsr(config-ike-authentication)# exit
  tsnr tnsr(config-ipsec-crypto-ike)# authentication remote
  tsnr tnsr(config-ike-authentication)# round 1
  tsnr tnsr(config-ike-authentication-round)# type psk
  tsnr tnsr(config-ike-authentication-round)# psk 01234567
  tsnr tnsr(config-ike-authentication-round)# exit
  tsnr tnsr(config-ike-authentication)# exit

P2 settings:

  tsnr tnsr(config-ipsec-crypto-ike)# child 1
  tsnr tnsr(config-ike-child)# lifetime 3600
  tsnr tnsr(config-ike-child)# proposal 1
  tsnr tnsr(config-ike-child-proposal)# encryption aes128
  tsnr tnsr(config-ike-child-proposal)# integrity sha1
  tsnr tnsr(config-ike-child-proposal)# group modp2048
  tsnr tnsr(config-ike-child-proposal)# exit
  tsnr tnsr(config-ike-child)# exit
  tsnr tnsr(config-ipsec-crypto-ike)# exit
  tsnr tnsr(config-ipsec-tunnel)# exit

Configuring tunnel interface
IPsec to Peer 2

Enter config state:

```
tnsr tnsr# configure
```

Creating IPsec instance with id 2:

```
tnsr tnsr(config)# ipsec tunnel 1
tnsr tnsr(config-ipsec-tunnel)# local-address 10.129.0.10
tnsr tnsr(config-ipsec-tunnel)# remote-address 10.129.0.12
tnsr tnsr(config-ipsec-tunnel)# crypto config-type ike
```

P1 encryption settings:

```
tnsr tnsr(config-ipsec-tunnel)# crypto ike
tnsr tnsr(config-ipsec-crypto-ike)# version 2
tnsr tnsr(config-ipsec-crypto-ike)# lifetime 28800
tnsr tnsr(config-ipsec-crypto-ike)# proposal 1
tnsr tnsr(config-ike-proposal)# encryption aes128
tnsr tnsr(config-ike-proposal)# integrity sha1
tnsr tnsr(config-ike-proposal)# group modp2048
tnsr tnsr(config-ike-proposal)# exit
```

Creating peer ID’s:

```
 tnsl tnsr(config-ipsec-crypto-ike)# identity local
tnsr tnsr(config-ike-identity)# type address
tnsr tnsr(config-ike-identity)# value 10.129.0.10
tnsr tnsr(config-ike-identity)# exit
tnsr tnsr(config-ipsec-crypto-ike)# identity remote
tnsr tnsr(config-ike-identity)# type address
tnsr tnsr(config-ike-identity)# value 10.129.0.12
tnsr tnsr(config-ike-identity)# exit
```

Authentication:

```
tnsr tnsr(config-ipsec-crypto-ike)# authentication local
tnsr tnsr(config-ike-authentication)# round 1
tnsr tnsr(config-ike-authentication-round)# type psk
tnsr tnsr(config-ike-authentication-round)# psk 01234567
tnsr tnsr(config-ike-authentication-round)# exit
```

P2 settings:
```bash
tnsr tnsr(config-ipsec-crypto-ike)# child 1
  tnsr tnsr(config-ike-child)# lifetime 3600
  tnsr tnsr(config-ike-child)# proposal 1
  tnsr tnsr(config-ike-child-proposal)# encryption aes128
  tnsr tnsr(config-ike-child-proposal)# integrity sha1
  tnsr tnsr(config-ike-child-proposal)# group modp2048
  tnsr tnsr(config-ike-child-proposal)# exit
  tnsr tnsr(config-ike-child)# exit
  tnsr tnsr(config-ipsec-crypto-ike)# exit
  tnsr tnsr(config-ipsec-tunnel)# exit

Configuring tunnel interface:
```}

```bash
  tnsr tnsr(config)# interface ipsec2
  tnsr tnsr(config-interface)# ip address 10.131.2.1/30
  tnsr tnsr(config-interface)# exit
  tnsr tnsr(config)# exit

IPsec to Peer 3

Enter config state:
```}

```bash
  tnsr tnsr# configure

Creating IPsec instance with id 1:
```}

```bash
  tnsr tnsr(config)# ipsec tunnel 1
  tnsr tnsr(config-ipsec-tunnel)# local-address 10.129.0.10
  tnsr tnsr(config-ipsec-tunnel)# remote-address 10.129.0.13
  tnsr tnsr(config-ipsec-tunnel)# crypto config-type ike

P1 encryption settings:
```}

```bash
  tnsr tnsr(config-ipsec-tunnel)# crypto ike
  tnsr tnsr(config-ipsec-crypto-ike)# version 2
  tnsr tnsr(config-ipsec-crypto-ike)# lifetime 28800
  tnsr tnsr(config-ipsec-crypto-ike)# proposal 1
  tnsr tnsr(config-ike-proposal)# encryption aes128
  tnsr tnsr(config-ike-proposal)# integrity sha1
  tnsr tnsr(config-ike-proposal)# group modp2048
  tnsr tnsr(config-ike-proposal)# exit

Creating peer ID's:
```}

```bash
  tnsr tnsr(config-ipsec-crypto-ike)# identity local
  tnsr tnsr(config-ike-identity)# type address
  tnsr tnsr(config-ike-identity)# value 10.129.0.10
  tnsr tnsr(config-ike-identity)# exit
  tnsr tnsr(config-ipsec-crypto-ike)# identity remote
  tnsr tnsr(config-ike-identity)# type address
  tnsr tnsr(config-ike-identity)# value 10.129.0.13
  tnsr tnsr(config-ike-identity)# exit

Authentication:
```}
P2 settings:

```
  tnsr tnsr(config-ipsec-crypto-ike)# child 1
  tnsr tnsr(config-ike-child)# lifetime 3600
  tnsr tnsr(config-ike-child)# proposal 1
  tnsr tnsr(config-ike-child-proposal)# encryption aes128
  tnsr tnsr(config-ike-child-proposal)# integrity sha1
  tnsr tnsr(config-ike-child-proposal)# group modp2048
  tnsr tnsr(config-ike-child)# exit
  tnsr tnsr(config-ike-child)# exit
  tnsr tnsr(config-ipsec-crypto-ike)# exit
``` 

Configuring tunnel interface:

```
  tnsr tnsr(config)# interface ipsec3
  tnsr tnsr(config-interface)# ip address 10.131.3.1/30
  tnsr tnsr(config-interface)# exit
  tnsr tnsr(config)# exit
``` 

**Routing**

This section describes routing setup. This scenario assumes one of the pfSense IPsec peers, Peer 1, uses a dynamic routing protocol (BGP) and the remaining two IPsec peers use static routing.

**Peer 1 BGP Routing**

Enter config state:

```
  tnsr tnsr# configure
``` 

Defining redistributed networks, peer 2 and 3:

```
  tnsr tnsr(config)# prefix-list VPN-ROUTES
  tnsr tnsr(config-prefix-list)# sequence 1 permit 192.168.2.0/23 le 24
  tnsr tnsr(config-prefix-list)# exit
  tnsr tnsr(config)# route-map VPN-ROUTES-MAP permit sequence 1
  tnsr tnsr(config-route-map)# match ip address prefix-list VPN-ROUTES
  tnsr tnsr(config-route-map)# exit
``` 

Setup BGP instance:
tnsr tnsr(config)# route dynamic bgp
tnsr tnsr(config-frr-bgp)# server 65000
tnsr tnsr(config-bgp)# router-id 192.168.0.1

Defining neighbor:

tnsr tnsr(config-bgp)# neighbor 10.131.1.2
tnsr tnsr(config-bgp-neighbor)# remote-as 65001
tnsr tnsr(config-bgp-neighbor)# enable
tnsr tnsr(config-bgp-neighbor)# exit

Setup peer in certain address-family space:

tnsr tnsr(config-bgp)# address-family ipv4 unicast
tnsr tnsr(config-bgp-ip4uni)# neighbor 10.131.1.2
tnsr tnsr(config-bgp-ip4uni-nbr)# activate
tnsr tnsr(config-bgp-ip4uni-nbr)# exit

Defining local network in certain address-family space:

tnsr tnsr(config-bgp-ip4uni)# network 192.168.0.0/24

Defining redistributed networks

tnsr tnsr(config-bgp-ip4uni)# redistribute kernel route-map VPN-ROUTES-MAP
tnsr tnsr(config-bgp-ip4uni)# exit

Enabling BGP if one is not enabled:

tnsr tnsr(config-frr-bgp)# enable
tnsr tnsr(config-frr-bgp)# exit

Better to restart service in order to be sure changes applied effectively:

tnsr tnsr(config)# service bgp restart
tnsr tnsr(config)# exit

Peer 2 Static Routing

tnsr tnsr# configure
tnsr tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr tnsr(config-route-table-v4)# route 192.168.2.0/24
tnsr tnsr(config-route-table-v4)# route 192.168.2.0/24 via 10.131.2.2 ipsec3
tnsr tnsr(config-route-table-v4)# next-hop 0 via 10.131.2.2 ipsec3
tnsr tnsr(config-route-table-v4)# exit
tnsr tnsr(config)# exit

Peer 3 Static Routing

tnsr tnsr# configure
tnsr tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr tnsr(config-route-table-v4)# route 192.168.3.0/24

(continues on next page)
Peer 1 Setup

IPsec Settings

Phase 1

- Navigate to VPN > IPsec
- Click Add P1
- Set Key Exchange version to IKEv2
- Set Internet Protocol to IPv4
- Set Interface to WAN
- Set Remote Gateway to 10.129.0.10
- Set Authentication Method to Mutual PSK
- Set My identifier to My IP address
- Set Peer identifier to Peer IP address
- Set Pre-Shared Key to 01234567
- Set Encryption:
  - Algorithm to AES
  - Key length to 128 bit
  - Hash to SHA1
  - DH Group to 14 (2048 bit)
- Set Lifetime as 28800
- Click Save

Phase 2

- On the newly created Phase 1 entry, click Show Phase 2 Entries
- Click Add P2
- Set Mode to Routed (VTI)
- Set Local Network to 10.131.2.2 and mask 30
- Set Remote Network to 10.131.2.1
- Set Protocol to ESP
- Set Encryption Algorithms to AES and 128 bit
• Uncheck all other **Encryption Algorithms** entries
• Set **Hash Algorithms** to **SHA1**
• Uncheck all other **Hash Algorithms** entries
• Set **PFS key group** to **14 (2048 bit)**
• Set **Lifetime** as **3600**
• Click **Save**
• Click **Apply Changes**

**Interface**

• Navigate to **Interfaces > Interface Assignments**
• From the **Available network ports** list, choose *ipsecNNNN (IPsec VTI)* (The ID number will vary)
• Click **Add**
• Note the newly created interface name, such as **OPTX**
• Navigate to **Interfaces > OPTX**
• Check **Enable**
• Click **Save**
• Click **Apply Changes**

**Routing**

• Navigate to **System > Package Manager** and install the FRR package
• Browse to **Services > FRR Global/Zebra**
• Check **Enable FRR**
• Set **Master Password** to any value

**Note:** This is a requirement for the zebra management daemon to run, this password is not used by clients.

• Check **Enable logging**
• Set **Router ID** to **192.168.1.1**
  In this case, it is the LAN interface IP address, assuming it will be always be available for routing between LAN subnets.
• Click **Save**
• Navigate to the [**BGP**] tab
• Check **Enable BGP Routing**
• Check **Log Adjacency Changes**
• Set **Local AS** to **65001**
• Set **Router ID** to **192.168.1.1**
• Set **Networks to Distribute** to 192.168.1.0/24
• Navigate to the **Neighbors** tab
• Click **Add**
• Set **Name/Address** to 10.131.1.1 (TNSR VTI interface IP address)
• Set **Remote AS** to 65000
• Click **Save**

At this point, routes to 192.168.0.0/24, 192.168.2.0/24, and 192.168.3.0/24 will be learned by BGP and installed in the routing table. If it is not so, check **Status > FRR** on the **BGP** tab. That page contains useful BGP troubleshooting information. Additionally, check the routing log at **Status > System Logs** on the **Routing** tab under **System**.

**Firewall**

To allow connections into the local LAN from remote IPsec sites, create necessary pass rules under **Firewall > Rules** on the **IPsec** tab. These rules would have a **Source** set to the remote LAN or whichever network is the source of the traffic to allow.

For simplicity, this example has a rule to pass IPv4 traffic from any source to any destination since the only IPsec interface traffic will be from 192.168.0.0/22.

**NAT**

TNSR will perform NAT for this peer, so outbound NAT is not necessary. It may be left at the default, which will not touch IPsec traffic, or outbound NAT may be disabled entirely which will also prevent LAN subnet traffic from exiting out the WAN unintentionally.

**Peer 2 Setup**

**IPsec Settings**

**Phase 1**

• Navigate to **VPN > IPsec**
• Click **Add PI**
• Set **Key Exchange version** to **IKEv2**
• Set **Internet Protocol** to **IPv4**
• Set **Interface** to **WAN**
• Set **Remote Gateway** to 10.129.0.10
• Set **Authentication Method** to **Mutual PSK**
• Set **My identifier** to **My IP address**
• Set **Peer identifier** to **Peer IP address**
• Set **Pre-Shared Key** to 01234567
• Set **Encryption**:
– Algorithm to AES
– Key length to 128 bit
– Hash to SHA1
– DH Group to 14 (2048 bit)

• Set Lifetime as 28800
• Click Save

Phase 2

• On the newly created Phase 1 entry, click Show Phase 2 Entries
• Click Add P2
• Set Mode to Routed (VTI)
• Set Local Network to 10.131.3.2 and mask 30
• Set Remote Network to 10.131.3.1
• Set Protocol to ESP
• Set Encryption Algorithms to AES and 128 bit
• Uncheck all other Encryption Algorithms entries
• Set Hash Algorithms to SHA1
• Uncheck all other Hash Algorithms entries
• Set PFS key group to 14 (2048 bit)
• Set Lifetime as 3600
• Click Save
• Click Apply Changes

Interface

• Navigate to Interfaces > Interface Assignments
• From the Available network ports list, choose ipsecNNNN (IPsec VTI) (The ID number will vary)
• Click Add
• Note the newly created interface name, such as OPTX
• Navigate to Interfaces > OPTX
• Check Enable
• Click Save
• Click Apply Changes
Routing

- Navigate to System > Routing, Static Routes tab
- Click Add
- Set Destination network to 192.168.0.0 and mask 23
- Set Gateway to the newly created VTI interface gateway, which has an address of 10.131.2.1
- Click Save
- Click Add
- Set Destination network to 192.168.3.0 and mask 24
- Set Gateway to the newly created VTI interface gateway, which has an address of 10.131.2.1
- Click Save
- Click Apply Changes

Firewall

To allow connections into the local LAN from remote IPsec sites, create necessary pass rules under Firewall > Rules on the IPSec tab. These rules would have a Source set to the remote LAN or whichever network is the source of the traffic to allow.

For simplicity, this example has a rule to pass IPv4 traffic from any source to any destination since the only IPsec interface traffic will be from 192.168.0.0/22.

NAT

TNSR will perform NAT for this peer, so outbound NAT is not necessary. It may be left at the default, which will not touch IPsec traffic, or outbound NAT may be disabled entirely which will also prevent LAN subnet traffic from exiting out the WAN unintentionally.

Peer 3 Setup

IPsec Settings

Phase 1

- Navigate to VPN > IPsec
- Click Add P1
- Set Key Exchange version to IKEv2
- Set Internet Protocol to IPv4
- Set Interface to WAN
- Set Remote Gateway to 10.129.0.10
- Set Authentication Method to Mutual PSK
- Set My identifier to My IP address
• Set **Peer identifier** to *Peer IP address*
• Set **Pre-Shared Key** to *01234567*
• Set **Encryption**:
  – **Algorithm** to *AES*
  – **Key length** to *128 bit*
  – **Hash** to *SHA1*
  – **DH Group** to *14 (2048 bit)*
• Set **Lifetime** as *28800*
• Click **Save**

**Phase 2**

• On the newly created Phase 1 entry, click **Show Phase 2 Entries**
• Click **Add P2**
• Set **Mode** to *Routed (VTI)*
• Set **Local Network** to *10.131.4.2* and mask 30
• Set **Remote Network** to *10.131.4.1*
• Set **Protocol** to *ESP*
• Set **Encryption Algorithms** to *AES and 128 bit*
• Uncheck all other **Encryption Algorithms** entries
• Set **Hash Algorithms** to *SHA1*
• Uncheck all other **Hash Algorithms** entries
• Set **PFS key group** to *14 (2048 bit)*
• Set **Lifetime** as *3600*
• Click **Save**
• Click **Apply Changes**

**Interface**

• Navigate to **Interfaces > Interface Assignments**
• From the **Available network ports** list, choose *ipsecNNNN (IPsec VTI)* (The ID number will vary)
• Click **Add**
• Note the newly created interface name, such as OPTX
• Navigate to **Interfaces > OPTX**
• Check **Enable**
• Click **Save**
• Click **Apply Changes**
Routing

- Navigate to System > Routing, Static Routes tab
- Click Add
- Set Destination network to 192.168.0.0 and mask 23
- Set Gateway to the newly created VTI interface gateway, which has an address of 10.131.3.1
- Click Save
- Click Add
- Set Destination network to 192.168.2.0 and mask 24
- Set Gateway to the newly created VTI interface gateway, which has an address of 10.131.3.1
- Click Save
- Click Apply Changes

Firewall

To allow connections into the local LAN from remote IPsec sites, create necessary pass rules under Firewall > Rules on the IPSec tab. These rules would have a Source set to the remote LAN or whichever network is the source of the traffic to allow.

For simplicity, this example has a rule to pass IPv4 traffic from any source to any destination since the only IPsec interface traffic will be from 192.168.0.0/22.

NAT

TNSR will perform NAT for this peer, so outbound NAT is not necessary. It may be left at the default, which will not touch IPsec traffic, or outbound NAT may be disabled entirely which will also prevent LAN subnet traffic from exiting out the WAN unintentionally.

Access to the internet for remote network

This section describes minimal routing and NAT settings which provide access to the Internet for one of the remote networks. In current case this is Peer 1 that exchanges routing information with TNSR via BGP.

This document assumes that devices have IPsec setup successfully completed, able to reach each other via IPsec tunnel using path information from the dynamic routing protocol.

TNSR

NAT/PAT

Setup NAT for remote network, in this case PAT is used.

Note: Defining NAT inside interface for internet traffic sourced from Peer 1. Outside interface and PAT were defined earlier.
Peer 1 Policy Route

Routing

Setup access to the internet via IPsec VTI interface with a policy-based routing rule.

- Navigate to Firewall > Rules
- Create (or modify existing default pass ipv4 LAN any) rule:
  - Set Address Family to IPv4
  - Set Protocol to ANY
  - Set Source to LAN net
  - Set Destination to ANY
  - Click Display Advanced
  - Set Gateway to <IPsec interface name>_VTIV4
  - Click Save

Note: VTI on pfSense does not support reply-to. Despite this policy routing rule on Peer1 which covers all traffic, there must also be kernel routes to remote LANs for the return traffic to find the way back.

27.3 Edge Router Speaking eBGP with Static Redistribution for IPv4 And IPv6

Covered Topics

- Use Case
- Example Scenario
- TNSR Configuration Steps
- JSON Configuration

27.3.1 Use Case

Especially in cases where an enterprise is multi-homed with it’s own block of network addresses, it may become necessary to configure dynamic routing between network service providers. This is accomplished by use of external BGP (eBGP).
In this use case, the enterprise will use TNSR to speak eBGP with two network service providers, in order to exchange routes which may be redistributed from static/connected routing.

### 27.3.2 Example Scenario

In this example, the enterprise using TNSR will have a fictitious autonomous system number (ASN) of 65505. The network service providers in this example will have ASNs of 65510 and 65520. The enterprise using TNSR will redistribute a single /24 network from static into BGP. That network will then be advertised to each of the service providers. The service providers will announce a full routing table to the TNSR instance.

#### Scenario Topology

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TNSR Autonomous System Number</td>
<td>65505</td>
</tr>
<tr>
<td>ISP_A Autonomous System Number</td>
<td>65510</td>
</tr>
<tr>
<td>ISP_B Autonomous System Number</td>
<td>65520</td>
</tr>
<tr>
<td>IPv4 Network to be announced</td>
<td>192.0.2.0/24</td>
</tr>
<tr>
<td>IPv6 Network to be announced</td>
<td>2001:db8:a100:1005::/64</td>
</tr>
<tr>
<td>TNSR to ISP_A IPv4 Network Address</td>
<td>203.0.113.8/30</td>
</tr>
<tr>
<td>TNSR to ISP_A IPv6 Global Address</td>
<td>2001:db8:fa00:ffaa::/64</td>
</tr>
<tr>
<td>TNSR to ISP_B IPv4 Network Address</td>
<td>100.64.0.48/30</td>
</tr>
<tr>
<td>TNSR to ISP_B IPv6 Global Address</td>
<td>2001:db8:fb00:ffbb::/64</td>
</tr>
</tbody>
</table>

### 27.3.3 TNSR Configuration Steps

Steps needed in TNSR to complete this configuration

- **Step 1: Configure Interfaces**
- **Step 2: Enable BGP**
- **Step 3: Create prefix-lists for route export via BGP**
- **Step 4: Create static route for networks to be advertised in BGP**
- **Step 5: Configure BGP global options**
- **Step 6: Configure BGP global neighbor options**
- **Step 7: Configure BGP neighbor address-family IPv4 unicast options**
- **Step 8: Configure BGP neighbor address-family IPv6 unicast options**

#### Step 1: Configure Interfaces

```bash
tnsr# conf
tnsr(config)# interface GigabitEthernet0/13/0
tnsr(config-interface)# description "To ISP A"
tnsr(config-interface)# ip address 203.0.113.8/30
```

(continues on next page)
Example: IPv4

Fig. 2: TNSR BGP Router (IPv4)
Example: IPv6

Fig. 3: TNSR BGP Router (IPv6)
tnsr(config-interface)# ipv6 address 2001:db8:1000:aaaa::2/64
tnsr(config-interface)# enable
tnsr(config-interface)# exit

tnsr(config)#

Step 2: Enable BGP

```bash
tnsr(config)# route dynamic bgp
tnsr(config-frr-bgp)# enable
tnsr(config-frr-bgp)# exit
tnsr(config)#
```

Step 3: Create prefix-lists for route export via BGP

```bash
tnsr(config)# route dynamic prefix-list EXPORT_IPv4
tnsr(config-prefix-list)# description "IPv4 Routes to Export"
tnsr(config-prefix-list)# seq 10 permit 192.0.2.0/24
tnsr(config-prefix-list)# exit
tnsr(config)#

tnsr(config)# route dynamic prefix-list EXPORT_IPv6
tnsr(config-prefix-list)# description "IPv6 Routes to Export"
tnsr(config-prefix-list)# seq 10 permit 2001:db8:a100:1005::/64
tnsr(config-prefix-list)# exit
tnsr(config)#
```

Step 4: Create static route for networks to be advertised in BGP

```bash
tnsr(config)# route ipv4 table ipv4-VRF:0
tnsr(config-route-table-v4)# route 192.0.2.0/24
tnsr(config-rttbl4-next-hop)# next-hop 1 via local
tnsr(config-rttbl4-next-hop)# exit
tnsr(config-route-table-v4)# exit

tnsr(config)# route ipv6 table ipv6-VRF:0
tnsr(config-route-table-v6)# route 2001:db8:a100:1005::/64
tnsr(config-rttbl6-next-hop)# next-hop 1 via local
tnsr(config-rttbl6-next-hop)# exit
tnsr(config-route-table-v6)# exit
tnsr(config)#
```
**Step 5: Configure BGP global options**

```
tnsr(config)# route dynamic bgp
tnsr(config-frr-bgp)# server 65505
tnsr(config-bgp)# router-id 203.0.113.9
tnsr(config-bgp)# address-family ipv4 unicast
  tnsr(config-bgp-ip4uni)# redistribute kernel
  tnsr(config-bgp-ip4uni)# exit
tnsr(config-bgp)# address-family ipv6 unicast
  tnsr(config-bgp-ip4uni)# redistribute kernel
  tnsr(config-bgp-ip4uni)# exit
  tnsr(config-bgp)#
```

**Step 6: Configure BGP global neighbor options**

```
  tnsr(config-bgp)# neighbor 203.0.113.10
  tnsr(config-bgp-neighbor)# remote-as 65510
  tnsr(config-bgp-neighbor)# description "ISP_A IPv4"
  tnsr(config-bgp-neighbor)# enable
  tnsr(config-bgp-neighbor)# exit

  tnsr(config-bgp)# neighbor 2001:db8:1000:aaaa::1
  tnsr(config-bgp-neighbor)# remote-as 65510
  tnsr(config-bgp-neighbor)# description "ISP_A IPv6"
  tnsr(config-bgp-neighbor)# enable
  tnsr(config-bgp-neighbor)# exit

  tnsr(config-bgp)# neighbor 100.64.0.50
  tnsr(config-bgp-neighbor)# remote-as 65520
  tnsr(config-bgp-neighbor)# description "ISP_B IPv4"
  tnsr(config-bgp-neighbor)# enable
  tnsr(config-bgp-neighbor)# exit

  tnsr(config-bgp)# neighbor 2001:db8:9999:ffff::1
  tnsr(config-bgp-neighbor)# remote-as 65520
  tnsr(config-bgp-neighbor)# description "ISP_B IPv6"
  tnsr(config-bgp-neighbor)# enable
  tnsr(config-bgp-neighbor)# exit
  tnsr(config-bgp)#
```

**Step 7: Configure BGP neighbor address-family IPv4 unicast options**

```
  tnsr(config-bgp)# address-family ipv4 unicast
  tnsr(config-bgp-ip4uni)# neighbor 203.0.113.10
    tnsr(config-bgp-ip4uni-nbr)# prefix-list EXPORT_IPV4 out
    tnsr(config-bgp-ip4uni-nbr)# activate
    tnsr(config-bgp-ip4uni-nbr)# exit
  tnsr(config-bgp-ip4uni)# neighbor 100.64.0.50
    tnsr(config-bgp-ip4uni-nbr)# prefix-list EXPORT_IPV4 out
    tnsr(config-bgp-ip4uni-nbr)# activate
    tnsr(config-bgp-ip4uni-nbr)# exit
  tnsr(config-bgp-ip4uni)# exit
  tnsr(config-bgp)#
```
Step 8: Configure BGP neighbor address-family IPv6 unicast options

```bash
tnsr(config-bgp)# address-family ipv6 unicast
tnsr(config-bgp-ip4uni)# neighbor 2001:db8:1000:aaaa::1
tnsr(config-bgp-ip4uni-nbr)# prefix-list EXPORT_IPV6 out
tnsr(config-bgp-ip4uni-nbr)# activate
tnsr(config-bgp-ip4uni-nbr)# exit
tnsr(config-bgp-ip4uni-nbr)# neighbor 2001:db8:9999:ffff::1
tnsr(config-bgp-ip4uni-nbr)# prefix-list EXPORT_IPV6 out
tnsr(config-bgp-ip4uni-nbr)# activate
tnsr(config-bgp-ip4uni-nbr)# exit
tnsr(config-bgp)# exit
```

27.3.4 JSON Configuration

Listing 1: Download: tnsr-bgp-edge-router.json

```json
{
    "data": {
        "bgp-config": {
            "global-options": {
                "enable": true
            },
            "routers": [
                "router": {
                    "asn": 65505,
                    "router-id": "203.0.113.9",
                    "address-families": {
                        "address-family": [
                            "family": "ipv4",
                            "subfamily": "labeled-unicast"
                        ],
                        "family": "ipv4",
                        "subfamily": "multicast"
                    },
                    "family": "ipv4",
                    "subfamily": "unicast",
                    "neighbors": {
                        "neighbor": [
                            "peer": "100.64.0.50",
                            "activate": true,
                            "prefix-list-out": "EXPORT_IPV4"
                        ],
                        "peer": "203.0.113.10",
                        "activate": true,
                        "prefix-list-out": "EXPORT_IPV4"
                    }
                }
            }
        }
    }
}
```

(continues on next page)
{ "family": "ipv4", "subfamily": "vpn" },
{ "family": "ipv6", "subfamily": "labeled-unicast" },
{ "family": "ipv6", "subfamily": "unicast", "neighbors": {
  "neighbor": [
    { "peer": "2001:db8:1000:aaaa::1", "activate": true, "prefix-list-out": "EXPORT_IPv6" },
    { "peer": "2001:db8:9999:ffff::1", "activate": true, "prefix-list-out": "EXPORT_IPv6" }
  ]
},
"redistributions": {
  "named-sources": {
    "route-source": [
      { "source": "kernel", "present": true }
    ]
  }
},
"redistributions": { }"}


```json
  },
  {
    "family": "l2vpn",
    "subfamily": "evpn"
  },
  {
    "family": "vpnv4",
    "subfamily": "unicast"
  },
  {
    "family": "vpnv6",
    "subfamily": "unicast"
  }
  ]
},
"neighbors": {
  "neighbor": [
    {
      "peer": "100.64.0.50",
      "capability-negotiate": true,
      "description": "<![CDATA["ISP_B IPv4"]>",
      "interface": "GigabitEthernet0/14/0",
      "remote-asn": 65520,
      "enable": true
    },
    {
      "peer": "2001:db8:1000:aaaa::1",
      "capability-negotiate": true,
      "description": "<![CDATA["ISP_A IPv6"]>",
      "interface": "GigabitEthernet0/13/0",
      "remote-asn": 65510,
      "enable": true
    },
    {
      "peer": "203.0.113.10",
      "capability-negotiate": true,
      "description": "<![CDATA["ISP_A IPv4"]>",
      "interface": "GigabitEthernet0/13/0",
      "remote-asn": 65510,
      "enable": true
    }
  ]
},
"interfaces-config": {
  "interface": [
    "peer": "2001:db8:1000:aaaa::1",
    "capability-negotiate": true,
    "description": "<![CDATA["ISP_A IPv6"]>",
    "interface": "GigabitEthernet0/13/0",
    "remote-asn": 65510,
    "enable": true
  ]
  ]
}
```

(continues on next page)
{"name": "GigabitEthernet0/13/0",
"description": "<![CDATA[\"To ISP A\"]>",
"enabled": true,
"ipv4": {
  "enabled": true,
  "forwarding": false,
  "address": {
    "ip": "203.0.113.9/30"
  }
},
"ipv6": {
  "enabled": true,
  "forwarding": false,
  "address": {
    "ip": "2001:db8:1000:aaaa::2/64"
  }
},
"name": "GigabitEthernet0/14/0",
"description": "<![CDATA[\"To ISP B\"]>",
"enabled": true,
"ipv4": {
  "enabled": true,
  "forwarding": false,
  "address": {
    "ip": "100.64.0.49/30"
  }
},
"ipv6": {
  "enabled": true,
  "forwarding": false,
  "address": {
    "ip": "2001:db8:9999:ffff::2/64"
  }
},
"name": "GigabitEthernet0/15/0",
"enabled": true,
"ipv4": {
  "enabled": true,
  "forwarding": false,
  "address": {
    "ip": "10.255.255.19/24"
  }
},
"http-config": {
  "restconf": {
    "enable": true
  }
},
"authentication": {
  "auth-type": "none"}
"prefix-list-config": {
    "prefix-lists": {
        "list": [
            {
                "name": "EXPORT_IPv4",
                "description": "<![CDATA[IPv4 Routes to Export\n]]>",
                "rules": {
                    "rule": [
                        {
                            "sequence": 10,
                            "action": "permit",
                            "prefix": "192.0.2.0/24"
                        }
                    ]
                }
            },
            {
                "name": "EXPORT_IPv6",
                "description": "<![CDATA[IPv6 Routes to Export\n]]>",
                "rules": {
                    "rule": [
                        {
                            "sequence": 10,
                            "action": "permit",
                            "prefix": "2001:db8:a100:1005::/64"
                        }
                    ]
                }
            }
        ]
    }
},
"route-table-config": {
    "static-routes": {
        "route-table": [
            {
                "name": "ipv4-VRF:0",
                "address-family": "ipv4",
                "ipv4-routes": {
                    "route": [
                        {
                            "destination-prefix": "192.0.2.0/24",
                            "next-hop": {
                                "hop": [
                                    {
                                        "hop-id": 1,
                                        "local": true
                                    }
                                ]
                            }
                        }
                    ]
                }
            }
        ]
    }
}
27.4 Service Provider Route Reflectors and Client for iBGP IPv4

Covered Topics

- Use Case
- Example Scenario
- TNSR Configuration Steps
- JSON Configuration

27.4.1 Use Case

In large service provider networks it is necessary to divide the routing functionality into two or more layers: a backbone layer and a gateway layer. This allows backbone routers to be focused on core routing and switching to/from other areas of the routing domain, and gateway routers may then be focused on interconnecting other service provider customers.

27.4.2 Example Scenario

In this example, the service provider will have a fictitious autonomous system number (ASN) of 65505. Each network POP, of which only one will be detailed here, will feature 2 backbone routers which will be configured as route-reflectors. These backbone routers will be participating in BGP Cluster ID 100. Other POPs will likely be different Cluster IDs.
There will also be a single gateway router which will be a client of the backbone route-reflectors. Of course, in real world scenarios there would likely be many more gateway routers, each serving a full complement of customers.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TNSR Autonomous System Number</td>
<td>65505</td>
</tr>
<tr>
<td>IPv4 Networks to be announced</td>
<td>192.0.2.0/24, 203.0.113.0/24</td>
</tr>
<tr>
<td>BGP Route-Reflector Cluster ID</td>
<td>100</td>
</tr>
</tbody>
</table>

**Scenario Topology**

**27.4.3 TNSR Configuration Steps**

Steps needed in TNSR to complete this configuration

- **Step 1: Configure Interfaces**
- **Step 2: Enable BGP**
- **Step 3: Create prefix-lists for route import into BGP on Route-Reflectors**
- **Step 4: Create route-map for route import into iBGP on route-reflectors**
- **Step 5: Create static route for networks to be advertised in BGP**
- **Step 6: Configure BGP global options**
- **Step 7: Configure iBGP peer-group for backbone route-reflectors and add neighbor**
- **Step 8: Configure RR-CLIENT peer-group for route-reflector clients and add neighbor**
- **Step 9: Configure both peer-group address-family options on route-reflectors**
- **Step 10: Configure iBGP on gateway router to both route-reflectors**

**Step 1: Configure Interfaces**

RR1:

```
rr1 tnsr# conf
rr1 tnsr(config)# interface GigabitEthernet0/13/0
rr1 tnsr(config-interface)# description "To Backbone Network"
rr1 tnsr(config-interface)# ip address 203.0.113.13/30
rr1 tnsr(config-interface)# enable
rr1 tnsr(config-interface)# exit
rr1 tnsr(config)# interface GigabitEthernet0/14/0
rr1 tnsr(config-interface)# description "To RR2 Router"
rr1 tnsr(config-interface)# ip address 203.0.113.21/30
rr1 tnsr(config-interface)# enable
rr1 tnsr(config-interface)# exit
rr1 tnsr(config)# interface GigabitEthernet0/15/0
rr1 tnsr(config-interface)# description "To GW router"
rr1 tnsr(config-interface)# ip address 203.0.113.5/30
rr1 tnsr(config-interface)# enable
```

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Example: IPv4

ISP Backbone Network
203.0.113.0/24
198.51.100.0/24

ASN 65505

203.0.113.12/30
203.0.113.16/30

0/13/0
203.0.113.20/30
0/13/0

0/15/0
0/15/0

0/13/0
0/14/0

203.0.113.4/30
203.0.113.8/30

0/13/0
0/14/0

GW
Cluster ID 100

RR1
RR2

Fig. 4: TNSR BGP Route Reflector
RR1:

rr1 tnsr(config-router)# exit
rr1 tnsr(config)#

Step 2: Enable BGP

RR1:

rr1 tnsr(config)# route dynamic bgp
rr1 tnsr(config-frr-bgp)# enable
rr1 tnsr(config-frr-bgp)# exit
rr1 tnsr(config)#

RR2:

gw tnsr# conf
gw tnsr(config)# interface GigabitEthernet0/13/0
gw tnsr(config-interface)# description "To RR1 Router"
gw tnsr(config-interface)# ip address 203.0.113.6/30
gw tnsr(config-interface)# enable
gw tnsr(config-interface)# exit
gw tnsr(config)# interface GigabitEthernet0/14/0
gw tnsr(config-interface)# description "To RR2 Router"
gw tnsr(config-interface)# ip address 203.0.113.10/30
gw tnsr(config-interface)# enable
gw tnsr(config-interface)# exit
gw tnsr(config)# interface GigabitEthernet0/15/0
gw tnsr(config-interface)# desc "To Customer Router"
gw tnsr(config-interface)# ip address 203.0.113.25/30
gw tnsr(config-interface)# enable
gw tnsr(config-interface)# exit
gw tnsr(config)#

GW:

rr2 tnsr# conf
rr2 tnsr(config)# interface GigabitEthernet0/13/0
rr2 tnsr(config-interface)# description "To Backbone Network"
rr2 tnsr(config-interface)# ip address 203.0.113.17/30
rr2 tnsr(config-interface)# enable
rr2 tnsr(config-interface)# exit
rr2 tnsr(config)# interface GigabitEthernet0/14/0
rr2 tnsr(config-interface)# description "To RR1 Router"
rr2 tnsr(config-interface)# ip address 203.0.113.22/30
rr2 tnsr(config-interface)# enable
rr2 tnsr(config-interface)# exit
rr2 tnsr(config)# interface GigabitEthernet0/15/0
rr2 tnsr(config-interface)# description "To GW router"
rr2 tnsr(config-interface)# ip address 203.0.113.9/30
rr2 tnsr(config-interface)# enable
rr2 tnsr(config-interface)# exit
Step 3: Create prefix-lists for route import into BGP on Route-Reflectors

RR1:

```
rr1 tnsr(config)# route dynamic prefix-list REDISTRIBUTE_IPv4
rr1 tnsr(config-prefix-list)# description "IPv4 Routes to Import"
rr1 tnsr(config-prefix-list)# seq 10 permit 192.0.2.0/24
rr1 tnsr(config-prefix-list)# seq 20 permit 203.0.113.0/24
rr1 tnsr(config-prefix-list)# exit
rr1 tnsr(config)#
```

RR2:

```
rr2 tnsr(config)# route dynamic prefix-list REDISTRIBUTE_IPv4
rr2 tnsr(config-prefix-list)# description "IPv4 Routes to Import"
rr2 tnsr(config-prefix-list)# seq 10 permit 192.0.2.0/24
rr2 tnsr(config-prefix-list)# seq 20 permit 203.0.113.0/24
rr2 tnsr(config-prefix-list)# exit
rr2 tnsr(config)#
```

Step 4: Create route-map for route import into iBGP on route-reflectors

RR1:

```
rr1 tnsr(config)# route dynamic route-map REDISTRIBUTE_IPv4 permit sequence 10
rr1 tnsr(config-route-map)# match ip address prefix-list REDISTRIBUTE_IPv4
rr1 tnsr(config-route-map)# set origin Igp
rr1 tnsr(config-route-map)# exit
rr1 tnsr(config)#
```

RR2:

```
rr2 tnsr(config)# route dynamic route-map REDISTRIBUTE_IPv4 permit sequence 10
rr2 tnsr(config-route-map)# match ip address prefix-list REDISTRIBUTE_IPv4
rr2 tnsr(config-route-map)# set origin Igp
rr2 tnsr(config-route-map)# exit
rr2 tnsr(config)#
```

Step 5: Create static route for networks to be advertised in BGP

RR1:
Step 6: Configure BGP global options

RR1:

```
rr1 tnsr(config)# route dynamic bgp
rr1 (config-frr-bgp)# server 65505
rr1 tnsr(config-bgp)# router-id 203.0.113.21
rr1 tnsr(config-bgp)# cluster-id 100
rr1 tnsr(config-bgp)# address-family ipv4 unicast
rr1 tnsr(config-bgp-ip4uni)# redistribute kernel route-map REDISTRIBUTE_IPv4
rr1 tnsr(config-bgp-ip4uni)# exit
rr1 tnsr(config-bgp)#
```

RR2:

```
rr2 tnsr(config)# route dynamic bgp
rr2 (config-frr-bgp)# server 65505
rr2 tnsr(config-bgp)# router-id 203.0.113.22
rr2 tnsr(config-bgp)# cluster-id 100
rr2 tnsr(config-bgp)# address-family ipv4 unicast
rr2 tnsr(config-bgp-ip4uni)# redistribute kernel route-map REDISTRIBUTE_IPv4
rr2 tnsr(config-bgp-ip4uni)# exit
rr2 tnsr(config-bgp)#
```

GW:

```
gw tnsr(config)# route dynamic bgp
gw (config-frr-bgp)# server 65505
gw tnsr(config-bgp)# router-id 203.0.113.6
gw tnsr(config-bgp)#
```
Step 7: Configure iBGP peer-group for backbone route-reflectors and add neighbor

RR1:

```
rr1 tnsr(config-bgp)# neighbor iBGP
rr1 tnsr(config-bgp-neighbor)# remote-as 65505
rr1 tnsr(config-bgp-neighbor)# description "iBGP Sessions"
rr1 tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/14/0
rr1 tnsr(config-bgp-neighbor)# enable
rr1 tnsr(config-bgp-neighbor)# exit
rr1 tnsr(config-bgp)# neighbor 203.0.113.22
rr1 tnsr(config-bgp-neighbor)# peer-group iBGP
rr1 tnsr(config-bgp-neighbor)# enable
rr1 tnsr(config-bgp-neighbor)# exit
```

RR2:

```
rr2 tnsr(config-bgp)# neighbor iBGP
rr2 tnsr(config-bgp-neighbor)# remote-as 65505
rr2 tnsr(config-bgp-neighbor)# description "iBGP Sessions"
rr2 tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/14/0
rr2 tnsr(config-bgp-neighbor)# enable
rr2 tnsr(config-bgp-neighbor)# exit
rr2 tnsr(config-bgp)# neighbor 203.0.113.21
rr2 tnsr(config-bgp-neighbor)# peer-group iBGP
rr2 tnsr(config-bgp-neighbor)# enable
rr2 tnsr(config-bgp-neighbor)# exit
```

Step 8: Configure RR-CLIENT peer-group for route-reflector clients and add neighbor

RR1:

```
rr1 tnsr(config-bgp)# neighbor RR-CLIENT
rr1 tnsr(config-bgp-neighbor)# remote-as 65505
rr1 tnsr(config-bgp-neighbor)# description "RR-Client Sessions"
rr1 tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/15/0
rr1 tnsr(config-bgp-neighbor)# enable
rr1 tnsr(config-bgp-neighbor)# exit
rr1 tnsr(config-bgp)# neighbor 203.0.113.6
rr1 tnsr(config-bgp-neighbor)# peer-group RR-CLIENT
rr1 tnsr(config-bgp-neighbor)# enable
rr1 tnsr(config-bgp-neighbor)# exit
rr1 tnsr(config-bgp)#
```

RR2:

```
rr2 tnsr(config-bgp)# neighbor RR-CLIENT
rr2 tnsr(config-bgp-neighbor)# remote-as 65505
rr2 tnsr(config-bgp-neighbor)# description "RR-Client Sessions"
rr2 tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/15/0
rr2 tnsr(config-bgp-neighbor)# enable
rr2 tnsr(config-bgp-neighbor)# exit
rr2 tnsr(config-bgp)# neighbor 203.0.113.10
rr2 tnsr(config-bgp-neighbor)# peer-group RR-CLIENT
rr2 tnsr(config-bgp-neighbor)# enable
rr2 tnsr(config-bgp-neighbor)# exit
rr2 tnsr(config-bgp)#
```
Step 9: Configure both peer-group address-family options on route-reflectors

RR1:

```
r1 tnsr(config-bgp)# address-family ipv4 unicast
r1 tnsr(config-bgp-ip4uni)# neighbor iBGP
r1 tnsr(config-bgp-ip4uni-nbr)# next-hop-self
r1 tnsr(config-bgp-ip4uni-nbr)# activate
r1 tnsr(config-bgp-ip4uni-nbr)# exit
r1 tnsr(config-bgp-ip4uni)# neighbor RR-CLIENT
r1 tnsr(config-bgp-ip4uni-nbr)# route-reflector-client
r1 tnsr(config-bgp-ip4uni-nbr)# activate
r1 tnsr(config-bgp-ip4uni-nbr)# exit
r1 tnsr(config-bgp-ip4uni)# exit
r1 tnsr(config-bgp)#
```

RR2:

```
r2 tnsr(config-bgp)# address-family ipv4 unicast
r2 tnsr(config-bgp-ip4uni)# neighbor iBGP
r2 tnsr(config-bgp-ip4uni-nbr)# next-hop-self
r2 tnsr(config-bgp-ip4uni-nbr)# activate
r2 tnsr(config-bgp-ip4uni-nbr)# exit
r2 tnsr(config-bgp-ip4uni)# neighbor RR-CLIENT
r2 tnsr(config-bgp-ip4uni-nbr)# route-reflector-client
r2 tnsr(config-bgp-ip4uni-nbr)# activate
r2 tnsr(config-bgp-ip4uni-nbr)# exit
r2 tnsr(config-bgp-ip4uni)# exit
r2 tnsr(config-bgp)#
```

Step 10: Configure iBGP on gateway router to both route-reflectors

GW:

```
gw tnsr(config-bgp)# neighbor 203.0.113.5
gw tnsr(config-bgp-neighbor)# remote-as 65505
gw tnsr(config-bgp-neighbor)# description "RR1 Session"
gw tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/13/0
gw tnsr(config-bgp-neighbor)# enable
gw tnsr(config-bgp-neighbor)# exit
gw tnsr(config-bgp)# neighbor 203.0.113.9
gw tnsr(config-bgp-neighbor)# remote-as 65505
gw tnsr(config-bgp-neighbor)# description "RR2 Session"
gw tnsr(config-bgp-neighbor)# update-source GigabitEthernet0/14/0
gw tnsr(config-bgp-neighbor)# enable
gw tnsr(config-bgp-neighbor)# exit
gw tnsr(config-bgp)# address-family ipv4 unicast
gw tnsr(config-bgp-ip4uni)# neighbor 203.0.113.5
gw tnsr(config-bgp-ip4uni-nbr)# activate
gw tnsr(config-bgp-ip4uni-nbr)# exit
gw tnsr(config-bgp-ip4uni)# neighbor 203.0.113.9
gw tnsr(config-bgp-ip4uni-nbr)# activate
gw tnsr(config-bgp-ip4uni-nbr)# exit
gw tnsr(config-bgp-ip4uni)# exit
gw tnsr(config-bgp)#
```
27.4.4 JSON Configuration

RR1

Listing 2: Download: tnsr-bgp-router-reflector-rr1.json

```json
{
"data": {
"bgp-config": {
"global-options": {
"enable": true
},
"routers": {
"router": [
{
"asn": 65505,
"cluster-id": "100",
"router-id": "203.0.113.21",
"address-families": {
"address-family": [
{
"family": "ipv4",
"subfamily": "labeled-unicast"
},
{
"family": "ipv4",
"subfamily": "multicast"
},
{
"family": "ipv4",
"subfamily": "unicast",
"neighbors": {
"neighbor": [
{
"peer": "RR-CLIENT",
"activate": true,
"route-reflector-client": true
},
{
"peer": "iBGP",
"activate": true,
"next-hop-self": true
}
]
},
"redistributions": {
"named-sources": {
"route-source": [
{
"source": "kernel",
"route-map": "REDISTRIBUTE_IPV4"
}
]
}
}
}
}
```

(continues on next page)
{  
"family": "ipv4",
"subfamily": "vpn"
},
{  
"family": "ipv6",
"subfamily": "labeled-unicast"
},
{  
"family": "ipv6",
"subfamily": "multicast"
},
{  
"family": "ipv6",
"subfamily": "unicast"
},
{  
"family": "ipv6",
"subfamily": "vpn"
},
{  
"family": "l2vpn",
"subfamily": "evpn"
},
{  
"family": "vpnv4",
"subfamily": "unicast"
},
{  
"family": "vpnv6",
"subfamily": "unicast"
}
]

"neighbors": {
  
"neighbor": [

  
"peer": "203.0.113.22",
  "capability-negotiate": true,
  "peer-group-name": "iBGP",
  "enable": true
},

  
"peer": "203.0.113.6",
  "capability-negotiate": true,
  "peer-group-name": "RR-CLIENT",
  "enable": true
},

  
"peer": "RR-CLIENT",
  "capability-negotiate": true,
  "description": "<![CDATA["RR-Client Sessions"]]>",
  "remote-asn": 65505,
  "enable": true,
  "update-source": "GigabitEthernet0/15/0"
},

}
"peer": "iBGP",
"capability-negotiate": true,
"description": "<![CDATA["iBGP Sessions"]>",
"remote-asn": 65505,
"enable": true,
"update-source": "GigabitEthernet0/14/0"
}
]
]
]
]

"interfaces-config": {
  "interface": [
    {
      "name": "GigabitEthernet0/13/0",
      "description": "<![CDATA["To Backbone Network"]>",
      "enabled": true,
      "ipv4": {
        "enabled": true,
        "forwarding": false,
        "address": {
          "ip": "203.0.113.13/30"
        }
      },
      "ipv6": {
        "enabled": true,
        "forwarding": false
      }
    },
    {
      "name": "GigabitEthernet0/14/0",
      "description": "<![CDATA["To RR2 Router"]>",
      "enabled": true,
      "ipv4": {
        "enabled": true,
        "forwarding": false,
        "address": {
          "ip": "203.0.113.21/30"
        }
      },
      "ipv6": {
        "enabled": true,
        "forwarding": false
      }
    },
    {
      "name": "GigabitEthernet0/15/0",
      "description": "<![CDATA["To GW router"]>",
      "enabled": true,
      "ipv4": {
        "enabled": true,
        "forwarding": false,
        "address": {
          "ip": "203.0.113.5/30"
        }
      }
    }
  ]
}
(continues on next page)
"ipv6": {
    "enabled": true,
    "forwarding": false
},

"prefix-list-config": {
    "prefix-lists": {
        "list": [
            {
                "name": "REDISTRIBUTE_IPV4",
                "description": "<![CDATA[IPv4 Routes to Import]]>",
                "rules": {
                    "rule": [
                        {
                            "sequence": 10,
                            "action": "permit",
                            "prefix": "192.0.2.0/24"
                        },
                        {
                            "sequence": 20,
                            "action": "permit",
                            "prefix": "203.0.113.0/24"
                        }
                    ]
                }
            }
        ]
    },

    "route-map-config": {
        "route-maps": {
            "map": [
                {
                    "name": "REDISTRIBUTE_IPV4",
                    "rules": {
                        "rule": [
                            {
                                "sequence": 10,
                                "policy": "permit",
                                "match": {
                                    "ip-address-prefix-list": "REDISTRIBUTE_IPV4"
                                },
                                "set": {
                                    "origin": "igp"
                                }
                            }]
                    }
                }
            ]
        }
    }
}
"route-table": [
    {
        "name": "ipv4-VRF:0",
        "address-family": "ipv4",
        "ipv4-routes": {
            "route": [
                { "destination-prefix": "192.0.2.0/24",
                  "next-hop": { "hop": [ { "hop-id": 1, "local": true } ] },
                },
                { "destination-prefix": "203.0.113.0/24",
                  "next-hop": { "hop": [ { "hop-id": 1, "local": true } ] },
                }
            ]
        }
    }
]
"address-family": [
    {
      "family": "ipv4",
      "subfamily": "unicast",
      "neighbors": {
        "neighbor": [
          {
            "peer": "RR-CLIENT",
            "activate": true,
            "route-reflector-client": true
          },
          {
            "peer": "iBGP",
            "activate": true,
            "next-hop-self": true
          }
        ],
        "redistributions": {
          "named-sources": {
            "route-source": [
              {
                "source": "kernel",
                "route-map": "REDISTRIBUTE_IPv4"
              }
            ]
          }
        }
      },
      "family": "ipv6",
      "subfamily": "unicast",
      "redistributions": null
    }
  ],
  "neighbors": {
    "neighbor": [
      {
        "peer": "203.0.113.10",
        "capability-negotiate": true,
        "peer-group-name": "RR-CLIENT",
        "enable": true
      },
      {
        "peer": "203.0.113.21",
        "capability-negotiate": true,
        "peer-group-name": "iBGP",
        "enable": true
      },
      {
        "peer": "RR-CLIENT",
        "capability-negotiate": true,
        "description": "<![CDATA["RR-Client Sessions"]]>",
        "remote-asn": 65505,
        "enable": true,
        "update-source": "GigabitEthernet0/15/0"
      }
    ]
  },
},
{
    "peer": "iBGP",
    "capability-negotiate": true,
    "description": "<![CDATA["iBGP Sessions"]>",
    "remote-asn": 65505,
    "enable": true,
    "update-source": "GigabitEthernet0/14/0"
}
]
},
"interfaces-config": {
    "interface": [
    {
        "name": "GigabitEthernet0/13/0",
        "description": "<![CDATA["To Backbone Network"]>",
        "enabled": true,
        "ipv4": {
            "enabled": true,
            "forwarding": false,
            "address": {
                "ip": "203.0.113.17/30"
            }
        },
        "ipv6": {
            "enabled": true,
            "forwarding": false
        }
    },
    {
        "name": "GigabitEthernet0/14/0",
        "description": "<![CDATA["To RR1 Router"]>",
        "enabled": true,
        "ipv4": {
            "enabled": true,
            "forwarding": false,
            "address": {
                "ip": "203.0.113.22/30"
            }
        },
        "ipv6": {
            "enabled": true,
            "forwarding": false
        }
    },
    {
        "name": "GigabitEthernet0/15/0",
        "description": "<![CDATA["To GW router"]>",
        "enabled": true,
        "ipv4": {
            "enabled": true,
            "forwarding": false,
            "address": {
                "ip": "203.0.113.23/30"
            }
        },
        "ipv6": {
            "enabled": true,
            "forwarding": false
        }
    }
]
"ip": "203.0.113.9/30"
}
"ipv6": {
"enabled": true,
"forwarding": false
}

"prefix-list-config": {
"prefix-lists": {
"list": [

"name": "REDISTRIBUTE_IPv4",
"description": "<![CDATA[IPv4 Routes to Import]]>",
"rules": {
"rule": [

"sequence": 10,
"action": "permit",
"prefix": "192.0.2.0/24"
],

"sequence": 20,
"action": "permit",
"prefix": "203.0.113.0/24"
]

"route-map-config": {
"route-maps": {
"map": [

"name": "REDISTRIBUTE_IPv4",
"rules": {
"rule": [

"sequence": 10,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]

"sequence": 20,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]

"sequence": 30,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]

"sequence": 40,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]

"sequence": 50,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]

"sequence": 60,
"policy": "permit",
"match": {
"ip-address-prefix-list": "REDISTRIBUTE_IPv4"
],
"set": {
"origin": "igp"
]
"route-table-config": {
  "static-routes": [
    "route-table": [
      { "name": "ipv4-VRF:0", "address-family": "ipv4", "ipv4-routes": {
        "route": [
          { "destination-prefix": "192.0.2.0/24", "next-hop": {
            "hop": [
              { "hop-id": 1, "local": true }
            ]
          },
          { "destination-prefix": "203.0.113.0/24", "next-hop": {
            "hop": [
              { "hop-id": 1, "local": true }
            ]
          }
        ]
      }
    }
  ]
}

GW

Listing 4: Download: tnsr-bgp-router-reflector-gw.json

{ "data": {
  "bgp-config": {
    "global-options": {
      "enable": true
    },
    "routers": {
      "router": [
        { "asn": 65505, "router-id": "203.0.113.6", "address-families": { }}
      ]
    }
  }
}
"address-family": [
    {
        "family": "ipv4",
        "subfamily": "labeled-unicast"
    },
    {
        "family": "ipv4",
        "subfamily": "multicast"
    },
    {
        "family": "ipv4",
        "subfamily": "unicast",
        "neighbors": {
            "neighbor": [
                {
                    "peer": "203.0.113.5",
                    "activate": true
                },
                {
                    "peer": "203.0.113.9",
                    "activate": true
                }
            ]
        }
    },
    {
        "family": "ipv4",
        "subfamily": "vpn"
    },
    {
        "family": "ipv6",
        "subfamily": "labeled-unicast"
    },
    {
        "family": "ipv6",
        "subfamily": "multicast"
    },
    {
        "family": "ipv6",
        "subfamily": "unicast"
    },
    {
        "family": "ipv6",
        "subfamily": "vpn"
    },
    {
        "family": "l2vpn",
        "subfamily": "evpn"
    },
    {
        "family": "vpnv4",
        "subfamily": "unicast"
    },
    {
        "family": "vpnv6",
        "subfamily": "unicast"
    }
]
"neighbors": {
    "neighbor": [
        {
            "peer": "203.0.113.5",
            "capability-negotiate": true,
            "description": "<![CDATA["RR1 Session"]]>",
            "remote-asn": 65505,
            "enable": true,
            "update-source": "GigabitEthernet0/13/0"
        },
        {
            "peer": "203.0.113.9",
            "capability-negotiate": true,
            "description": "<![CDATA["RR2 Session"]]>",
            "remote-asn": 65505,
            "enable": true,
            "update-source": "GigabitEthernet0/14/0"
        }
    ]
},
"interfaces-config": {
    "interface": [
        {
            "name": "GigabitEthernet0/13/0",
            "description": "<![CDATA["To RR1 Router"]]>",
            "enabled": true,
            "ipv4": {
                "enabled": true,
                "forwarding": false,
                "address": {
                    "ip": "203.0.113.6/30"
                }
            },
            "ipv6": {
                "enabled": true,
                "forwarding": false
            }
        },
        {
            "name": "GigabitEthernet0/14/0",
            "description": "<![CDATA["To RR2 Router"]]>",
            "enabled": true,
            "ipv4": {
                "enabled": true,
                "forwarding": false,
                "address": {
                    "ip": "203.0.113.10/30"
                }
            },
            "ipv6": {
                "enabled": true,
                "forwarding": false
            }
        }
    ]
}
27.5 LAN + WAN with NAT (Basic SOHO Router Including DHCP and DNS Resolver)

Covered Topics

- Use Case
- Example Scenario
- TNSR Configuration
  - Basic Connectivity
  - DHCP
  - Outbound NAT
  - DNS Resolver
- Local PC Configuration

27.5.1 Use Case

A typical use case for TNSR is a device that sits between a local area network (LAN) in an office or home and a wide area network (WAN) such as the Internet.

At a minimum, such a TNSR instance routes traffic between the LAN and the WAN. In many cases, it provides additional services that are useful for a LAN, including:

- DHCP to provide hosts in the LAN with IP addresses.
- DNS to respond to name resolution queries from hosts in the LAN
- NAT (Network Address Translation), to map one public IPv4 address to internal (private) IP addresses assigned to hosts on the LAN.

27.5.2 Example Scenario

This example configures TNSR with basic the basic functions mentioned earlier: DHCP, DNS, and NAT

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local PC</td>
<td>DHCP: 172.16.1.100/24</td>
</tr>
<tr>
<td>TNSR Local Interface</td>
<td>GigabitEthernet0/14/2</td>
</tr>
<tr>
<td>TNSR Local Address</td>
<td>172.16.1.1/24</td>
</tr>
<tr>
<td>TNSR Internet Interface</td>
<td>GigabitEthernet0/14/1</td>
</tr>
<tr>
<td>TNSR Internet Address</td>
<td>203.0.113.2/24</td>
</tr>
<tr>
<td>Remote DNS</td>
<td>8.8.8.8, 8.8.4.4</td>
</tr>
</tbody>
</table>

Fig. 5: Basic SOHO Router Example

27.5.3 TNSR Configuration

Basic Connectivity

First, there is the basic interface configuration of TNSR to handle IP connectivity:
tnsr(config)# interface GigabitEthernet0/14/2
  tnsr(config-interface)# ip address 172.16.1.1/24
  tnsr(config-interface)# description Local
  tnsr(config-interface)# enable
  tnsr(config-interface)# exit

tnsr(config)# interface GigabitEthernet0/14/1
  tnsr(config-interface)# ip address 203.0.113.2/24
  tnsr(config-interface)# description Internet
  tnsr(config-interface)# enable
  tnsr(config-interface)# exit

**DHCP**

Next, configure the DHCP server and DHCP pool on TNSR:

```bash
tnsr(config)# dhcp4 server
  tnsr(config-kea-dhcp4)# description LAN DHCP Server
  tnsr(config-kea-dhcp4)# interface listen GigabitEthernet0/14/2
  tnsr(config-kea-dhcp4)# option domain-name
  tnsr(config-kea-dhcp4-opt)# data example.com
  tnsr(config-kea-dhcp4-opt)# exit
  tnsr(config-kea-dhcp4)# subnet 172.16.1.0/24
  tnsr(config-kea-subnet4)# pool 172.16.1.100-172.16.1.245
  tnsr(config-kea-subnet4-pool)# exit
  tnsr(config-kea-subnet4)# interface GigabitEthernet0/14/2
  tnsr(config-kea-subnet4)# option domain-name-servers
  tnsr(config-kea-subnet4-opt)# data 172.16.1.1
  tnsr(config-kea-subnet4-opt)# exit
  tnsr(config-kea-subnet4)# option routers
  tnsr(config-kea-subnet4-opt)# data 172.16.1.1
  tnsr(config-kea-subnet4-opt)# exit
  tnsr(config-kea-dhcp4)# exit

  tnsr(config)# dhcp4 enable
```

The above example configures `example.com` as the domain name supplied to all clients. For the specific subnet in the example, the TNSR IP address inside the subnet is supplied by DHCP as the default gateway for clients, and DHCP will instruct clients to use the DNS Resolver daemon on TNSR at 172.16.1.1 for DNS.

**Outbound NAT**

Now configure Outbound NAT:

```bash
tnsr(config)# nat pool addresses 203.0.113.2
  tnsr(config)# interface GigabitEthernet0/14/1
  tnsr(config-interface)# ip nat outside
  tnsr(config-interface)# exit
  tnsr(config)# interface GigabitEthernet0/14/2
  tnsr(config-interface)# ip nat inside
  tnsr(config-interface)# exit
  tnsr(config)# nat global-options nat44 forwarding true
```

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DNS Resolver

Finally, configure a DNS Resolver in forwarding mode:

```plaintext
tnsr# configure
tnsr(config)# unbound server
tnsr(config-unbound)# interface 127.0.0.1
tnsr(config-unbound)# interface 172.16.1.1
tnsr(config-unbound)# outgoing-interface 203.0.113.2
tnsr(config-unbound)# access-control 172.16.1.0/24 allow
tnsr(config-unbound)# forward-zone .
tnsr(config-unbound-fwd-zone)# nameserver address 8.8.8.8
tnsr(config-unbound-fwd-zone)# nameserver address 8.8.4.4
tnsr(config-unbound-fwd-zone)# exit
tnsr(config-unbound)# exit
tnsr(config)# unbound enable
```

This example enables the Unbound DNS service and configures it to listen on localhost as well as 172.16.1.1 (GigabitEthernet0/14/2, labeled LAN in the example). It uses 203.0.113.2, which is the example WAN interface address, for outgoing queries. The example also allows clients inside that subnet, 172.16.1.0/24, to perform DNS queries and receive responses. It will send all DNS queries to the upstream DNS servers 8.8.8.8 and 8.8.4.4.

### 27.5.4 Local PC Configuration

No configuration is necessary on the Local PC, it will pull all its required settings from DHCP.

### 27.6 Using Access Control Lists (ACLs)

#### Covered Topics

- **Use Case**
- **Example Scenario**
- **TNSR Configuration**

#### 27.6.1 Use Case

A standard ACL works with IPv4 or IPv6 traffic at layer 3. The name of an ACL is arbitrary so it may be named in a way that makes its purpose obvious.

ACLs consist of one or more rules, defined by a sequence number that determines the order in which the rules are applied. A common practice is to start numbering at a value higher than 0 or 1, and to leave gaps in the sequence so that rules may be added later. For example, the first rule could be 10, followed by 20.

#### 27.6.2 Example Scenario

This example configures TNSR with an ACL that allows SSH, ICMP and HTTP/HTTPS connections only from a specific Remote Admin Host:
<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local PC</td>
<td>DHCP: 172.16.1.100/24</td>
</tr>
<tr>
<td>TNSR Local Interface</td>
<td>GigabitEthernet0/14/2</td>
</tr>
<tr>
<td>TNSR Local Address</td>
<td>172.16.1.1/24</td>
</tr>
<tr>
<td>TNSR Internet Interface</td>
<td>GigabitEthernet0/14/1</td>
</tr>
<tr>
<td>TNSR Internet Address</td>
<td>203.0.113.2/24</td>
</tr>
<tr>
<td>Remote Admin Host</td>
<td>208.123.73.10/24</td>
</tr>
</tbody>
</table>

Fig. 6: ACL Example Scenario
27.6.3 TNSR Configuration

```
  tnsr(config)# acl WAN_protecting_acl
  tnsr(config-acl)# rule 10
  tnsr(config-acl-rule)# action permit
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination address 203.0.113.2/32
  tnsr(config-acl-rule)# destination port 22
  tnsr(config-acl-rule)# source ip address 208.123.73.10/32
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# rule 20
  tnsr(config-acl-rule)# action permit
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination address 203.0.113.2/32
  tnsr(config-acl-rule)# destination port 80
  tnsr(config-acl-rule)# source ip address 208.123.73.10/32
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# rule 30
  tnsr(config-acl-rule)# action permit
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination address 203.0.113.2/32
  tnsr(config-acl-rule)# destination port 443
  tnsr(config-acl-rule)# source ip address 208.123.73.10/32
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# rule 40
  tnsr(config-acl-rule)# action deny
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination port 22
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# rule 50
  tnsr(config-acl-rule)# action deny
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination port 80
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# rule 60
  tnsr(config-acl-rule)# action deny
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# destination port 443
  tnsr(config-acl-rule)# protocol tcp
  tnsr(config-acl-rule)# exit
  tnsr(config-acl)# exit
  tnsr(config-acl)# rule 70
  tnsr(config-acl-rule)# action permit
  tnsr(config-acl-rule)# ip-version ipv4
  tnsr(config-acl-rule)# exit
  tnsr(config)# int GigabitEthernet0/14/1
  tnsr(config-interface)# access-list input acl WAN_protecting_acl sequence 10
  tnsr(config-interface)# exit
  tnsr(config)#
```

Rules 10-30 allow SSH, HTTP and HTTPS access to the WAN IP address from the Remote Admin Host. Then Rules 40-60 block SSH, HTTPS and HTTPs on the WAN IP address from all other IP addresses. Finally, rule 70 allows all other incoming traffic.
27.7 Inter-VLAN Routing

Covered Topics

- Use Case
- Example Scenario
- TNSR Configuration
  - Create Subinterfaces
  - Configure Interfaces
  - Configure DHCP
  - Configure Outbound NAT
  - Configure DNS Resolver

27.7.1 Use Case

Inter-VLAN routing is a process of forwarding network traffic from one VLAN to another VLAN using a router or layer 3 device.

27.7.2 Example Scenario

This example configures TNSR with VLANs:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TNSR Internet Interface</td>
<td>GigabitEthernet0/14/1</td>
</tr>
<tr>
<td>TNSR Internet Address</td>
<td>203.0.113.2/24</td>
</tr>
<tr>
<td>TNSR Local Interface</td>
<td>GigabitEthernet0/14/2</td>
</tr>
<tr>
<td>TNSR VLAN 10 Interface</td>
<td>GigabitEthernet0/14/2.10</td>
</tr>
<tr>
<td>TNSR VLAN 10 Address</td>
<td>172.16.10.1/24</td>
</tr>
<tr>
<td>TNSR VLAN 20 Interface</td>
<td>GigabitEthernet0/14/2.20</td>
</tr>
<tr>
<td>TNSR VLAN 20 Address</td>
<td>172.16.20.1/24</td>
</tr>
</tbody>
</table>

27.7.3 TNSR Configuration

A few pieces of information are necessary to create a VLAN subinterface (“subif”):

- The parent interface which will carry the tagged traffic, e.g. GigabitEthernet3/0/0
- The subinterface ID number, which is a positive integer that uniquely identifies this subif on the parent interface. It is commonly set to the same value as the VLAN tag
- The VLAN tag used by the subif to tag outgoing traffic, and to use for identifying incoming traffic bound for this subif. This is an integer in the range 1-4095, inclusive. This VLAN must also be tagged on the corresponding switch configuration for the port used by the parent interface.
Fig. 7: Inter-VLAN Routing Example
Create Subinterfaces

First, create subinterfaces for VLAN 10 and VLAN 20:

```
tnsr(config)# interface subif GigabitEthernet0/14/2 10
tnsr(config-subif)# dot1q 10
tnsr(config-subif)# exact-match
ntsr(config-subif)# exit
```

```
tnsr(config)# interface subif GigabitEthernet0/14/2 20
tnsr(config-subif)# dot1q 20
tnsr(config-subif)# exact-match
ntsr(config-subif)# exit
```

The subif interface appears with the parent interface name and the subif id, joined by a .

Configure Interfaces

At this point, subinterface behaves identically to a regular interface in that it may have an IP address, routing, and so on:

```
tnsr(config)# interface GigabitEthernet0/14/2.10
ntsr(config-interface)# ip address 172.16.10.1/24
ntsr(config-interface)# description VLAN10
ntsr(config-interface)# enable
ntsr(config-interface)# exit
```

```
tnsr(config)# interface GigabitEthernet0/14/2.20
ntsr(config-interface)# ip address 172.16.20.1/24
ntsr(config-interface)# description VLAN20
ntsr(config-interface)# enable
ntsr(config-interface)# exit
```

Configure DHCP

Next, configure the DHCP server and DHCP pool on TNSR for each VLAN.

For VLAN 10:

```
tnsr(config)# dhcp4 server
tnsr(config-kea-dhcp4)# description LAN DHCP Server
tnsr(config-kea-dhcp4)# interface listen GigabitEthernet0/14/2.10
tnsr(config-kea-dhcp4)# option domain-name
ntsr(config-kea-dhcp4-opt)# data example.com
ntsr(config-kea-dhcp4-opt)# exit
ntsr(config-kea-dhcp4)# subnet 172.16.10.0/24
ntsr(config-kea-subnet4)# pool 172.16.10.100-172.16.10.245
ntsr(config-kea-subnet4-pool)# exit
ntsr(config-kea-subnet4)# interface GigabitEthernet0/14/2.10
ntsr(config-kea-subnet4)# option domain-name-servers
ntsr(config-kea-subnet4)# option domain-name-servers
ntsr(config-kea-subnet4-opt)# data 172.16.10.1
ntsr(config-kea-subnet4-opt)# exit
ntsr(config-kea-subnet4)# option routers
ntsr(config-kea-subnet4-opt)# data 172.16.10.1
```

(continues on next page)
And for VLAN 20:

```
> tnsr(config)# dhcp4 server
> tnsr(config-dhcp4)# interface listen GigabitEthernet0/14/2.20
> tnsr(config-dhcp4)# subnet 172.16.20.0/24
> tnsr(config-dhcp4)# pool 172.16.20.100-172.16.20.255
> tnsr(config-dhcp4-pool)# exit
> tnsr(config-dhcp4)# interface GigabitEthernet0/14/2.20
> tnsr(config-dhcp4)# option domain-name-servers
> tnsr(config-dhcp4-opt)# data 172.16.20.1
> tnsr(config-dhcp4-opt)# exit
> tnsr(config-dhcp4)# option routers
> tnsr(config-dhcp4-opt)# data 172.16.20.1
> tnsr(config-dhcp4-opt)# exit
> tnsr(config-dhcp4)# exit
> tnsr(config)# dhcp4 enable
```

**Configure Outbound NAT**

Now configure Outbound NAT:

```
> tnsr(config)# nat pool addresses 203.0.113.2
> tnsr(config)# interface GigabitEthernet0/14/1
> tnsr(config-interface)# ip nat outside
> tnsr(config-interface)# exit
> tnsr(config)# interface GigabitEthernet0/14/2.10
> tnsr(config-interface)# ip nat inside
> tnsr(config-interface)# exit
> tnsr(config)# interface GigabitEthernet0/14/2.20
> tnsr(config-interface)# ip nat inside
> tnsr(config-interface)# exit
> tnsr(config)# nat global-options nat44 forwarding true
> tnsr(config)
```

**Configure DNS Resolver**

Finally, configure a DNS Resolver in forwarding mode:

```
> tnsr# configure
> tnsr(config)# unbound server
> tnsr(config-unbound)# interface 127.0.0.1
> tnsr(config-unbound)# interface 172.16.10.1
> tnsr(config-unbound)# interface 172.16.20.1
> tnsr(config-unbound)# outgoing-interface 203.0.113.2
> tnsr(config-unbound)# access-control 172.16.10.0/24 allow
> tnsr(config-unbound)# access-control 172.16.20.0/24 allow
> tnsr(config-unbound)# forward-zone .
> tnsr(config-unbound-fwd-zone)# nameserver address 8.8.8.8
> tnsr(config-unbound-fwd-zone)# nameserver address 8.8.4.4
> tnsr(config-unbound-fwd-zone)# exit
```
Now there are two VLANs on the physical “LAN” port and interface GigabitEthernet0/14/2 now works as trunk port between TNSR and downstream L2/L3 switch.

This switch must be configured to match the expected VLAN tags and it must also have access ports configured for clients on each VLAN.

### 27.8 GRE ERSPAN Example Use Case

Encapsulated Remote Switched Port Analyzer (ERSPAN) is a type of GRE tunnel which allows a remote Intrusion Detection System (IDS) or similar packet inspection device to receive copies of packets from a local interface. This operates similar to a local mirror or span port on a switch, but in a remote capacity.

A typical use case for this is central packet inspection or a case where a remote site has plenty of bandwidth available, but no suitable local hardware for inspecting packets.

On TNSR, this is accomplished by configuring an ERSPAN GRE tunnel and then configuring a span to link the ERSPAN tunnel a local interface. From that point on, a copy of every packet on the interface being spanned is sent across GRE.

**Note:** The receiving end does not need to support ERSPAN, a standard GRE tunnel will suffice.

#### 27.8.1 Example Scenario

In this example, copies of packets from a local TNSR interface will be copied to a remote IDS for inspection.

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local Server:</td>
<td>172.29.193.47/24</td>
</tr>
<tr>
<td>TNSR Local Interface:</td>
<td>VirtualFunctionEthernet0/6/0</td>
</tr>
<tr>
<td>TNSR Local Address:</td>
<td>172.29.193.60/24</td>
</tr>
<tr>
<td>TNSR Internet Interface:</td>
<td>VirtualFunctionEthernet0/7/0</td>
</tr>
<tr>
<td>TNSR Internet Address:</td>
<td>172.29.194.142/24</td>
</tr>
<tr>
<td>IDS Address:</td>
<td>172.29.194.90/24</td>
</tr>
</tbody>
</table>

#### 27.8.2 TNSR Configuration

First, there is the basic interface configuration of TNSR to handle IP connectivity:

```bash
tnsr(config-unbound)# exit
tnsr(config)# unbound enable
```

```bash
tnsr(config)# interface VirtualFunctionEthernet0/6/0
tnsr(config-interface)# ip address 172.29.193.160/24
tnsr(config-interface)# description Local
tnsr(config-interface)# enable
tnsr(config-interface)# exit
```

```bash
tnsr(config)# interface VirtualFunctionEthernet0/7/0
tnsr(config-interface)# ip address 172.29.194.142/24
```
Next, configure the GRE tunnel on TNSR:

```
tnsr(config)# gre gre1
tnsr(config-gre)# destination 172.29.194.90
tnsr(config-gre)# source 172.29.194.142
tnsr(config-gre)# tunnel-type erspan session-id 1
```
```
tnsr(config-gre)# instance 1
```
```
tnsr(config-gre)# exit
```
```
tnsr(config)# interface gre1
tnsr(config-interface)# enable
tnsr(config-interface)# exit
```

Finally, configure a SPAN that ties the local interface to the GRE interface:

```
tnsr(config)# span VirtualFunctionEthernet0/6/0
tnsr(config-span)# onto gre1 hw both
```
```
tnsr(config-span)# exit
```
27.8.3 Server Configuration

No configuration is necessary on the server. Any packet it sends which flows through TNSR will automatically be copied across the ERSPAN tunnel to the IDS.

27.8.4 IDS Configuration

The IDS must support GRE interfaces and also must support inspecting packets on GRE interfaces. The IDS does not need to explicitly support ERSPAN to receive copies of packets from TNSR.

At a minimum, take the following steps on the IDS:

- Configure a GRE tunnel between the IDS and TNSR, it does not need to have an address internal to the GRE tunnel.
- Configure the IDS software to inspect packets on the GRE interface

27.9 OSPF Router with Multiple Areas and Summarization

Covered Topics

- Example Scenario
  - Scenario Topology
  - Scenario Information
- TNSR Configuration Steps
  - Configure Interfaces on R1
  - Configure Interfaces on R2
  - Configure OSPF on R1
  - Configure OSPF on R2
  - Notes

27.9.1 Example Scenario

This recipe demonstrates two routers which handle traffic for multiple local networks. Though it is a simple configuration, multiple areas are used so that routes for each site may be summarized.

Summarization reduces the number of routes that each neighbor must advertise and reduces the number of routes that each neighbor must maintain in its local database. As networks grow, this becomes an important factor when resources are constrained. This example allows for significant future expansion with little or no increase in OSPF database complexity for peers.

In modern networking environments, most implementations like TNSR are capable of handling many thousands of routes in a single area. Even so, using multiple areas with summarization can be easier for administrators to manage and troubleshoot.

Since each of these routers is connected to more than one area, each becomes an Area Border Router (ABR). As such, they are capable of route summarization using Type 3 Link State Advertisement (LSA) messages.
Note: This example ignores external connectivity, only focusing on the relationship between two routers and their component networks.

Additionally, since each of these routers is not connected to other routers outside the backbone network, their local areas can be considered stub areas and the local interfaces can be configured as passive interfaces.

See also:
For a simpler example involving a single area, see *OSPF Example*.

Scenario Topology

**OSPF with Multiple Areas**

![OSPF with Multiple Areas Diagram](image)

Fig. 9: TNSR OSPF with ABR

Scenario Information

Table 13: Shared Information

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>OSPF Backbone Area</td>
<td>0.0.0.0</td>
</tr>
<tr>
<td>Backbone Network</td>
<td>172.16.0.24</td>
</tr>
</tbody>
</table>

Table 14: Router 1 Information

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backbone Address</td>
<td>172.16.0.24</td>
</tr>
<tr>
<td>Local Router ID</td>
<td>10.2.0.1</td>
</tr>
<tr>
<td>Local OSPF Area</td>
<td>0.0.0.2</td>
</tr>
<tr>
<td>Active Interfaces (Cost)</td>
<td>TenGigabitEthernet6/0/0 (5)</td>
</tr>
<tr>
<td>Passive Interfaces</td>
<td>TenGigabitEthernet6/0/1, TenGigabitEthernet8/0/0</td>
</tr>
<tr>
<td>Local Networks</td>
<td>10.2.0.0/24, 10.2.1.0/24</td>
</tr>
<tr>
<td>Local Network Summary</td>
<td>10.2.0.0/16</td>
</tr>
</tbody>
</table>
Table 15: Router 2 Information

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backbone Address</td>
<td>172.16.0.25/24</td>
</tr>
<tr>
<td>Local Router ID</td>
<td>10.25.0.1</td>
</tr>
<tr>
<td>Local OSPF Area</td>
<td>0.0.0.25</td>
</tr>
<tr>
<td>Active Interfaces (Cost)</td>
<td>GigabitEthernet3/0/0 (5)</td>
</tr>
<tr>
<td>Passive Interfaces</td>
<td>GigabitEthernet0/13/0, GigabitEthernet0/14/0</td>
</tr>
<tr>
<td>Local Networks</td>
<td>10.25.0.0/24, 10.25.1.0/24</td>
</tr>
<tr>
<td>Local Network Summary</td>
<td>10.25.0.0/16</td>
</tr>
</tbody>
</table>

27.9.2 TNSR Configuration Steps

Steps needed in TNSR to complete this configuration

- Configure Interfaces on R1
- Configure Interfaces on R2
- Configure OSPF on R1
- Configure OSPF on R2

Configure Interfaces on R1

```
r1 tnsr# conf
r1 tnsr(config)# interface TenGigabitEthernet6/0/0
r1 tnsr(config-interface)# description "To Backbone"
r1 tnsr(config-interface)# ip address 172.16.0.2/24
r1 tnsr(config-interface)# mtu 1500
r1 tnsr(config-interface)# enable
r1 tnsr(config-interface)# exit
r1 tnsr(config)#
```

```
r1 tnsr(config)# interface TenGigabitEthernet6/0/1
r1 tnsr(config-interface)# description "Local Network 1"
r1 tnsr(config-interface)# ip address 10.2.0.1/24
r1 tnsr(config-interface)# enable
r1 tnsr(config-interface)# exit
r1 tnsr(config)#
```

```
r1 tnsr(config)# interface TenGigabitEthernet8/0/0
r1 tnsr(config-interface)# description "Local Network 2"
r1 tnsr(config-interface)# ip address 10.2.1.1/24
r1 tnsr(config-interface)# enable
r1 tnsr(config-interface)# exit
r1 tnsr(config)#
```

Configure Interfaces on R2
Configure OSPF on R1

r1 tnsr(config)# route dynamic ospf  
r1 tnsr(config-frr-ospf)# server  
r1 tnsr(config-ospf)# ospf router-id 10.2.0.1  
r1 tnsr(config-ospf)# passive-interface TenGigabitEthernet6/0/1  
r1 tnsr(config-ospf)# passive-interface TenGigabitEthernet8/0/0  
r1 tnsr(config-ospf)# interface TenGigabitEthernet6/0/1  
r1 tnsr(config-ospf-if)# ip address * area 0.0.0.2  
r1 tnsr(config-ospf)# interface TenGigabitEthernet8/0/0  
r1 tnsr(config-ospf-if)# ip address * area 0.0.0.2  
r1 tnsr(config-ospf)# interface TenGigabitEthernet6/0/0  
r1 tnsr(config-ospf-if)# ip address * cost 5  
r1 tnsr(config-ospf-if)# ip address * area 0.0.0.0  
r1 tnsr(config-ospf-if)# exit  
r1 tnsr(config-ospf)# area 0.0.0.2  
r1 tnsr(config-ospf-area)# stub  
r1 tnsr(config-ospf-area)# range 10.2.0.0/16  
r1 tnsr(config-ospf-area)# exit  
r1 tnsr(config-ospf)# exit  
r1 tnsr(config-frr-ospf)# enable  
r1 tnsr(config-frr-ospf)# exit  
r1 tnsr(config)#

Configure OSPF on R2

r2 tnsr(config)# route dynamic ospf  
r2 tnsr(config-frr-ospf)# server  
r2 tnsr(config-ospf)# ospf router-id 10.25.0.1  
r2 tnsr(config-ospf)# passive-interface GigabitEthernet0/13/0  
r2 tnsr(config-ospf)# passive-interface GigabitEthernet0/14/0  
r2 tnsr(config-ospf)# interface GigabitEthernet0/13/0  
r2 tnsr(config-ospf-if)# ip address * area 0.0.0.25  
r2 tnsr(config-ospf-if)# ip address * area 0.0.0.25  
r2 tnsr(config-ospf-if)# exit  
r2 tnsr(config-ospf)# exit  
r2 tnsr(config-frr-ospf)# enable  
r2 tnsr(config-frr-ospf)# exit  
r2 tnsr(config)#

(continues on next page)
r2 tnsr(config-ospf-if)# exit
r2 tnsr(config-ospf)# interface GigabitEthernet0/14/0
r2 tnsr(config-ospf-if)# ip address * area 0.0.0.25
r2 tnsr(config-ospf-if)# exit
r2 tnsr(config-ospf)# interface GigabitEthernet3/0/0
r2 tnsr(config-ospf-if)# ip address * cost 5
r2 tnsr(config-ospf-if)# ip address * area 0.0.0.0
r2 tnsr(config-ospf-if)# exit
r2 tnsr(config-ospf)# area 0.0.0.25
r2 tnsr(config-ospf-area)# stub
r2 tnsr(config-ospf-area)# range 10.25.0.0/16
r2 tnsr(config-ospf-area)# exit
r2 tnsr(config-ospf)# exit
r2 tnsr(config-frr-ospf)# enable
r2 tnsr(config-frr-ospf)# exit

Notes

This scenario can easily be adjusted to connect with other local routers handling additional networks inside the local ranges. To do so, remove the stub configuration for the local area and passive-interface directives for interfaces which will communicate with local routers. Then configure the other routers as needed.
The items in this section can be used to control lower-level behavior of the dataplane and host operating system in various ways. These can help to increase performance and efficiency for large workloads.

28.1 Dataplane Configuration

For the majority of cases the default dataplane configuration is sufficient, but certain cases may require adjustments. These are often covered in more detail throughout the documentation, and relevant sections will be linked where appropriate.

These commands are all available in `config` mode (`Configuration Mode`).

**Warning:** The dataplane service requires a restart to enable configuration changes described in this section. After making changes, restart the dataplane from `config` mode using the following command:

```
tnsr# configure
tnsr(config)# service dataplane restart
```

28.1.1 Buffers

The commands in this section control the amount of memory pre-allocated by the dataplane for buffers.

**Buffers per NUMA**

Systems with multiple CPU sockets and Non-uniform memory access (NUMA) capabilities may need specific tuning to ensure that enough buffer space is available for the number of separate NUMA nodes. The number of NUMA nodes is typically the number of populated CPU sockets. Specifically, the scenarios which require tuning typically involve a large number of interfaces combined with multiple CPU worker threads.

**Note:** This refers to separate hardware CPUs, not a single CPU with multiple cores.

The `dataplane buffers buffers-per-numa <buffers-per-numa>` command allocates the given number of buffers for each CPU socket (e.g. 16384).
Default Data Size

The `dataplane buffers default-data-size <default-data-size>` controls the default size of each buffer, in bytes (e.g. 2048).

28.1.2 CPU Workers and Affinity

The dataplane has a variety of commands to fine-tune how it uses available CPU resources on the host. These commands control CPU cores TNSR will use, both the number of cores and specific cores.

Worker Configuration

`dataplane cpu corelist-workers <first> [- <last>]` Defines a specific list of CPU cores to be used by the dataplane. The command supports adding single cores to the list at a time, or ranges of cores. Run the command multiple times with different core numbers or ranges to define the full list of cores to utilize. When removing items with `no`, the command accepts a specific core to remove from the list.

`dataplane cpu coremask-workers <mask>` Similar to `corelist-workers`, but the cores are defined as a hexadecimal mask instead of a list. For example, `0x0000000000C0000C`

`dataplane cpu main-core <n>` Assigns the main dataplane process to a specific CPU core.

`dataplane cpu scheduler-policy (batch|fifo|idle|other|rr)` Defines a specific scheduler policy for worker thread processor usage allocation

- `batch` Scheduling batch processes. Uses dynamic priorities based on `nice` values in the host OS, but always gives the thread a small scheduling penalty so that other processes take precedence.
- `fifo` First in-first out scheduling. Will preempt other types of threads and threads with a lower priority.
- `idle` Scheduling very low priority jobs.
- `other` Default Linux time-sharing scheduling. Uses dynamic priorities based on `nice` values in the host OS, similar to `batch` but without the built-in penalty.
- `rr` Round-robin scheduling. Similar to `fifo` but each thread is time-limited

`dataplane cpu scheduler-priority <n>` For the `fifo` and `rr` scheduler policies, this number sets the priority of processes for the dataplane. It can be any number between 1 (low) and 99 (high).

`dataplane cpu skip-cores <n>` Defines the number of cores to skip when creating additional worker threads, in the range of `1` to the highest available core number. The first `<n>` cores will not be used by worker threads.

**Note:** This does not affect the core used by the main thread, which is set by `dataplane cpu main-core <n>`.

`dataplane cpu workers <n>` Defines the number of worker threads to create for the dataplane.

**Note:** The number of worker threads is in addition to the main process. For example, with a worker count of 4, the dataplane will use one main process with four worker threads, for a total of five threads.
Worker Example

This example sets four additional worker threads, and instructs the dataplane to skip one core when assigning worker threads to cores:

```plaintext
tnsr(config)# dataplane cpu workers 4
tnsr(config)# dataplane cpu skip-cores 1
tnsr(config)# service dataplane restart
```

Worker Status

The `show dataplane cpu threads` command displays the current dataplane process list, including the core usage and process IDs. This output corresponds to the example above:

```
Id  Name          Type   PID  LCore  Core  Socket
---  --------      ------  ----  -----  -----  -----
 0   vpp_main      2330   1  0      0     0
 1   vpp_wk_0      workers 2346  2  2      0     0
 2   vpp_wk_1      workers 2347  3  3      0     0
 3   vpp_wk_2      workers 2348  4  4      0     0
 4   vpp_wk_3      workers 2349  5  5      0     0
```

The output includes the following columns:

- **id**: Dataplane thread ID.
- **name**: Name of the dataplane process.
- **type**: The type of thread, which will be blank for the main process.
- **pid**: The host OS process ID for each thread.
- **LCore**: The logical core used by the process.
- **Core**: The CPU core used by the process.
- **Socket**: The CPU socket associated with the core used by the process.

28.1.3 DPDK Configuration

Commands in this section configure hardware settings for DPDK devices.

```plaintext
dataplane dpdk dev <pci-id> (cryptointer) [num-rx-queues [<rq>]] [num-tx-queues [<tq>]] [num-rx-desc [<rd>]] [num-tx-desc [<td>]]
```

Configures a specific device for use by TNSR. For network devices, see Setup NICs in Dataplane. For cryptographic devices, see Setup QAT Compatible Hardware.

- **num-rx-queues [<rq>]**: Receive and transmit queue sizes for a this device.
- **num-rx-desc [<rd>]**: Receive and transmit descriptor sizes for a this device. Certain network cards, such as Fortville models, may need the descriptors set to 2048 to avoid dropping packets at high loads.

```plaintext
dataplane dpdk no-tx-checksum-offload
```

Disables transmit checksum offloading for network devices.

```plaintext
dataplane dpdk no-multi-seg
```

**dataplane dpdk num-crypto-mbufs <num>** Sets the number of memory buffers used by the dataplane for cryptographic tasks, in the range $1-4294967295$. Higher values can improve throughput when the dataplane encrypt/decrypt nodes are processing data.

**dataplane dpdk uio-driver [<driver-name>]** Configures the UIO driver for interfaces. See *Setup NICs in Dataplane*.

**dataplane dpdk vdev <sw-dev-type>** Defines a software device to be used by the dataplane, such as:

- `aesni_gcm` AESNI GCM cryptodev
- `aesni_mb` AESNI multibuffer cryptodev

### 28.1.4 Memory

Commands in this section configure memory allocation for the dataplane.

**dataplane (ip|ip6) heap-size [<size>]** Defines the amount of memory to be allocated for the dataplane FIB. The default is 32MB. For more information, see *Working with Large BGP Tables*.

**Note:** When tuning this value, also consider increasing the *Statistics Segment heap-size*.

**dataplane ip6 hash-buckets [<size>]** Defines the number of IPv6 forwarding table hash buckets. The default is 65536.

### 28.1.5 NAT

Commands in this section configure dataplane NAT behavior.

**dataplane nat dslite-ce** Enables DS-Lite CE mode.

**dataplane nat max-translations-per-user <n>** Defines the number of NAT translation entries to allow for each IP address. The default value is 100, but it can be set to any integer value between 1-262144. The ideal value depends entirely on the environment and number of sessions per IP address involved in NAT. This includes traffic sourced from TNSR itself address as well, not only internal source IP addresses.

**dataplane nat mode (deterministic|endpoint-dependent|simple)** Configures the operating NAT mode. See *Dataplane NAT Modes*.

**dataplane nat mode-options simple (out2in-dpolstatic-mapping-only)** Configures options for the NAT mode. See *Dataplane NAT Modes*.

### NAT Memory

Memory available for NAT functions can also be tuned to scale for larger operations. The following parameters are available:

**dataplane nat user hash buckets <size>** Number of buckets in NAT user lookup hash table. Can be from 1-65535, default 128.

**dataplane nat user hash memory <size>** Memory size of NAT user lookup hash table. Can be from 1-4294967295, default 67108864 (64MiB).

**dataplane nat translation hash buckets <size>** Number of buckets in session lookup hash tables. Can be from 1-65535, default 1024.
**dataplane nat translation hash memory <size>** Memory size of session lookup hash tables. Can be from 1-4294967295, default 134217728 (128MiB).

With the default user hash memory, each user hash bucket can contain approximately 512 active elements (“sessions”). To determine the total number of supported NAT sessions, multiply:

\[ 128 \text{ (user hash buckets) } \times 512 \text{ (max elements per user hash bucket)} = 65,536 \text{ NAT sessions} \]

To support more than 65,536 NAT sessions, NAT user hash memory must be increased along with NAT user hash buckets. In the case of user hash, a single client may consume many elements/sessions, limited by the `nat max-translations-per-user` option mentioned previously in this section.

The `nat translation` options are similar to the `nat user` options, but are utilized for endpoint-dependent NAT lookup tables.

### 28.1.6 Statistics Segment

These commands configure the statistics segment parameters for the dataplane. This feature enables local access to dataplane statistics via shared memory.

**See also:**

For more information on how to make use of this feature, see the VPP documentation for the example `stat_client`.

**dataplane statseg heap-size <heap-size>[kKmMgG]** Size of shared memory allocation for stats segment, in bytes. This value can be suffixed with K (kilobytes), M (megabytes), or G (gigabytes) in upper or lowercase. Default value is 96M.

**Note:** This value may need to be increased to accommodate large amounts of routes in routing tables. The default value of 96M can safely accommodate approximately one million routes.

The statistics segment is used to maintain counters for routes, and when multiple worker threads are used, these counters are maintained in each thread. Each counter consumes 16 bytes, and there are two counters for each route. When computing these memory requirements, also keep in mind that the main thread counts in addition to each worker thread. For example, with two worker threads, there are actually three threads total.

The total memory required for route counters alone will be: `<routes> * <threads> * 2 counters * 16 Bytes`. Additionally, when new memory is being allocated, it must be in a contiguous segment approximately 1.5x the size calculated above. This can negatively impact memory allocation in cases where usage of the statistics segment has become fragmented after repeated allocations and reallocations. All these factors combined mean that when using a large number of routes with multiple worker threads, this value should be given a generous increase over expected normal values.

The dataplane may crash and state that it is out of memory if this value is set too low.

**dataplane statseg per-node-counters enable** Enables per-graph-node performance statistics.

**dataplane statseg socket-name <socket-name>** Absolute path to UNIX domain socket for stats segment. The default path is `/run/vpp/stats.sock`.

### 28.2 Host Memory Management Configuration

TNSR has commands to tweak a few common host OS memory management parameters.
These are:

**sysctl vm nr_hugepages <u64>**  Virtual memory, maximum number of huge pages. This controls allocations of huge areas of contiguous memory, which is used to keep TNSR in memory, rather than swapping. Each huge page is 2MB by default, and the default number of huge pages is 1024. Multiplying the values yields 2GB of RAM set aside. This value can be tweaked lower for systems with less memory or higher for systems with more available memory and larger workloads.

**sysctl vm max_map_count <u64>**  Virtual memory, maximum map count. This controls the number of memory map areas available to a given process. With workloads requiring larger amounts of memory, this may need increased to allow sufficient levels of memory allocation operations to succeed. The default value is 3096.

**sysctl kernel shmmem <u64>**  Maximum size, in bytes, of a single shared memory segment in the kernel. Default value is 2147483648 (2GB).

To view the current active values of these parameters, use `show sysctl`:

```
tnsr# show sysctl
vm/nr_hugepages = 1024
vm/max_map_count = 3096
kernel/shmmem = 2147483648
```

### 28.3 IP Reassembly Options

The fragment reassembly behavior in TNSR can be fine-tuned globally using the commands under `ip reassembly <name> <value>` for IPv4 and `ipv6 reassembly <name> <value>` for IPv6:

**expire-walk-interval <expire-walk-interval-ms>**  The interval, in milliseconds, at which TNSR will check for fragments to expire. Decreasing this will consume more CPU time but will allow TNSR to be more proactive in cleaning up expired fragments. Increasing this will allow expired fragments to be held longer, but may be more likely to overrun the value of `max-reassemblies`. Default value is 10000 (10 seconds).

**max-reassemblies <max>**  The maximum number of active reassemblies TNSR will maintain at any given time. Increasing this value will consume more resources, but it will also allow TNSR to reassemble a greater number of fragments at a time. Default value is 1024.

**timeout <timeout-ms>**  The timeout value, in milliseconds, after which TNSR will consider a reassembly attempt expired. Increasing this value will cause fragments to be held longer waiting on the remaining pieces, which means they are more likely to be successfully reassembled on slower networks, at the cost of consuming more resources. Default value is 100 milliseconds. When this value is increased, the `max-reassemblies` value may also need increased to accommodate the higher volume of fragments that TNSR will need to hold.

IP reassembly may then be enabled on a per-interface basis using the `ip reassembly (IPv4)` or `ipv6 reassembly (IPv6)` commands from within `config-interface` mode. To disable IP reassembly on an interface, use `no ip reassembly (IPv4)` or `no ipv6 reassembly (IPv6)` from within `config-interface` mode.
This section contains commonly encountered issues with TNSR and methods to resolve them.

- Ping and traceroute do not function without host OS default route
- Unrecognized routes in a routing table
- Services do not receive traffic on an interface with NAT enabled
- NAT session limits / “Create NAT session failed” error
- ACL rules do not match NAT traffic as expected
- Some Traffic to the host OS management interface is dropped
- Locked out by NACM Rules
- How to gain access to the root account
- Console Messages Obscure Prompts
- OSPF Neighbors Stuck in ExStart State
- Diagnosing Service Issues
- Debugging TNSR

### 29.1 Ping and traceroute do not function without host OS default route

Utilities such as `ping` and `traceroute` will send traffic using the host OS routing table by default unless a specific source address is passed to the command. See *Diagnostic Routing Behavior* for details.

### 29.2 Unrecognized routes in a routing table

TNSR automatically populates routing tables with necessary entries that may not appear to directly correspond with manually configured addresses. See *Common Routes* for details.
29.3 Services do not receive traffic on an interface with NAT enabled

When NAT is enabled, by default TNSR will drop traffic that doesn’t match an existing NAT session or static NAT rule. This includes traffic for services on TNSR such as IPsec and BGP. To allow this traffic, see NAT Forwarding.

29.4 NAT session limits / “Create NAT session failed” error

By default the dataplane limits the number of NAT sessions for an IP address to a relatively low number (100) based on the configured value for dataplane nat max-translations-per-user. This can be changed as described in Advanced Dataplane Configuration: NAT.

29.5 ACL rules do not match NAT traffic as expected

When NAT is active, ACL rules are always processed before NAT on interfaces where NAT is applied, in any direction. This behavior is different from some other products, such as pfSense. See ACL and NAT Interaction for details.

29.6 Some Traffic to the host OS management interface is dropped

TNSR includes a default set of Netfilter rules which secure the management interface. Only certain ports are allowed by default. See Default Allowed Traffic for details. To allow more traffic, create host ACLs as described in Host ACLs.

29.7 Locked out by NACM Rules

If TNSR access is lost due to the NACM configuration, access can be regained by following the directions in Regaining Access if Locked Out by NACM.

29.8 How to gain access to the root account

By default, the root account has interactive login disabled, which is the best practice. This can be changed by resetting the root password using sudo from another administrator account, or in the ISO installer. See Default Accounts and Passwords for details.

29.9 Console Messages Obscure Prompts

When connected to the console of a TNSR device, such as the serial console, the kernel may output messages to the terminal which obscure prompts or other areas of the screen. This is normal and an expected effect when using the console directly.

To work around this intended behavior, use one of the following methods:

- Press Ctrl-L to clear or redraw the screen without the messages.
- Press Enter to receive a new prompt.
• Run `sudo dmesg -D` from a shell prompt or with the TNSR shell command, which will disable kernel output to all consoles.
• Connect to the TNSR device using SSH instead of the console.

29.10 OSPF Neighbors Stuck in ExStart State

When attempting to form an adjacency between two OSPF (Open Shortest Path First v2 (OSPF)) neighbors, if the neighbor status appears to be stuck in the ExStart state, the most likely cause is an MTU mismatch between the routers.

To solve this problem, adjust the MTU values of the interfaces actively participating in OSPF on all routers to match. If this is not possible, try using the `mtu-ignore` option on active OSPF interfaces.

29.11 Diagnosing Service Issues

If a service will not stay running and the logs indicate that it is crashing, additional debugging information can be obtained from core dumps.

By default, core dumps are disabled for services. These can be individually enabled as needed by the following command:

```
tnsr(config)# service (backend|bgp|dataplane|dhcp|http|ike|ntp|restconf|unbound) coredump (enable|disable)
```

The resulting core files will be written under `/var/lib/systemd/coredump/`.

29.12 Debugging TNSR

The following commands enable debugging information in various aspects of TNSR. These should only be used under direction of Netgate.

```
debg cli [level <n>] Enable debugging in clixon and cligen at the given level.
debg tnsr (clear|set|value) <flags> Enable debugging in TNSR. The set or clear command may be repeated multiple times to add or remove individual flag values. The value command may be used to directly set the value. The <flags> value is the logical or of all desired debugging flags.
```

The following flag values are available:
debug vmgmt (clear|set|value) <flags> Enable VPP Mgmt library debug. The set or clear command may be repeated multiple times to add or remove individual flag values. The value command may be used to directly set the value. The <flags> value is the logical or of all desired debugging flags.

The following flag values are available:

<table>
<thead>
<tr>
<th>Flag</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>TDBG_NONE</td>
<td>0x00000000</td>
</tr>
<tr>
<td>TDBG_FRR</td>
<td>0x00000001</td>
</tr>
<tr>
<td>TDBG_HOST</td>
<td>0x00000002</td>
</tr>
<tr>
<td>TDBG KEA</td>
<td>0x00000004</td>
</tr>
<tr>
<td>TDBG_VPP</td>
<td>0x00000008</td>
</tr>
<tr>
<td>TDBG_NTP</td>
<td>0x00000010</td>
</tr>
<tr>
<td>TDBG_STRONGSWAN</td>
<td>0x00000020</td>
</tr>
<tr>
<td>TDBG_UNBOUND</td>
<td>0x00000040</td>
</tr>
<tr>
<td>TDBG_HTTP</td>
<td>0x00000080</td>
</tr>
<tr>
<td>TDBG_DELAYED_NODE</td>
<td>0x00001000</td>
</tr>
<tr>
<td>TDBG_DEP_GRAPH</td>
<td>0x00002000</td>
</tr>
<tr>
<td>TDBG_TRANSACTION</td>
<td>0x00004000</td>
</tr>
<tr>
<td>TDBG_ACL</td>
<td>0x00010000</td>
</tr>
<tr>
<td>TDBG_BGP</td>
<td>0x00020000</td>
</tr>
<tr>
<td>TDBG_BRIDGE</td>
<td>0x00040000</td>
</tr>
<tr>
<td>TDBG_INTF</td>
<td>0x00080000</td>
</tr>
<tr>
<td>TDBG_NEIGHBOR</td>
<td>0x00100000</td>
</tr>
<tr>
<td>TDBG_SUBIF</td>
<td>0x00200000</td>
</tr>
<tr>
<td>TDBG_SYSCTL</td>
<td>0x00400000</td>
</tr>
<tr>
<td>TDBG_GRE</td>
<td>0x00800000</td>
</tr>
<tr>
<td>TDBG_LOOPBACK</td>
<td>0x01000000</td>
</tr>
<tr>
<td>TDBG_ROUTE</td>
<td>0x02000000</td>
</tr>
<tr>
<td>TDBG_SPAN</td>
<td>0x04000000</td>
</tr>
<tr>
<td>TDBG_MAP</td>
<td>0x08000000</td>
</tr>
</tbody>
</table>

no debug (clitnsr|vmgmt) Removes all debugging.
• Mode List
• Master Mode Commands
• Config Mode Commands
• Show Commands in Both Master and Config Modes
• Access Control List Modes
• MACIP ACL Mode
• GRE Mode
• HTTP mode
• Interface Mode
• Loopback Mode
• Bridge Mode
• NAT Commands in Configure Mode
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• Host Interface Mode
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• IKE Peer Authentication Mode
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• Dynamic Routing Prefix List Mode
• Dynamic Routing Route Map Rule Mode
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• Dynamic Routing BGP Neighbor Mode
• Dynamic Routing BGP Address Family Mode
• Dynamic Routing BGP Address Family Neighbor Mode
• Dynamic Routing BGP Community List Mode
• Dynamic Routing BGP AS Path Mode
• Dynamic Routing OSPF Mode
• Dynamic Routing OSPF Server Mode
• Dynamic Routing OSPF Interface Mode
• Dynamic Routing OSPF Area Mode
• Dynamic Routing OSPF6 Mode
• Dynamic Routing OSPF6 Server Mode
• Dynamic Routing OSPF6 Interface Mode
• Dynamic Routing OSPF6 Area Mode
• Dynamic Routing RIP Mode
• Dynamic Routing RIP Server Mode
• Dynamic Routing RIP Interface Mode
• Dynamic Routing RIP Key Chain Mode
• Dynamic Routing Manager Mode
• IPv4 Route Table Mode
• IPv6 Route Table Mode
• IPv4 or IPv6 Next Hop Mode
• SPAN Mode
• VXLAN Mode
• User Authentication Configuration Mode
• NTP Configuration Mode
• NTP Restrict Mode
• NTP Upstream Server Mode
30.1 Mode List

<table>
<thead>
<tr>
<th>Internal Name</th>
<th>Prompt</th>
<th>Mode Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>access_list</td>
<td>config-access-list</td>
<td>Dynamic Routing Accesss List</td>
</tr>
<tr>
<td>acl</td>
<td>config-acl</td>
<td>Access Control List</td>
</tr>
<tr>
<td>acl_rule</td>
<td>config-acl-rule</td>
<td>ACL Rule</td>
</tr>
<tr>
<td>aspath</td>
<td>config-aspath</td>
<td>AS Path ordered rule</td>
</tr>
<tr>
<td>auth</td>
<td>config-user</td>
<td>User Authentication</td>
</tr>
<tr>
<td>bfd</td>
<td>config-bfd</td>
<td>Bidirectional Forwarding Detection</td>
</tr>
<tr>
<td>bfd_key</td>
<td>config-bfd-key</td>
<td>BFD key</td>
</tr>
<tr>
<td>bgp</td>
<td>config-bgp</td>
<td>BGP server</td>
</tr>
<tr>
<td>bgp_ip4multi</td>
<td>config-bgp-ip4multi</td>
<td>BGP IPv4 Multicast Address Family</td>
</tr>
<tr>
<td>bgp_ip4multi_nbr</td>
<td>config-bgp-ip4multi-nbr</td>
<td>BGP IPv4 Multicast Address Family Neighbor</td>
</tr>
<tr>
<td>bgp_ip4uni</td>
<td>config-bgp-ip4uni</td>
<td>BGP IPv4 Unicast Address Family</td>
</tr>
<tr>
<td>bgp_ip4uni_nbr</td>
<td>config-bgp-ip4uni-nbr</td>
<td>BGP IPv4 Unicast Address Family Neighbor</td>
</tr>
<tr>
<td>bgp_ip6multi</td>
<td>config-bgp-ip6multi</td>
<td>BGP IPv6 Multicast Address Family</td>
</tr>
<tr>
<td>bgp_ip6multi_nbr</td>
<td>config-bgp-ip6multi-nbr</td>
<td>BGP IPv6 Multicast Address Family Neighbor</td>
</tr>
<tr>
<td>bgp_ip6uni</td>
<td>config-bgp-ip6uni</td>
<td>BGP IPv6 Unicast Address Family</td>
</tr>
<tr>
<td>bgp_ip6uni_nbr</td>
<td>config-bgp-ip6uni-nbr</td>
<td>BGP IPv6 Unicast Address Family Neighbor</td>
</tr>
<tr>
<td>bgp_neighbor</td>
<td>config-bgp-neighbor</td>
<td>BGP Neighbor</td>
</tr>
<tr>
<td>bond</td>
<td>config-bond</td>
<td>Interface bonding</td>
</tr>
</tbody>
</table>

Continued on next page
<table>
<thead>
<tr>
<th>Internal Name</th>
<th>Prompt</th>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bridge</td>
<td>config-bridge</td>
<td>Bridge</td>
<td></td>
</tr>
<tr>
<td>community_list</td>
<td>config-community</td>
<td>BGP community list</td>
<td></td>
</tr>
<tr>
<td>config</td>
<td>config</td>
<td>Configuration</td>
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</table>

30.2 Master Mode Commands

```
tenr# configure [terminal]
tenr# debug cli [level <n>]
tenr# debug tnsr (clear|set|value) <flags>
tenr# debug vmgmt (clear|set|value) <flags>
tenr# no debug (cli|tnsr|vmgmt)
tenr# exit
ntenr# ls [-l]
tenr# ping (<dest-host>|<dest-ip>) [ipv4|ipv6] [interface <if-name>] [source <src-addr>] [count <count>] [packet-size <bytes>] [ttl <ttl-hops>] [timeout <wait-sec>]
tenr# pwd
ntenr# shell [<command>]
tenr# traceroute (<dest-host>|<dest-ip>) [ipv4|ipv6] [interface <if-name>] [source <src-addr>] [packet-size <bytes>] [no-dns] [timeout <seconds>] [ttl <ttl-hops>] [waittime <wait-sec>]
tenr# whoami
```

30.2.1 Package Management Commands

```
tenr# package (info|list) [available|installed|updates] [<pkg-name>]
tenr# package install <pkg-glob>
tenr# package remove <pkg-glob>
tenr# package search <term>
tenr# package upgrade <pkg-glob>
```
30.2.2 Public Key Infrastructure Commands

```
  tnsr# pki ca list
  tnsr# pki ca <name> (append <source-name>|delete|enter|get|import <file>)
  tnsr# pki certificate list
  tnsr# pki certificate <name> (delete|enter|get|import <file>)
  tnsr# pki private-key list
  tnsr# pki private-key <name> (delete|enter|get|import <file>)
  tnsr# pki private-key <name> generate [key-length (2048|3072|4096)]
  tnsr# pki signing-request list
  tnsr# pki signing-request <name> (delete|generate|get|sign (ca-name <ca>|self))
  tnsr# pki signing-request set (city|common-name|country|org|org-unit|state) <text>
  tnsr# pki signing-request set digest (md5|sha1|sha224|sha256|sha384|sha512)
  tnsr# pki signing-request settings (clear|show)
```

30.3 Config Mode Commands

```
  tnsr(config)# [no] acl <acl-name>
  tnsr(config)# [no] auth user <user-name>
  tnsr(config)# bfd conf-key-id <conf-key-id>
  tnsr(config)# bfd session <bfd-session>
  tnsr(config)# [no] cli history-config {enable|disable}
  tnsr(config)# [no] cli history-config lines [<count>]
  tnsr(config)# [no] cli option {auto-discard|check-delete-thresholds}
  tnsr(config)# configuration candidate clear
  tnsr(config)# configuration candidate commit
  tnsr(config)# configuration candidate discard
  tnsr(config)# configuration candidate load <filename> [(replace|merge)]
  tnsr(config)# configuration candidate validate
  tnsr(config)# configuration copy candidate startup
  tnsr(config)# configuration copy running (candidate|startup)
  tnsr(config)# configuration copy startup candidate
  tnsr(config)# configuration save (candidate|running) <filename>
  tnsr(config)# [no] dataplane buffers buffers-per-numa [<buffers-per-numa>]
  tnsr(config)# [no] dataplane cpu corelist-workers [<core-first> [- <core-last>]]
  tnsr(config)# [no] dataplane cpu coremask-workers [<coremask-workers>]
  tnsr(config)# [no] dataplane cpu main-core <main-core>
  tnsr(config)# [no] dataplane cpu scheduler-policy {batch|fifo|idle|other|rr}
  tnsr(config)# [no] dataplane cpu scheduler-priority <scheduler-priority>
  tnsr(config)# [no] dataplane cpu skip-cores <skip-cores>
  tnsr(config)# [no] dataplane cpu workers <workers>
  tnsr(config)# dataplane dpdk dev <pci-id> (crypto|network)
  [num-rx-queues [<num-rx-queues>]] [num-tx-queues [<num-tx-queues>]]
  [num-rx-desc [<num-rx-desc>]] [num-tx-desc [<num-tx-desc>]]
  [vlan-strip-offload (off|on)]
  tnsr(config)# dataplane dpdk dev <pci-id> network name <name>
  tnsr(config)# no dataplane dpdk dev <pci-id> [name] [num-rx-queues] [num-tx-queues]
  [num-rx-desc] [num-tx-desc] [vlan-strip-offload]
  tnsr(config)# [no] dataplane dpdk no-multi-seg
  tnsr(config)# [no] dataplane dpdk no-tx-checksum-offload
  tnsr(config)# [no] dataplane dpdk num-crypto-mbufs [<num>]
  tnsr(config)# [no] dataplane dpdk uio-driver [<uio-driver>]
  tnsr(config)# [no] dataplane dpdk vdev <sw-dev-type>
  tnsr(config)# [no] dataplane ip heap-size [<size>]
```

(continues on next page)
tnsr(config)# [no] dataplane ip6 heap-size [size]
tnsr(config)# [no] dataplane ip6 hash-buckets [size]
tnsr(config)# [no] dataplane nat dslite-ce
tnsr(config)# [no] dataplane nat max-translations-per-user <n>
tnsr(config)# [no] dataplane nat mode (deterministic|endpoint-dependent|simple)
tnsr(config)# [no] dataplane nat mode-options simple (out2in-dpo|static-mapping-only)
tnsr(config)# [no] dataplane nat translation hash buckets [size]
tnsr(config)# [no] dataplane nat translation hash memory [size]
tnsr(config)# [no] dataplane nat user hash buckets [size]
tnsr(config)# [no] dataplane nat user hash memory [size]
tnsr(config)# [no] dataplane statseg heap-size [heap-size][kKmMgG]
tnsr(config)# [no] dataplane statseg per-node-counters enable
tnsr(config)# [no] dataplane statseg socket-name <socket-name>
tnsr(config)# [no] debug cli [level <n>]
tnsr(config)# [no] debug tnsr (clear|set|value) <flags>
tnsr(config)# [no] debug vmgmt (clear|set|value) <flags>
tnsr(config)# no debug {cli|tnsr|vmgmt}
tnsr(config)# dhcp4 {enable|disable}
tnsr(config)# [no] dhcp4 server
tnsr(config)# dslite aftr endpoint <ip6-address>
tnsr(config)# dslite b4 endpoint <ip6-address>
tnsr(config)# dslite pool address <ipv4-addr-first> [- <ipv4-addr-last>]
tnsr(config)# no dslite [pool address]
tnsr(config)# exit
tnsr(config)# [no] gre <gre-name>
tnsr(config)# [no] host acl <acl-name>
tnsr(config)# [no] host interface <host-if-name>
tnsr(config)# [no] http (enable|disable)
tnsr(config)# [no] http server
tnsr(config)# [no] interface <if-name>
tnsr(config)# [no] interface clear counters [interface]
tnsr(config)# [no] interface bond <instance>
tnsr(config)# [no] interface bridge domain <domain-id>
tnsr(config)# [no] interface loopback <name>
tnsr(config)# [no] interface memif interface <id>
tnsr(config)# [no] interface memif socket id <id> filename <file>
tnsr(config)# [no] interface subif <interface> <subid>
tnsr(config)# [no] interface tap <host-name>
tnsr(config)# [no] ip reassembly expire-walk-interval [interval-ms]
tnsr(config)# [no] ip reassembly max-reassemblies [max]
tnsr(config)# [no] ip reassembly timeout [timeout-ms]
tnsr(config)# [no] ipsec tunnel <tunnel-num>
tnsr(config)# [no] lldp system-name <system-name>
tnsr(config)# [no] lldp tx-hold <transmit-hold>
tnsr(config)# [no] lldp tx-interval <transmit-interval>
tnsr(config)# [no] macip <macip-name>
tnsr(config)# nacm {enable|disable}
tnsr(config)# no nacm enable
tnsr(config)# [no] nacm exec-default {deny|permit}
tnsr(config)# [no] nacm group <group-name>
tnsr(config)# [no] nacm read-default {deny|permit}
tnsr(config)# [no] nacm rule-list <rule-list-name>
tnsr(config)# [no] nacm write-default {deny|permit}
tnsr(config)# [no] nat deterministic mapping inside <inside-prefix> outside <outside-prefix>
tnsr(config)# [no] nat global-options nat44 forwarding {true|false}
tnsr(config)# [no] nat global-options timeouts {icmp|tcp_established|tcp_transitory|udp} [seconds]
tnsr(config)# [no] nat ipfix logging [domain <domain-id>] [src-port <src-port>]

tnsr(config)# [no] nat nat64 map <domain-name>

tnsr(config)# [no] nat nat64 map parameters

tnsr(config)# [no] nat pool (addresses <ip-first> [- <ip-last>] | interface <if-name>)
[| twice-nat] [route-table <rt-tbl-name>]

tnsr(config)# [no] nat reassembly (ipv4|ipv6)

tnsr(config)# [no] nat static mapping (icmp|udp|tcp) local <ip-local> 
[| <port-local>] external (|ip-external| |if-name>) [|port-external] 
[| twice-nat] [out-to-in-only] [route-table <rt-tbl-name>]

tnsr(config)# [no] neighbor <interface> <ip-address> <mac-address> [no-adj-route- 
|table-entry]

tnsr(config)# ntp (enable|disable)

tnsr(config)# no ntp enable

tnsr(config)# [no] ntp server

tnsr(config)# [no] route dynamic access-list <access-list-name>

tnsr(config)# route dynamic bgp

tnsr(config)# route dynamic manager

tnsr(config)# route dynamic ospf

tnsr(config)# route dynamic ospf6

tnsr(config)# [no] route dynamic prefix-list <prefix-list-name>

tnsr(config)# [no] route dynamic route-map <route-map-name> (permit|deny) sequence 
|--<sequence>

tnsr(config)# [no] route dynamic route-map [<route-map-name>] [(permit|deny) sequence 
|--<sequence>]]

tnsr(config)# [no] route (ipv4|ipv6) table <route-table-name>

tnsr(config)# server snmp (disable|enable)

tnsr(config)# service (backend|bgp|dataplane|dhcp|http|ike|ntp|restconf|unbound)

    coredump (enable|disable)

tnsr(config)# service bgp (start|stop|restart|status)

tnsr(config)# service dataplane (start|stop|restart|status)

tnsr(config)# service dhcp (start|stop|reload|status) [dhcp4|dhcp6|dhcp_ddns]

tnsr(config)# service http (start|stop|restart|status)

tnsr(config)# service ntp (start|stop|restart|status)

tnsr(config)# service snmp (start|stop|restart|status)

tnsr(config)# service unbound (start|stop|status|restart|reload)

tnsr(config)# [no] snmp access group-name <group-name>

    prefix (exact|prefix)

    model (any|v1|v2c)

    level (noauth|auth|priv)

    read <read-view>

    write <write-view>

tnsr(config)# snmp community community-name <community-name>

    source (<src-prefix>|default)

    security-name <security-name>

tnsr(config)# snmp group group-name <group-name>

    security-name <security-name>

    security-model (any|v1|v2c)

tnsr(config)# snmp view view-name <view-name>

    view-type (included|excluded)

    oid <oid>

tnsr(config)# [no] span <if-name-src>

tnsr(config)# [no] sysctl vm nr_hugepages <u64>

tnsr(config)# [no] sysctl vm max_map_count <u64>

tnsr(config)# [no] sysctl kernel shmmem <u64>

tnsr(config)# [no] system contact <text>

tnsr(config)# [no] system description <text>

tnsr(config)# [no] system location <text>

(continues on next page)
30.4 Show Commands in Both Master and Config Modes

```
  tnsr# show acl [<acl-name>]
  tnsr# show bfd
  tnsr# show bfd keys [conf-key-id <conf-key-id>]
  tnsr# show bfd sessions [conf-key-id <conf-key-id> | peer-ip-addr <peer-addr>]
  tnsr# show cli
  tnsr# show clock
  tnsr# show configuration (candidate|running|startup) [xml|json]
  tnsr# show dataplane cpu threads
  tnsr# show dslite
  tnsr# show gre [<tunnel-name>]
  tnsr# show host interface (<name>|ipv4|ipv6|link)
  tnsr# show http [<config-file>]
  tnsr# show interface [<if-name>]
       ((access-list|bonding|counters|ip [(nat|vrrp-virtual-router)])|               
       ipv6 [vrrp-virtual-router]|link|mac-address|vlan tag-rewrite))
  tnsr# show interface bridge domain [<bdi>]
  tnsr# show interface loopback [<loopback-name>]
  tnsr# show interface memif [<<id>]
  tnsr# show interface bond [<id>]
  tnsr# show interface lacp [<<id>]
  tnsr# show interface tap
  tnsr# show ipsec tunnel [<tunnel_number> [child|ike|verbose]]
  tnsr# show kea [keactrl|dhcp4] [config-file]
  tnsr# show macip [<macip-name>]
  tnsr# show map [<map-domain-name>]
  tnsr# show nacm [group [<group-name>] | rule-list [<rule-list-name>]]
  tnsr# show nat [config|deterministic-mappings|interface-sides|reassembly|static-    
       →mappings]
  tnsr# show nat dynamic (addresses|interfaces)
  tnsr# show nat sessions [verbose]
  tnsr# show neighbor [interface <if-name>]
  tnsr# show ntp [(associations|peers) [assoccid <id>]]
  tnsr# show ntp config-file
  tnsr# show packet-counters
  tnsr# show route dynamic access-list [access-list-name]
  tnsr# show route dynamic bgp as-path [as-path-name]
  tnsr# show route dynamic bgp community-list [community-list-name]
  tnsr# show route dynamic bgp config [as-number]
  tnsr# show route dynamic bgp (ipv4|ipv6) neighbors [[<peer>] [advertised-routes|    
       dampened-routes|flap-statistics|prefix-counts|received|received-             
       →routes|routes]]
  tnsr# show route dynamic bgp (ipv4|ipv6) network <prefix>
  tnsr# show route dynamic bgp (ipv4|ipv6) summary
  tnsr# show route dynamic bgp next-hop [detail]
  tnsr# show route dynamic bgp peer-group <peer-group-name>
  tnsr# show route dynamic manager
```

(continues on next page)
### 30.5 Access Control List Modes

#### 30.5.1 Enter Access Control List Mode

```
tnsr(config)# acl <acl-name>
tnsr(config-acl)#
```

#### 30.5.2 Access Control List Mode Commands

```
tnsr(config-acl)# rule <seq-number>
```

#### 30.5.3 Remove Access Control List

```
tnsr(config)# no acl <acl-name>
```

#### 30.5.4 Enter ACL Rule Mode

```
tnsr(config-acl)# rule <seq-number>
tnsr(config-acl-rule)#
```

#### 30.5.5 ACL Rule Mode Commands

```
tnsr(config-acl-rule)# action (deny|permit|reflect)
tnsr(config-acl-rule)# ip-version (ipv4|ipv6)
tnsr(config-acl-rule)# no action [deny|permit|reflect]
tnsr(config-acl-rule)# destination address <ip-prefix>
```
tnsr(config-acl-rule)# no destination address [<ip-prefix>]
tnsr(config-acl-rule)# [no] destination port (any|<first> [- <last>])
tnsr(config-acl-rule)# [no] icmp type (any|<type-first> [- <type-last>])
tnsr(config-acl-rule)# [no] icmp code (any|<code-first> [- <code-last>])
tnsr(config-acl-rule)# protocol (any|icmp|icmpv6|tcp|udp|<proto-number>)
tnsr(config-acl-rule)# no protocol

30.5.6 Remove ACL Rule

tnsr(config-acl)# no rule <seq>

30.6 MACIP ACL Mode

30.6.1 Enter MACIP ACL Mode

tnsr(config)# macip <macip-name>
tnsr(config-macip)#

30.6.2 MACIP ACL Mode Commands

tnsr(config-macip)# rule <seq>

30.6.3 Remove MACIP ACL

tnsr(config-macip)# no macip <macip-name>

30.6.4 Enter MACIP ACL Rule Mode

tnsr(config-macip)# rule <seq-number>
tnsr(config-macip-rule)#

30.6.5 MACIP Rule Mode Commands

tnsr(config-macip-rule)# action (deny|permit)
tnsr(config-macip-rule)# no action [deny|permit]
tnsr(config-macip-rule)# ip-version (ipv4|ipv6)
tnsr(config-macip-rule)# address <ip-prefix>
tnsr(config-macip-rule)# no address [<ip-prefix>]

(continues on next page)
30.6.6 Remove MACIP ACL Rule

```
  tnsr(config-macip)# no rule <seq-number>
```

30.7 GRE Mode

30.7.1 Enter GRE Mode

```
  tnsr(config)# gre <gre-name>
  tnsr(config-gre)#
```

30.7.2 GRE Mode Commands

```
  tnsr(config-gre)# encapsulation route-table <rt-table-name>
  tnsr(config-gre)# instance <id>
  tnsr(config-gre)# destination <ip-address>
  tnsr(config-gre)# source <ip-address>
  tnsr(config-gre)# tunnel-type erspan session-id <session-id>
  tnsr(config-gre)# tunnel-type (l3|teb)
```

30.7.3 Remove GRE Instance

```
  tnsr(config)# no gre <gre-name>
```

30.8 HTTP mode

30.8.1 Enter HTTP mode

```
  tnsr(config)# http server
  tnsr(config-http)#
```

30.8.2 HTTP Mode Commands
tnsr(config-http)# authentication client-certificate-ca <cert-name>

30.8.3 Remove http Configuration

tnsr(config)# no http server

30.9 Interface Mode

30.9.1 Enter Interface mode

tnsr(config)# interface <if-name>

30.9.2 Interface Mode Commands

tnsr(config)# access-list (input|output) acl <acl-name> sequence <number>

tnsr(config)# access-list macip <macip-name>

tnsr(config)# no access-list

tnsr(config)# no access-list acl <acl-name>

tnsr(config)# no access-list macip [<macip-name>]

tnsr(config)# no access-list [(input|output) [acl <acl-name> [sequence <number>]]]

tnsr(config)# bond <instance> [long-timeout] [passive]

tnsr(config)# [no] bond <instance>

tnsr(config)# bridge domain <bridge-domain-id> [bvi <bvi>] [shg <shg>]

tnsr(config)# description <string-description>

tnsr(config)# detailed-stats (enable|disable)

tnsr(config)# [no] dhcp client ipv4 [hostname <host-name>]

tnsr(config)# [no] enable

tnsr(config)# [no] ip address <ip-prefix>

tnsr(config)# [no] ip nat (inside|outside|none)

tnsr(config)# [no] ip reassembly

tnsr(config)# [no] ip route-table <route-table-name-ipv4>

tnsr(config)# [no] ip vrrp-virtual-router <vrid>

tnsr(config)# [no] ipv6 address <ipv6-prefix>

tnsr(config)# [no] ipv6 route-table <route-table-name-ipv6>

tnsr(config)# [no] ipv6 vrrp-virtual-router <vrid>

tnsr(config)# 1ldp port-name <port-name>

tnsr(config)# 1ldp management ipv4 <ip-address>

tnsr(config)# 1ldp management ipv6 <ipv6-address>

tnsr(config)# [no] 1ldp management oid <oid>

tnsr(config)# [no] map (disable|enable|translate)

tnsr(config)# [no] map (enable|translate)

tnsr(config)# [no] mac-address <mac-address>

tnsr(config)# mtu <mtu>

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30.9.3 Remove Interface

```
    tnsr(config)# no interface <if-name>
```

30.10 Loopback Mode

30.10.1 Enter Loopback Mode

```
    tnsr(config)# interface loopback <loopback-name>
    tnsr(config-loopback)#
```

30.10.2 Loopback Mode Commands

```
    tnsr(config-loopback)## instance <ul6>
    tnsr(config-loopback)## mac-address <mac-addr>
    tnsr(config-loopback)## description <rest>
```

30.10.3 Remove Loopback interface

```
    tnsr(config)# no interface <loop<n>>
    tnsr(config)# no interface loopback <loopback-name>
```

30.11 Bridge Mode

30.11.1 Enter Bridge Mode

```
    tnsr(config)# interface bridge <bdi>
    tnsr(config-bridge)#
```

30.11.2 Bridge Mode commands
30.11.3 Remove Bridge

```plaintext
tnsr(config)# no interface bridge <bdi>
```

30.12 NAT Commands in Configure Mode

```plaintext
tnsr(config)# [no] nat static mapping (icmp|udp|tcp)
   local <ip> [<port>]
   external (<ip>|<if-name>) [<port>]
   [twice-nat] [out-to-in-only]
   [route-table <rt-tbl-name>]
tnsr(config)# [no] nat ipfix logging [domain <domain-id>] [src-port <port>]
tnsr(config)# [no] nat pool address <ip-first> [- <ip-last>] [twice-nat]
tnsr(config)# [no] nat pool interface <if-name> [twice-nat]
```

30.13 NAT Reassembly Mode

30.13.1 Enter NAT Reassembly Mode

```plaintext
tnsr(config)# nat reassembly (ipv4|ipv6)
tnsr(config-nat-reassembly)#
```

30.13.2 NAT Reassembly Mode Commands

```plaintext
tnsr(config-nat-reassembly)# concurrent-reassemblies <max-reassemblies>
tnsr(config-nat-reassembly)# disable
tnsr(config-nat-reassembly)# enable
tnsr(config-nat-reassembly)# fragments <max-fragments>
tnsr(config-nat-reassembly)# timeout <seconds>
```

30.14 DS-Lite Commands in Configure Mode

```plaintext
tnsr(config)# dslite aftr endpoint <ip6-address>
tnsr(config)# dslite b4 endpoint <ip6-address>
tnsr(config)# dslite pool address <ipv4-addr-first> [- <ipv4-addr-last>]
```
30.15 Tap Mode

30.15.1 Enter Tap Mode

```bash
tnsr(config)# interface tap <tap-name>
tnsr(config-tap)#
```

30.15.2 Tap Mode commands

```bash
tnsr(config-tap)# [no] host bridge <bridge-name>
tnsr(config-tap)# [no] host ipv4 gateway <ipv4-addr>
tnsr(config-tap)# [no] host ipv4 prefix <ipv4-prefix>
tnsr(config-tap)# [no] host ipv6 gateway <ipv6-addr>
tnsr(config-tap)# [no] host ipv6 prefix <ipv6-prefix>
tnsr(config-tap)# [no] host mac-address <host-mac-address>
tnsr(config-tap)# [no] host name-space <netns>
tnsr(config-tap)# [no] instance <instance>
tnsr(config-tap)# [no] mac-address <mac-address>
tnsr(config-tap)# [no] rx-ring-size <size>
tnsr(config-tap)# [no] tx-ring-size <size>
```

30.15.3 Remove Tap

```bash
tnsr(config)# no interface tap <tap-name>
```

30.16 BFD Key Mode

30.16.1 Enter BFD Key Mode

```bash
tnsr(config)# bfd conf-key-id <conf-key-id>
tnsr(config-bfd-key)#
```

30.16.2 BFD Key Mode Commands

```bash
tnsr(config-bfd-key)# authentication type (keyed-sha1|meticulous-keyed-sha1)
tnsr(config-bfd-key)# secret < (<hex-pair>)[1-20] >
```

30.16.3 Remove BFD Key Configuration

```bash
tnsr(config)# no bfd conf-key-id <conf-key-id>
```
30.17 BFD Mode

30.17.1 Enter BFD Mode

```
tnsr(config)# bfd session <bfd-session>
tnsr(config-bfd)#
```

30.17.2 BFD Mode Commands

```
tnsr(config-bfd)# [no] bfd-key-id <bfd-key-id>
tenr(config-bfd)# [no] conf-key-id <conf-key-id>
tenr(config-bfd)# delayed (true|false)
tenr(config-bfd)# desired-min-tx <microseconds>
tenr(config-bfd)# detect-multiplier <n-packets>
tenr(config-bfd)# disable
ntenr(config-bfd)# [no] enable (true|false)
tenr(config-bfd)# interface <if-name>
tenr(config-bfd)# local address <ip-address>
tenr(config-bfd)# peer address <ip-address>
tenr(config-bfd)# remote address <ip-address>
tenr(config-bfd)# required-min-rx <microseconds>
```

30.17.3 Remove BFD Configuration

```
tnsr(config)# no bfd session <bfd-session>
```

30.17.4 Change BFD Admin State

```
tenr# bfd session <bfd-session>
tenr(config-bfd)# enable false
ntenr(config-bfd)# enable true
tenr(config-bfd)#
```

30.17.5 Change BFD Authentication

```
tenr(config)# bfd session <bfd-session>
tenr(config-bfd)# bfd-key-id <bfd-key-id>
tenr(config-bfd)# conf-key-id <conf-key-id>
tenr(config-bfd)# delayed (true|false)
```

30.18 Host Interface Mode

30.18.1 Enter Host Interface Mode
30.18.2 Host Interface Mode Commands

```plaintext
tnsr(config-host-if)# [no] description <text>
tnsr(config-host-if)# disable
ntsr(config-host-if)# [no] enable
ntsr(config-host-if)# [no] ip address <ipv4-prefix>
ntsr(config-host-if)# [no] ipv6 address <ipv6-prefix>
ntsr(config-host-if)# mtu <mtu-value>
```

30.18.3 Remove Host Interface

```plaintext
tnsr(config)# no host interface <if-name>
```

30.19 IPsec Tunnel Mode

30.19.1 Enter IPsec Tunnel Mode

```plaintext
tnsr(config)# ipsec tunnel <tunnel-num>
tnsr(config-ipsec-tun)#
```

30.19.2 IPsec Tunnel Mode Commands

```plaintext
tnsr(config-ipsec-tun)# crypto config-type (ike|manual)
tnsr(config-ipsec-tun)# crypto (ike|manual)
tnsr(config-ipsec-tun)# [no] local-address <ip-address>
tnsr(config-ipsec-tun)# [no] remote-address (<ip-address>|<hostname>)
```

30.19.3 Remove IPsec Tunnel

```plaintext
tnsr(config)# no ipsec tunnel <tunnel-num>
```

30.20 IKE mode

30.20.1 Enter IKE mode

```plaintext
tnsr(config-ipsec-tun)# crypto ike
tnsr(config-ipsec-crypto-ike)#
```
30.20.2 IKE Mode Commands

```
tnsr(config-ipsec-crypto-ike)# [no] authentication (local|remote)
tnsr(config-ipsec-crypto-ike)# [no] child <name>
tnsr(config-ipsec-crypto-ike)# [no] identity (local|remote)
tnsr(config-ipsec-crypto-ike)# lifetime <seconds>
tnsr(config-ipsec-crypto-ike)# no lifetime
tnsr(config-ipsec-crypto-ike)# [no] proposal <number>
tnsr(config-ipsec-crypto-ike)# version (0|1|2)
```

30.20.3 Remove IKE configuration

```
tnsr(config-ipsec-tun)# no crypto ike
```

30.21 IKE Peer Authentication Mode

30.21.1 Enter IKE Peer Authentication Mode

```
tnsr(config-ipsec-crypto-ike)# authentication (local|remote)
```

30.21.2 IKE Peer Authentication Mode Commands

```
tnsr(config-ike-auth)# [no] round (1|2)
```

30.21.3 Remove IKE Peer Authentication Configuration

```
tnsr(config-ipsec-crypto-ike)# no authentication (local|remote)
```

30.22 IKE Peer Authentication Round Mode

30.22.1 Enter IKE Peer Authentication Round Mode

```
tnsr(config-ike-auth)# round (1|2)
```

30.22.2 IKE Peer Authentication Round Mode Commands

```
tnsr(config-ike-auth-round)# type psk
tnsr(config-ike-auth-round)# no type
tnsr(config-ike-auth-round)# psk <pre-shared-key>
tnsr(config-ike-auth-round)# no psk
```
30.22.3 Remove IKE Peer Authentication Round Configuration

```bash
tnsr(config-ike-auth)# no round (1|2)
```

30.23 IKE Child SA Mode

30.23.1 Enter IKE Child SA Mode

```bash
tnsr(config-ipsec-crypto-ike)# child <name>
tnsr(config-ike-child)#
```

30.23.2 IKE Child SA Mode Commands

```bash
tnsr(config-ike-child)# lifetime <seconds>
tnsr(config-ike-child)# no lifetime
tnsr(config-ike-child)# [no] proposal <number>
```

30.23.3 Remove IKE Child SA

```bash
tnsr(config-ipsec-crypto-ike)# no child <name>
```

30.24 IKE Child SA Proposal Mode

30.24.1 Enter IKE Child SA Proposal Mode

```bash
tnsr(config-ike-child)# proposal <number>
tnsr(config-ike-child-proposal)#
```

30.24.2 IKE Child SA Proposal Mode Commands

```bash
tnsr(config-ike-child-proposal)# encryption <crypto-algorithm>
tnsr(config-ike-child-proposal)# no encryption
tnsr(config-ike-child-proposal)# integrity <integrity-algorithm>
tnsr(config-ike-child-proposal)# no integrity
tnsr(config-ike-child-proposal)# group <pfs-group>
tnsr(config-ike-child-proposal)# no group
tnsr(config-ike-child-proposal)# sequence-number (esn|noesn)
tnsr(config-ike-child-proposal)# no sequence-number
```

30.24.3 Remove IKE Child SA Proposal

```bash
tnsr(config-ike-child)# no proposal <number>
```
30.25 IKE Peer Identity Mode

30.25.1 Enter IKE Peer Identity Mode

```
tnsr(config-ipsec-crypto-ike)# identity (local|remote)
tnsr(config-ike-identity)#
```

30.25.2 IKE Peer Identity Mode Commands

```
tnsr(config-ike-identity)# type (none|address|email|fqdn|dn|key-id)
tnsr(config-ike-identity)# no type
ntsr(config-ike-identity)# value <identity>
tnsr(config-ike-identity)# no value
```

30.25.3 Remove IKE Peer Identity Configuration

```
tnsr(config-ipsec-crypto-ike)# no identity (local|remote)
```

30.26 IKE Proposal Mode

30.26.1 Enter IKE Proposal Mode

```
tnsr(config-ipsec-crypto-ike)# proposal <number>
tnsr(config-ike-proposal)#
```

30.26.2 IKE Proposal Mode Commands

```
tnsr(config-ike-proposal)# encryption <crypto-algorithm>
tnsr(config-ike-proposal)# no encryption
ntsr(config-ike-proposal)# integrity <integrity-algorithm>
tnsr(config-ike-proposal)# no integrity
ntsr(config-ike-proposal)# prf <prf-algorithm>
tnsr(config-ike-proposal)# no prf
ntsr(config-ike-proposal)# group <diffie-hellman-group>
tnsr(config-ike-proposal)# no group
```

30.26.3 Remove IKE Proposal Configuration

```
tnsr(config-ipsec-crypto-ike)# no proposal <number>
```
30.27 Map Mode

30.27.1 Enter Map Mode

```bash
tnsr(config)# nat nat64 map <domain-name>
```

30.27.2 Map Mode Commands

```bash
tnsr(config-map)# [no] description <desc>
tnsr(config-map)# [no] embedded-address bit-length <ea-width>
tnsr(config-map)# [no] ipv4 prefix <ip4-prefix>
tnsr(config-map)# [no] ipv6 prefix <ip6-prefix>
tnsr(config-map)# [no] ipv6 source <ip6-src>
tnsr(config-map)# [no] mtu <mtu-val>
tnsr(config-map)# [no] port-set length <psid-length>
tnsr(config-map)# [no] port-set offset <psid-offset>
tnsr(config-map)# [no] rule port-set <psid> ipv6-destination <ip6-address>
```

30.27.3 Remove Map Entry

```bash
tnsr(config)# [no] nat nat64 map <domain-name>
```

30.28 Map Parameters Mode

30.28.1 Enter Map Parameters Mode

```bash
tnsr(config)# nat nat64 map parameters
```

30.28.2 Map Parameters Mode Commands

```bash
tnsr(config-map-param)# [no] fragment (inner|outer)
tnsr(config-map-param)# [no] fragment ignore-df
ntsr(config-map-param)# [no] icmp source-address <ipv4-address>
tnsr(config-map-param)# [no] icmp6 unreachable-msgs (disable|enable)
tnsr(config-map-param)# [no] pre-resolve (ipv4|ipv6) next-hop <ip46-address>
tnsr(config-map-param)# [no] reassembly (ipv4|ipv6) (buffers|ht-ratio|lifetime|pool-size) <value>
tnsr(config-map-param)# [no] security-check (disable|enable)
tnsr(config-map-param)# [no] security-check fragments (disable|enable)
tnsr(config-map-param)# [no] traffic-class copy (disable|enable)
tnsr(config-map-param)# [no] traffic-class tc <tc-value>
```
30.29 memif Mode

30.29.1 Enter memif Mode

```bash
tnsr(config)# interface memif interface <id>
tnsr(config-memif)#
```

30.29.2 memif mode Commands

```bash
tnsr(config-memif)# buffer-size <u16>
tnsr(config-memif)# mac-address <mac-addr>
tnsr(config-memif)# mode (ethernet|ip|punt/inject)
tnsr(config-memif)# ring-size <power-of-2>
tnsr(config-memif)# role master
tnsr(config-memif)# role slave [rx-queues <u8>|tx-queues <u8>]
tnsr(config-memif)# secret <string-24>
tnsr(config-memif)# socket-id <socket-id>
```

30.29.3 Remove memif Interface

```bash
tnsr(config)# no interface memif interface <id>
```

30.30 Dynamic Routing Access List Mode

30.30.1 Enter Dynamic Routing Access List Mode

```bash
tnsr(config)# route dynamic access-list <access-list-name>
tnsr(config-access-list)#
```

30.30.2 Dynamic Routing Access List Mode Commands

```bash
tnsr(config-access-list)# [no] remark <text>
tnsr(config-access-list)# sequence <seq> (permit|deny) <ip-prefix>
tnsr(config-access-list)# no sequence <seq> [(permit|deny) [ip-prefix]]
```

30.30.3 Remove Dynamic Routing Access List

```bash
tnsr(config)# no route dynamic access-list <access-list-name>
```
30.31 Dynamic Routing Prefix List Mode

30.31.1 Enter Dynamic Routing Prefix List Mode

```
tnsr(config)# route dynamic prefix-list <pl-name>
tnsr(config-pref-list)#
```

30.31.2 Dynamic Routing Prefix List Mode Commands

```
tnsr(config-pref-list)# [no] description <text>
tnsr(config-pref-list)# sequence <seq> (permit|deny) <prefix> [ge <lower-bound>] [le <upper-bound>]
tnsr(config-pref-list)# no sequence <seq> [(permit|deny) <prefix> [ge <lower-bound>] [le <upper-bound>]]
```

30.31.3 Remove Dynamic Routing Prefix List

```
tnsr(config)# no route dynamic prefix-list <pl-name>
```

30.32 Dynamic Routing Route Map Rule Mode

30.32.1 Enter Dynamic Routing Route Map Rule Mode

```
tnsr(config)# route dynamic route-map <route-map-name> (permit|deny) sequence <sequence>
tnsr(config-rt-map)#
```

30.32.2 Dynamic Routing Route Map Mode Commands

```
tnsr(config-rt-map)# [no] description <string>
tnsr(config-rt-map)# [no] match as-path <as-path-name>
tnsr(config-rt-map)# [no] match community <comm-list-name> [exact-match]
tnsr(config-rt-map)# [no] match extcommunity <extcomm-list-name>
tnsr(config-rt-map)# [no] match interface <if-name>
tnsr(config-rt-map)# [no] match ip address access-list <access-list-name>
tnsr(config-rt-map)# [no] match ip address prefix-list <prefix-list-name>
tnsr(config-rt-map)# [no] match ip next-hop access-list <access-list-name>
tnsr(config-rt-map)# [no] match ip next-hop <ipv4-address>
tnsr(config-rt-map)# [no] match ip next-hop prefix-list <prefix-list-name>
tnsr(config-rt-map)# [no] match ipv6 address access-list <access-list-name>
tnsr(config-rt-map)# [no] match ipv6 address prefix-list <prefix-list-name>
tnsr(config-rt-map)# [no] match large-community <large-comm-list-name>
tnsr(config-rt-map)# [no] match local-preference <preference-uint32>
tnsr(config-rt-map)# [no] match metric <metric-uint32>
tnsr(config-rt-map)# [no] match origin (egp|igp|incomplete)
tnsr(config-rt-map)# [no] match peer <peer-ip-address>
```

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30.32.3 Remove Dynamic Routing Route Map

tnsr(config-rt-map)# no route dynamic route-map <route-map-name>

30.32.4 Remove Dynamic Routing Route Map Rule

tnsr(config-rt-map)# no route dynamic route-map <route-map-name> [permit|deny] [sequence <sequence> ]
30.33 Dynamic Routing BGP Mode

30.33.1 Enter Dynamic Routing BGP Mode

```
tnsr(config)# route dynamic bgp
tnsr(config-frr-bgp)#
```

30.33.2 Dynamic Routing BGP Mode Commands

```
tnsr(config-frr-bgp)# [no] as-path <as-path-name>
tnsr(config-frr-bgp)# clear * [soft]
tnsr(config-frr-bgp)# [no] community-list <comm-list-name> (standard|expanded)
                                   [extended|large]
tnsr(config-frr-bgp)# disable
tnsr(config-frr-bgp)# [no] enable
tnsr(config-frr-bgp)# [no] option debug (allow-martians|nht|update-groups)
tnsr(config-frr-bgp)# [no] option debug as4 [segment]
tnsr(config-frr-bgp)# [no] option debug bestpath <ipv6-prefix>
tnsr(config-frr-bgp)# [no] option debug keepalive [<peer>]
tnsr(config-frr-bgp)# [no] option debug neighbor-events [<peer>]
tnsr(config-frr-bgp)# [no] option debug updates
                                   [in <peer>|out <peer>|prefix (<ipv4-prefix>|<ipv6-
                                   →prefix>)]
tnsr(config-frr-bgp)# [no] option debug zebra [prefix (<ipv4-prefix>|<ipv6-prefix>)]
tnsr(config-frr-bgp)# [no] address-family (ipv4|ipv6) (unicast|multicast)
tnsr(config-bgp)# [no] always-compare-med
```

30.34 Dynamic Routing BGP Server Mode

30.34.1 Enter Dynamic Routing BGP Server Mode

```
tnsr(config-frr-bgp)# server <asn>
tnsr(config-bgp)#
```

30.34.2 Dynamic Routing BGP Server Mode Commands

```
tnsr(config-bgp)# [no] bestpath as-path (confed|ignore|multipath-relax|as-set|no-as-
                                   →set)
tnsr(config-bgp)# [no] bestpath compare-routerid
tnsr(config-bgp)# [no] bestpath med [confed|missing-as-worst]
tnsr(config-bgp)# [no] client-to-client reflection
tnsr(config-bgp)# [no] cluster-id (<ipv4>|<value>)
tnsr(config-bgp)# [no] coalesce-time <value>
```

(continues on next page)
30.34.3 Remove Dynamic Routing BGP Server

```bash
tnsr(config-frr-bgp)# no server <asn>
```

30.35 Dynamic Routing BGP Neighbor Mode

30.35.1 Enter Dynamic Routing BGP Neighbor Mode

```bash
tnsr(config-bgp)# neighbor <peer>
tnsr(config-bgp-neighbor)#
```

30.35.2 Dynamic Routing BGP Neighbor Mode Commands

```bash
tnsr(config-bgp-neighbor)# [no] advertisement-interval <interval>
tnsr(config-bgp-neighbor)# [no] bfd enabled (true|false)
tnsr(config-bgp-neighbor)# [no] capability (dynamic|extended-nexthop)
tnsr(config-bgp-neighbor)# [no] disable-connected-check
tnsr(config-bgp-neighbor)# [no] description <string>
tnsr(config-bgp-neighbor)# disable
tnsr(config-bgp-neighbor)# [no] dont-capability-negotiate
tnsr(config-bgp-neighbor)# [no] ebgp-multihop [hop-maximum <hops>]
tnsr(config-bgp-neighbor)# [no] enable
tnsr(config-bgp-neighbor)# [no] local-as <asn> [no-prepend [replace-as]]
tnsr(config-bgp-neighbor)# [no] override-capability
tnsr(config-bgp-neighbor)# [no] passive
tnsr(config-bgp-neighbor)# [no] password <line>
tnsr(config-bgp-neighbor)# [no] peer-group [<peer-group-name>]
tnsr(config-bgp-neighbor)# [no] port <port>
tnsr(config-bgp-neighbor)# [no] remote-as <asn>
```
30.35.3 Remove Dynamic Routing BGP Neighbor

```bash
tnsr(config-bgp)# no neighbor <peer>
```

30.36 Dynamic Routing BGP Address Family Mode

30.36.1 Enter Dynamic Routing BGP Address Family Mode

```bash
tnsr(config-bgp)# address-family ipv4 unicast
tnsr(config-bgp-ip4uni)#

tnsr(config-bgp)# address-family ipv4 multicast
tnsr(config-bgp-ip4multi)#

tnsr(config-bgp)# address-family ipv6 unicast
tnsr(config-bgp-ip6uni)#

tnsr(config-bgp)# address-family ipv6 multicast
tnsr(config-bgp-ip6multi)#
```

30.36.2 Dynamic Routing BGP IPv4 Unicast Address Family Mode Commands

```bash
tnsr(config-bgp-ip4uni)# [no] aggregate-address <ipv4-prefix> [as-set] [summary-only]
tnsr(config-bgp-ip4uni)# [no] distance external <extern> internal <intern> local
   <local>
tnsr(config-bgp-ip4uni)# [no] distance administrative <dist> prefix <ipv4-prefix>
   [access-list <access-list-name>]
tnsr(config-bgp-ip4uni)# [no] maximum-paths <non-ibgp-paths> [igbp <ibgp-paths>
   [equal-cluster-length]]
tnsr(config-bgp-ip4uni)# [no] neighbor <existing-neighbor>
tnsr(config-bgp-ip4uni)# [no] network <ipv4-prefix> [route-map <route-map>]
tnsr(config-bgp-ip4uni)# [no] redistribute <route-source> [metric <val>|route-map
   <route-map-name>]
tnsr(config-bgp-ip4uni)# [no] redistribute ospf [metric <val>|route-map <route-map-
   name>]
tnsr(config-bgp-ip4uni)# [no] redistribute table id <kernel-table-id> [metric <val>
   route-map <route-map-name>]
tnsr(config-bgp-ip4uni)# [no] table-map <route-map-name>
```
30.36.3 Dynamic Routing BGP IPv4 Multicast Address Family Mode Commands

```bash
tnsr(config-bgp-ipmulti)# [no] aggregate-address <ipv4-prefix> [as-set] [summary-only]
tnsr(config-bgp-ipmulti)# [no] distance external <extern> internal <intern> local <local>
tnsr(config-bgp-ipmulti)# [no] distance administrative <dist> prefix <ipv4-prefix> [access-list <access-list-name>]
tnsr(config-bgp-ipmulti)# [no] neighbor <existing-neighbor>
tnsr(config-bgp-ipmulti)# [no] network <ipv4-prefix> [route-map <route-map>]
tnsr(config-bgp-ipmulti)# [no] table-map <route-map-name>
```

30.36.4 Dynamic Routing BGP IPv6 Unicast Address Family Mode Commands

```bash
tnsr(config-bgp-ip6uni)# [no] aggregate-address <ipv6-prefix> [as-set] [summary-only]
tnsr(config-bgp-ip6uni)# [no] distance external <extern> internal <intern> local <local>
tnsr(config-bgp-ip6uni)# [no] distance administrative <dist> prefix <ipv6-prefix> [access-list <access-list-name>]
tnsr(config-bgp-ip6uni)# [no] maximum-paths <non-ibgp-paths> [igbp <ibgp-paths> [equal-cluster-length]]
tnsr(config-bgp-ip6uni)# [no] neighbor <existing-neighbor>
tnsr(config-bgp-ip6uni)# [no] network <ipv6-prefix> [route-map <route-map>]
tnsr(config-bgp-ip6uni)# [no] redistribute <route-source> [metric <val>|route-map <route-map-name>]
tnsr(config-bgp-ip6uni)# [no] redistribute ospf [metric <val>|route-map <route-map-name>]
tnsr(config-bgp-ip6uni)# [no] redistribute table id <kernel-table-id> [metric <val>|route-map <route-map-name>]
tnsr(config-bgp-ip6uni)# [no] table-map <route-map-name>
```

30.36.5 Dynamic Routing BGP IPv6 Multicast Address Family Mode Commands

```bash
tnsr(config-bgp-ip6multi)# [no] distance external <extern> internal <intern> local <local>
tnsr(config-bgp-ip6multi)# [no] distance administrative <dist> prefix <ipv6-prefix> [access-list <access-list-name>]
tnsr(config-bgp-ip6multi)# [no] neighbor <existing-neighbor>
tnsr(config-bgp-ip6multi)# [no] network <ipv6-prefix> [route-map <route-map>]
```

30.36.6 Remove Dynamic Routing BGP Address Family

```bash
tnsr(config-bgp)# no address-family (ipv4|ipv6) (unicast|multicast)
```

30.37 Dynamic Routing BGP Address Family Neighbor Mode

Note: Though the samples below indicate IPv4 unicast, the same syntax is used for all address families.
30.37.1 Enter Dynamic Routing BGP Address Family Neighbor Mode

```bash
tnsr(config-bgp-ip4uni)# neighbor <existing-neighbor>
tnsr(config-bgp-ip4uni-nbr)#
```

30.37.2 Dynamic Routing BGP Address Family Neighbor Mode Commands

```bash
tnsr(config-bgp-ip4uni-nbr)# [no] activate
tnsr(config-bgp-ip4uni-nbr)# [no] addpath-tx-all-paths
tnsr(config-bgp-ip4uni-nbr)# [no] addpath-tx-bestpath-per-as
tnsr(config-bgp-ip4uni-nbr)# [no] allowas-in [<occurrence>|origin]
tnsr(config-bgp-ip4uni-nbr)# [no] as-override
tnsr(config-bgp-ip4uni-nbr)# [no] attribute-unchanged [as-path|next-hop|med]
tnsr(config-bgp-ip4uni-nbr)# [no] capability orf prefix-list (send|receive|both)
 tnrs(config-bgp-ip4uni-nbr)# [no] default- originate [route-map <route-map>]
tnsr(config-bgp-ip4uni-nbr)# [no] distribute-list <access-list-name> (in|out)
tnsr(config-bgp-ip4uni-nbr)# [no] filter-list <aspath-name> (in|out)
tnsr(config-bgp-ip4uni-nbr)# [no] maximum-prefix limit <val>
tnsr(config-bgp-ip4uni-nbr)# [no] maximum-prefix restart <val>
tnsr(config-bgp-ip4uni-nbr)# [no] maximum-prefix threshold <val>
 tnrs(config-bgp-ip4uni-nbr)# [no] next-hop-self [force]
tnsr(config-bgp-ip4uni-nbr)# [no] prefix-list <prefix-list-name> (in|out)
 tnrs(config-bgp-ip4uni-nbr)# [no] remove-private-AS [all] [replace-AS]
 tnrs(config-bgp-ip4uni-nbr)# [no] route-map <name> (in|out)
 tnrs(config-bgp-ip4uni-nbr)# [no] route-reflector-client
 tnrs(config-bgp-ip4uni-nbr)# [no] route-server-client
 tnrs(config-bgp-ip4uni-nbr)# [no] send-community (standard|large|extended)
 tnrs(config-bgp-ip4uni-nbr)# [no] soft-reconfiguration inbound
 tnrs(config-bgp-ip4uni-nbr)# [no] unsuppress-map <route-map>
 tnrs(config-bgp-ip4uni-nbr)# [no] weight <weight>
```

30.37.3 Remove Dynamic Routing BGP Address Family Neighbor

```bash
tnsr(config-bgp-ip4uni)# no neighbor <existing-neighbor>
```

30.38 Dynamic Routing BGP Community List Mode

30.38.1 Enter Dynamic Routing BGP Community List Mode

```bash
tnsr(config-frr-bgp)# community-list <name> (standard|expanded)
   →[normal|extended|large]
tnsr(config-community)#
```

30.38.2 Dynamic Routing BGP Community List Mode Commands
30.38.3 Remove Dynamic Routing BGP Community List

```bash
tnsr(config-frr-bgp)# no community-list <name> (standard|expanded) [extended|large]
```

30.39 Dynamic Routing BGP AS Path Mode

30.39.1 Enter Dynamic Routing BGP AS Path Mode

```bash
tnsr(config-frr-bgp)# as-path <as-path-name>
tnsr(config-aspath)#
```

30.39.2 Dynamic Routing BGP AS Path Mode Commands

```bash
tnsr(config-aspath)# [no] rule <seq> (permit|deny) <pattern>
```

30.39.3 Remove Dynamic Routing BGP AS Path

```bash
tnsr(config-frr-bgp)# no as-path <as-path-name>
```

30.40 Dynamic Routing OSPF Mode

30.40.1 Enter Dynamic Routing OSPF Mode

```bash
tnsr(config)# route dynamic ospf
tnsr(config-frr-ospf)#
```

30.40.2 OSPF Mode Commands

```bash
tnsr(config-frr-ospf)# [no] enable
tnsr(config-frr-ospf)# disable
tnsr(config-frr-ospf)# [no] server
```
30.41 Dynamic Routing OSPF Server Mode

30.41.1 Entering OSPF Server Mode

```bash
tnsr(config-frr-ospf)# server
tnsr(config-ospf)#
```

30.41.2 OSPF Server Mode Commands

```bash
tnsr(config-ospf)# [no] area <area-id>
tnsr(config-ospf)# [no] auto-cost reference-bandwidth <bw>
tnsr(config-ospf)# [no] capability opaque-lsa
ntsr(config-ospf)# [no] compatible rfc-1583-compatibility
ntsr(config-ospf)# [no] debug (event|nssa|sr|te)
tnsr(config-ospf)# [no] debug (ism|nsm) (events|status|timers)
tnsr(config-ospf)# [no] debug lsa (flooding|generate|install|refresh)
tnsr(config-ospf)# [no] debug packet (dd|hello|ls-acknowledgment|ls-request|ls-update)
  (send|recv) [detail]
tnsr(config-ospf)# [no] debug zebra (interface|redistribute)
tnsr(config-ospf)# [no] default-information originate
  (always|metric <val>|route-map <map>|type <type>)
tnsr(config-ospf)# [no] default-metric <val>
tnsr(config-ospf)# [no] distance [(external|inter-area|intra-area)] <dist>
tnsr(config-ospf)# [no] distribution-list out
  (bgp|connected|kernel|static|table)
  access-list <name>
tnsr(config-ospf)# [no] interface <if-name>
tnsr(config-ospf)# [no] log-adjacency-changes [detail]
tnsr(config-ospf)# [no] max-metric router-lsa administrative
ntsr(config-ospf)# [no] max-metric router-lsa (on-shutdown|on-startup) <seconds>
tnsr(config-ospf)# [no] neighbor <ip4-address> [(poll-interval <interval>|priority <prio>)]
tnsr(config-ospf)# [no] ospf abr-type (cisco|ibm|shortcut|standard)
tnsr(config-ospf)# [no] ospf router-id <router-id>
tnsr(config-ospf)# [no] ospf write-multiplier <write>
tnsr(config-ospf)# [no] passive-interface <if-name> [ip4-address]
tnsr(config-ospf)# [no] pce address
  (<ip4-address>|domain <asn>|flags <bits>|neighbor <asn>
  <scope <bits>)
tnsr(config-ospf)# [no] redistribute
  (bgp|connected|kernel|ospf|static|table)
  [(metric <val>|route-map <map>|type <type>)]
tnsr(config-ospf)# [no] refresh timer <time>
tnsr(config-ospf)# [no] router-info as
tnsr(config-ospf)# [no] timers lsa min-arrival <min>
tnsr(config-ospf)# [no] timers throttle lsa all <delay>
tnsr(config-ospf)# [no] timers throttle spf (delay|initial-hold|maximum-hold) <val>
```

30.41.3 Remove OSPF Server Configuration

```bash
tnsr(config-frr-ospf)# no server
```
30.42 Dynamic Routing OSPF Interface Mode

30.42.1 Enter Dynamic Routing OSPF Interface Mode

```
tnsr(config-ospf)# interface <if-name>
tnsr(config-ospf-if)#
```

30.42.2 Dynamic Routing OSPF Interface Mode Commands

```
tnsr(config-ospf-if)# [no] bfd enabled {true|false}
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) area <area-id>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) authentication [message-
→digest|null]
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) authentication-key <key>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) cost <link-cost>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) dead-interval minimal hello
→<multiplier>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) dead-interval <time>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) hello-interval <interval>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) message-digest-key key-id <id>
→md5-key <key>
tnsr(config-ospf-if)# [no] ip address (*|<ip4-address>) mtu-ignore
```

30.42.3 Remove Dynamic Routing OSPF Interface

```
tnsr(config-ospf)# no interface <if-name>
```

30.43 Dynamic Routing OSPF Area Mode

30.43.1 Enter Dynamic Routing OSPF Area Mode

```
tnsr(config-ospf)# area <area-id>
tnsr(config-ospf-area)#
```

30.43.2 Dynamic Routing OSPF Area Mode Commands

```
tnsr(config-ospf-area)# authentication [message-digest]
tnsr(config-ospf-area)# default-cost <cost>
tnsr(config-ospf-area)# export-list <acl-name>
tnsr(config-ospf-area)# filter-list (in|out) prefix-list <prefix-list-name>
tnsr(config-ospf-area)# import-list <acl-name>
```
30.43.3 Remove Dynamic Routing OSPF Area

```bash
tnsr(config-ospf)# no area <area-id>
```

30.44 Dynamic Routing OSPF6 Mode

30.44.1 Enter Dynamic Routing OSPF6 Mode

```bash
tnsr(config)# route dynamic ospf6
tnsr(config-frr-ospf6)#
```

30.44.2 OSPF6 Mode Commands

```bash
tnsr(config-frr-ospf6)# [no] enable
tnsr(config-frr-ospf6)# disable
tnsr(config-frr-ospf6)# [no] server
```

30.45 Dynamic Routing OSPF6 Server Mode

30.45.1 Entering OSPF6 Server Mode

```bash
tnsr(config-frr-ospf6)# server
tnsr(config-ospf6)#
```

30.45.2 OSPF6 Server Mode Commands

```bash
tnsr(config-ospf6)# [no] area <area-id>
tnsr(config-ospf6)# [no] auto-cost reference-bandwidth <bw>
tnsr(config-ospf6)# [no] debug (abr|asbr|flooding|interface)
tnsr(config-ospf6)# [no] debug border-routers (area <area-id>|router <router-id>)
tnsr(config-ospf6)# [no] debug isa (as-external|inter-prefix|inter-router|intra-sequent-prefix|link|network|router|unknown) (examine|flooding|originate)
tnsr(config-ospf6)# [no] debug message (dd|hello|ls-acknowledgment|ls-request|ls-update|unknown) (recv|send)
tnsr(config-ospf6)# [no] debug neighbor [(event|state)]
tnsr(config-ospf6)# [no] debug route [(inter-area|intra-area|memory|table)]
```
30.45.3 Remove OSPF6 Server Configuration

```bash
tnsr(config-frr-ospf6)# no server
```

30.46 Dynamic Routing OSPF6 Interface Mode

### 30.46.1 Enter Dynamic Routing OSPF6 Interface Mode

```bash
tnsr(config-ospf6)# interface <if-name>
```

### 30.46.2 Dynamic Routing OSPF6 Interface Mode Commands

```bash
tnsr(config-ospf6-if)# [no] advertise prefix-list <name>
nsr(config-ospf6-if)# [no] area <area-id>
nsr(config-ospf6-if)# [no] bfd enabled (true|false)
nsr(config-ospf6-if)# [no] cost outgoing <outgoing-cost>
nsr(config-ospf6-if)# [no] dead-interval <time>
nsr(config-ospf6-if)# [no] hello-interval <interval>
nsr(config-ospf6-if)# [no] instance-id <value>
nsr(config-ospf6-if)# [no] mtu <value>
nsr(config-ospf6-if)# [no] mtu-ignore
nsr(config-ospf6-if)# [no] network (broadcast|point-to-point)
nsr(config-ospf6-if)# [no] passive
nsr(config-ospf6-if)# [no] priority <priority>
nsr(config-ospf6-if)# [no] retransmit-interval <interval>
nsr(config-ospf6-if)# [no] transmit-delay <delay>
```

### 30.46.3 Remove Dynamic Routing OSPF6 Interface

```bash
tnsr(config-ospf6)# no interface <if-name>
```
30.47 Dynamic Routing OSPF6 Area Mode

30.47.1 Enter Dynamic Routing OSPF6 Area Mode

```
tnsr(config-ospf6)# area <area-id>
tnsr(config-ospf6-area)#
```

30.47.2 Dynamic Routing OSPF6 Area Mode Commands

```
tnsr(config-ospf6-area)# range <prefix> [cost <val>|not-advertise]
tnsr(config-ospf6-area)# stub [no-summary]
```

30.47.3 Remove Dynamic Routing OSPF6 Area

```
tnsr(config-ospf6)# no area <area-id>
```

30.48 Dynamic Routing RIP Mode

30.48.1 Enter Dynamic Routing RIP Mode

```
tnsr(config)# route dynamic rip
tnsr(config-frr-rip)#
```

30.48.2 RIP Mode Commands

```
tnsr(config-frr-rip)# [no] enable
tnsr(config-frr-rip)# disable
tnsr(config-frr-rip)# [no] server
```

30.49 Dynamic Routing RIP Server Mode

30.49.1 Entering RIP Server Mode

```
tnsr(config-frr-rip)# server
tnsr(config-rip)#
```

30.49.2 RIP Server Mode Commands
30.49.3 Remove RIP Server Configuration

```plaintext
tnsr(config-frr-rip)# no server
```

30.50 Dynamic Routing RIP Interface Mode

30.50.1 Enter Dynamic Routing RIP Interface Mode

```plaintext
tnsr(config-rip)# interface <if-name>
tnsr(config-rip-if)#
```

30.50.2 Dynamic Routing RIP Interface Mode Commands

```plaintext
tnsr(config-rip-if)# [no] authentication key-chain
ntsr(config-rip-if)# [no] authentication mode (md5|text) [auth-length (old-ripd|rfc)]
tnsr(config-rip-if)# [no] authentication string <auth-string>
tnsr(config-rip-if)# [no] receive version (1|2|both)
tnsr(config-rip-if)# [no] send version (1|2|both)
tnsr(config-rip-if)# [no] split-horizon [poisoned-reverse]
tnsr(config-rip-if)# [no] v2-broadcast
```

30.50.3 Remove Dynamic Routing RIP Interface

```plaintext
tnsr(config-rip)# no interface <if-name>
```
30.51 Dynamic Routing RIP Key Chain Mode

30.51.1 Enter Dynamic Routing RIP Key Chain Mode

```
tnsr(config-rip)# key-chain <name>
tnsr(config-rip-key-chain)#
```

30.51.2 Dynamic Routing RIP Key Chain Mode Commands

```
tnsr(config-rip-key-chain)# [no] key <key-id> string <key-string>
```

30.51.3 Remove Dynamic Routing RIP Key Chain

```
tnsr(config-rip)# no key-chain <name>
```

30.52 Dynamic Routing Manager Mode

30.52.1 Enter Dynamic Routing Manager Mode

```
tnsr(config)# route dynamic manager
tnsr(config-route-dynamic-manager)#
```

30.52.2 Dynamic Routing Manager Mode Commands

```
tnsr(config-route-dynamic-manager)# [no] debug (events|fpm|nht)
tnsr(config-route-dynamic-manager)# [no] debug kernel [msgdump [send|receive]]
tnsr(config-route-dynamic-manager)# [no] debug packet [send|receive] [detail]
tnsr(config-route-dynamic-manager)# [no] debug rib [detailed]
tnsr(config-route-dynamic-manager)# [no] log file <filename> [<level>]
tnsr(config-route-dynamic-manager)# [no] log syslog [<level>]
```

30.53 IPv4 Route Table Mode

30.53.1 Enter IPv4 Route Table Mode

```
tnsr(config)# route ipv4 table <route-table-name>
tnsr(config-route-table-v4)#
```

30.53.2 IPv4 Route Table Mode Commands

```
tnsr(config-route-table-v4)# description <rest-of-line>
tnsr(config-route-table-v4)# [no] route <destination-prefix>
```
30.53.3 Remove IPv4 Route Table

```plaintext
tnsr(config-route-table-v4)# no route ipv4 table <route-table-name>
```

30.54 IPv6 Route Table Mode

30.54.1 Enter IPv6 Route Table Mode

```plaintext
tnsr(config)# route ipv6 table <route-table-name>
tnsr(config-route-table-v6)#
```

30.54.2 IPv6 Route Table Mode Commands

```plaintext
tnsr(config-route-table-v6)# description <rest-of-line>
tnsr(config-route-table-v6)# [no] route <destination-prefix>
```

30.54.3 Remove IPv6 Route Table

```plaintext
tnsr(config-route-table-v6)# no route ipv6 table <route-table-name>
```

30.55 IPv4 or IPv6 Next Hop Mode

30.55.1 Enter IPv4 or IPv6 Next Hop Mode

```plaintext
tnsr(config-route-table-v46)# route <destination-prefix>
tnsr(config-rttbl46-next-hop)#
```

30.55.2 IPv4 or IPv6 Next Hop Mode Commands

```plaintext
tnsr(config-rttbl46-next-hop)# [no] description <rest-of-line>
tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> via <ip46-addr>
  [<if-name>|<next-hop-table <route-table-name>>]
  [weight <multi-path-weight>]
  [preference <admin-preference>]
  [resolve-via-host] [resolve-via-attached]

tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> via drop
tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> via local
tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> via null-send-unreach
tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> via null-send-prohibit
tnsr(config-rttbl46-next-hop)# [no] next-hop <hop-id> classify <classify-table-name>
```
30.55.3 Remove IPv4 or IPv6 Next Hop

```
    tnsr(config-rttbl46-next-hop)# no next-hop <hop-id>
```

30.56 SPAN Mode

30.56.1 Enter SPAN Mode

```
    tnsr(config)# span <if-name-src>
    tnsr(config-span)#
```

30.56.2 SPAN Mode Commands

```
    tnsr(config-span)# onto <if-name-dst> (hw|l2) (rx|tx|both|disabled)
```

30.56.3 Remove Single SPAN Destination

```
    tnsr(config-span)# no onto <if-name-dst> [(hw|l2)]
```

30.56.4 Remove SPAN

```
    tnsr(config)# no span <if-name-src>
```

30.57 VXLAN Mode

30.57.1 Enter VXLAN Mode

```
    tnsr(config)# vxlan <tunnel-name>
    tnsr(config-vxlan)#+
```

30.57.2 VXLAN Mode Commands

```
    tnsr(config-vxlan)# [no] destination <ip-addr>
    tnsr(config-vxlan)# [no] encapsulation (ipv4|ipv6) route-table <rt-table-name>
    tnsr(config-vxlan)# [no] instance <id>
    tnsr(config-vxlan)# [no] multicast interface <if-name>
    tnsr(config-vxlan)# [no] source <ip-addr>
    tnsr(config-vxlan)# [no] vni <u24>
```
30.57.3 Remove VXLAN Tunnel

```bash
tnsr(config)# no vxlan [<tunnel-name>]
```

30.58 User Authentication Configuration Mode

30.58.1 Enter User Authentication Configuration Mode

```bash
tnsr(config)# auth user <user-name>
tnsr(config-user)#
```

30.58.2 User Authentication Mode Commands

```bash
tnsr(config-user)# [no] password <user-password>
tnsr(config-user)# [no] user-keys <key-name>
```

30.58.3 Remove User

```bash
tnsr(config)# no auth user <user-name>
```

30.59 NTP Configuration Mode

30.59.1 Enter NTP Configuration Mode

```bash
tnsr(config)# ntp server
tnsr(config-ntp)#
```

30.59.2 NTP Mode Commands

```bash
tnsr(config-ntp)# disable monitor
tnsr(config-ntp)# enable monitor
tnsr(config-ntp)# driftfile <file-path>
tnsr(config-ntp)# interface sequence <seq> (drop|ignore|listen) (all|interface <if-name>|prefix <ip-prefix>)
tnsr(config-ntp)# logconfig sequence <seq> (add|delete|set) (all|clock|peer|sync|sys) (all|events|info|statistics|status)
tnsr(config-ntp)# restrict (default|host <fqdn>|prefix <ip-prefix>|source)
tnsr(config-ntp)# server (address <ip-address>|host <fqdn>)
tnsr(config-ntp)# statsdir <directory-path>
tnsr(config-ntp)# tinker panic <n-secs>
tnsr(config-ntp)# tos orphan <stratum>
```
30.59.3 Remove NTP Server

```
tnsr(config)# no ntp server
```

30.60 NTP Restrict Mode

30.60.1 Enter NTP Restrict Mode

```
tnsr(config-ntp)# restrict (default|host <fqdn>|prefix <ip-prefix>|source)
```

30.60.2 NTP Restrict Mode Commands

```
tnsr(config-ntp-restrict)# kod
tnsr(config-ntp-restrict)# limited
tnsr(config-ntp-restrict)# nomodify
tnsr(config-ntp-restrict)# nopeer
tnsr(config-ntp-restrict)# noquery
tnsr(config-ntp-restrict)# noserve
tnsr(config-ntp-restrict)# notrap
```

30.60.3 Remove NTP Restriction

```
tnsr(config-ntp)# no restrict (default|host <fqdn>|prefix <ip-prefix>|source)
```

30.61 NTP Upstream Server Mode

30.61.1 Enter NTP Upstream Server Mode

```
tnsr(config-ntp)# server (address <ip-address>|host <fqdn>)
```

30.61.2 NTP Upstream Server Mode Commands

```
tnsr(config-ntp-server)# iburst
tnsr(config-ntp-server)# maxpoll <power-of-2-sec>
tnsr(config-ntp-server)# noselect
tnsr(config-ntp-server)# operational-mode (pool|server)
tnsr(config-ntp-server)# prefer
```

30.61.3 Remove NTP Upstream Server

```
tnsr(config-ntp)# no server (address <ip-address>|host <fqdn>)
```
30.62 NACM Group Mode

30.62.1 Enter NACM Group Mode

```plaintext
tnsr(config)# nacm group <group-name>
tnsr(config-nacm-group)#
```

30.62.2 NACM Group Mode Commands

```plaintext
tnsr(config-nacm-group)# [no] member <user-name>
```

30.62.3 Remove NACM Group

```plaintext
tnsr(config)# no nacm group <group-name>
```

30.63 NACM Rule-list Mode

30.63.1 Enter NACM Rule-list Mode

```plaintext
tnsr(config)# nacm rule-list <rule-list-name>
tnsr(config-nacm-rule-list)#
```

30.63.2 NACM Rule-list Mode Commands

```plaintext
tnsr(config-nacm-rule-list)# [no] group (*|<group-name>)
tnsr(config-nacm-rule-list)# [no] rule <rule-name>
```

30.63.3 Remove NACM Rule-list

```plaintext
tnsr(config)# no nacm rule-list <rule-list-name>
```

30.64 NACM Rule Mode

30.64.1 Enter NACM Rule Mode

```plaintext
tnsr(config-nacm-rule-list)# rule <rule-name>
tnsr(config-nacm-rule)#
```
30.64.2 NACM Rule Mode Commands

```bash
tnsr(config-nacm-rule)# [no] access-operations (*|create|read|update|delete|exec)
tnsr(config-nacm-rule)# [no] action (deny|permit)
tnsr(config-nacm-rule)# [no] module (*|<module-name>)
tnsr(config-nacm-rule)# [no] comment <rest>
tnsr(config-nacm-rule)# [no] rpc (*|<rpc-name>)
tnsr(config-nacm-rule)# [no] notification (*|<notification-name>)
tnsr(config-nacm-rule)# [no] path <node-id>
```

30.64.3 Remove NACM Rule

```bash
tnsr(config-nacm-rule-list)# no rule <rule-name>
```

30.65 DHCP IPv4 Server Config Mode

30.65.1 Enter DHCP IPv4 Server Mode

```bash
tnsr(config)# [no] dhcp4 server
tnsr(config)# dhcp4 {disable|enable}
tnsr(config)# no dhcp4 enable
tnsr(config-kea-dhcp4)#
```

30.65.2 DHCP IPv4 Server Mode Commands

```bash
tnsr(config-kea-dhcp4)# [no] decline-probation-period <seconds>
tnsr(config-kea-dhcp4)# [no] description <desc>
tnsr(config-kea-dhcp4)# [no] echo-client-id <boolean>
tnsr(config-kea-dhcp4)# [no] interface listen <if-name>
tnsr(config-kea-dhcp4)# [no] interface listen *
tnsr(config-kea-dhcp4)# [no] interface socket (raw|udp)
tnsr(config-kea-dhcp4)# [no] lease filename <filename>
tnsr(config-kea-dhcp4)# [no] lease lfc-interval <seconds>
tnsr(config-kea-dhcp4)# [no] lease persist <boolean>
tnsr(config-kea-dhcp4)# [no] logging <logger-name>
tnsr(config-kea-dhcp4)# [no] match-client-id <boolean>
tnsr(config-kea-dhcp4)# [no] next-server <ipv4-address>
tnsr(config-kea-dhcp4)# [no] option <dhcp4-option>
tnsr(config-kea-dhcp4)# [no] option-def <name>
tnsr(config-kea-dhcp4)# [no] rebind-timer <seconds>
tnsr(config-kea-dhcp4)# [no] renew-timer <seconds>
tnsr(config-kea-dhcp4)# [no] valid-lifetime <seconds>
```

30.65.3 Remove DHCP IPv4 Server Configuration

```bash
tnsr(config)# no dhcp4 server
```
30.66 DHCP4 Subnet4 Mode

30.66.1 Enter DHCP4 Subnet4 Mode

```bash
tnsr(config-kea-dhcp4)# subnet <ipv4-prefix>
tnsr(config-kea-subnet4)#
```

30.66.2 DHCP4 Subnet4 Mode Commands

```bash
tnsr(config-kea-subnet4)# [no] id <uint32>
tnsr(config-kea-subnet4)# [no] option <dhcp4-option>
tnsr(config-kea-subnet4)# [no] pool <ipv4-prefix>|<ipv4-range>
tnsr(config-kea-subnet4)# [no] interface <if-name>
```

30.66.3 Remove DHCP4 IPv4 Subnet4 Configuration

```bash
tnsr(config-kea-dhcp4)# no subnet <ipv4-prefix>|<ipv4-range>
```

30.67 DHCP4 Subnet4 Pool Mode

30.67.1 Enter DHCP4 Subnet4 Pool Mode

```bash
tnsr(config-kea-subnet4)# pool <ipv4-prefix>|<ipv4-range>
tnsr(config-kea-subnet4-pool)#
```

30.67.2 DHCP4 Subnet4 Pool Mode Commands

```bash
tnsr(config-kea-subnet4-pool)# [no] option <dhcp4-option>
```

30.67.3 Remove DHCP4 IPv4 Subnet4 Pool

```bash
tnsr(config-kea-subnet4)# no pool <ipv4-prefix>|<ipv4-range>
```

30.68 DHCP4 Subnet4 Reservation Mode

30.68.1 Enter DHCP4 Subnet4 Reservation Mode

```bash
tnsr(config-kea-subnet4)# reservation <ipv4-address>
tnsr(config-kea-subnet4-reservation)#
```
30.68.2 DHCP4 Subnet4 Reservation Mode Commands

```plaintext
tnsr(config-kea-subnet4-reservation)# [no] hostname <hostname>
tnsr(config-kea-subnet4-reservation)# [no] mac-address <mac-address>
tnsr(config-kea-subnet4-reservation)# [no] option <dhcp4-option>
```

30.68.3 Remove DHCP4 IPv4 Subnet4 Reservation

```plaintext
tnsr(config-kea-subnet4)# no reservation <ipv4-address>
```

30.69 Kea DHCP4, Subnet4, Pool, or Reservation Option Mode

30.69.1 Enter DHCP4 Option Mode

```plaintext
tnsr(config-kea-*)# option <dhcp4-option>
tnsr(config-kea-*-opt)#
```

30.69.2 DHCP4 Option Mode Commands

```plaintext
tnsr(config-kea-*-opt)# [no] always-send <boolean>
tnsr(config-kea-*-opt)# [no] csv-format <boolean>
tnsr(config-kea-*-opt)# [no] data <option-data>
tnsr(config-kea-*-opt)# [no] space <space-name>
```

30.69.3 Remove DHCP4 Option Configuration

```plaintext
tnsr(config-kea-*)# no option <dhcp4-option>
```

30.70 Kea DHCP4 Option Definition Mode

30.70.1 Enter DHCP4 Option Definition Mode

```plaintext
tnsr(config-kea-dhcp4)# option-def <name>
tnsr(config-kea-dhcp4-optdef)#
```

30.70.2 DHCP4 Option Definition Mode Commands

```plaintext
tnsr(config-kea-dhcp4-optdef)# array <array-val>
tnsr(config-kea-dhcp4-optdef)# code <code-val>
tnsr(config-kea-dhcp4-optdef)# encapsulate <encap>
tnsr(config-kea-dhcp4-optdef)# record-types <types>
tnsr(config-kea-dhcp4-optdef)# space <space-name>
tnsr(config-kea-dhcp4-optdef)# type <type>
```
30.70.3 Remove DHCP4 Option Definition

\[
\text{tnsr(config-kea-dhcp4)# no option-def <name>}
\]

30.71 DHCP4 Log Mode

30.71.1 Enter DHCP4 Log Mode

\[
\text{tnsr(config-kea-dhcp4)# logging <logger-name>}
\text{tnsr(config-kea-dhcp4-log)#}
\]

30.71.2 DHCP4 Log Mode Commands

\[
\text{tnsr(config-kea-dhcp4-log)# [no] debug-level <level>}
\text{tnsr(config-kea-dhcp4-log)# [no] output <location>}
\text{tnsr(config-kea-dhcp4-log)# [no] severity (debug|error|fatal|info|warn)}
\]

30.71.3 Remove DHCP4 Log Configuration

\[
\text{tnsr(config-kea-dhcp4)# no logging <logger-name>}
\]

30.72 DHCP4 Log Output Mode

30.72.1 Enter DHCP4 Log Output Mode

\[
\text{tnsr(config-kea-dhcp4-log)# output <location>}
\text{tnsr(config-kea-dhcp4-log-out)#}
\]

30.72.2 DHCP4 Log Output Mode Commands

\[
\text{tnsr(config-kea-dhcp4-log-out)# [no] flush (false|true)}
\text{tnsr(config-kea-dhcp4-log-out)# [no] maxsize <size>}
\text{tnsr(config-kea-dhcp4-log-out)# [no] maxver <rotate>}
\]

30.72.3 Remove DHCP4 Log Output Configuration

\[
\text{tnsr(config-kea-dhcp4-log)# no output [<location>]}\]
30.73 Unbound Server Mode

30.73.1 Enter Unbound Server Mode

```
tnsr(config)# unbound server
tnsr(config-unbound)#
```

30.73.2 Unbound Server Mode Commands

```
tnsr(config-unbound)# disable (caps-for-id | harden (dnssec-stripped|glue) | hide (version|identity) | ip4 | ip6 | message prefetch | serve-expired | tcp | udp)
tnsr(config-unbound)# edns reassembly size <s>
tnsr(config-unbound)# enable (caps-for-id | harden (dnssec-stripped|glue) | hide (version|identity) | ip4 | ip6 | message prefetch | serve-expired | tcp | udp)
tnsr(config-unbound)# forward-zone <zone-name>
tnsr(config-unbound)# host cache (num-hosts <num> | slabs <s> | ttl <t>)
tnsr(config-unbound)# jostle timeout <t>
tnsr(config-unbound)# key cache slabs <s>
tnsr(config-unbound)# message cache (size <s> | slabs <s>)
tnsr(config-unbound)# outgoing-interface <ip-address>
tnsr(config-unbound)# port outgoing range <n>
tnsr(config-unbound)# rrset cache (size <s> | slabs <s>)
tnsr(config-unbound)# rrset-message cache ttl (minimum <min> | maximum <max>)
tnsr(config-unbound)# socket receive-buffer size <s>
tnsr(config-unbound)# tcp buffers (incoming <n> | outgoing <n>)
tnsr(config-unbound)# thread (num-queries <n> | num-threads <n> | unwanted-reply-threshold <threshold>)
tnsr(config-unbound)# verbosity <level-0..5>
```

30.73.3 Remove Unbound Server

```
tnsr(config)# no unbound server
```

30.74 Unbound Forward-Zone Mode

30.74.1 Enter Unbound Forward-Zone Mode

```
tnsr(config-unbound)# forward-zone <zone-name>
tnsr(config-unbound-fwd-zone)#
```
30.74.2 Unbound Forward-Zone Mode Commands

```plaintext
tnsr(config-unbound-fwd-zone)# disable (forward-first | forward-tls-upstream)
tnsr(config-unbound-fwd-zone)# enable (forward-first | forward-tls-upstream)
tnsr(config-unbound-fwd-zone)# nameserver address <ip-address> [port <port>] [auth-name <name>]
tnsr(config-unbound-fwd-zone)# nameserver host <host-name>
```

30.74.3 Remove Unbound Forward-Zone Zone

```plaintext
tnsr(config-unbound)# no forward-zone <zone-name>
```

30.75 Subif Mode

30.75.1 Enter Subif Mode

```plaintext
tnsr(config)# interface subif <if-name> <subid>
tnsr(config-subif)#
```

30.75.2 Subif Mode Commands

```plaintext
tnsr(config-subif)# default
tnsr(config-subif)# dot1q (<outer-vlan-id>|any)
tnsr(config-subif)# exact-match
tnsr(config-subif)# inner-dot1q (inner-vlan-id)|any)
tnsr(config-subif)# outer-dot1ad (<outer-vlan-id>|any)
tnsr(config-subif)# outer-dot1q (<outer-vlan-id>|any)
```

30.75.3 Remove Subif

```plaintext
tnsr(config)# no interface subif <if-name> <subid>
```

30.76 Bond Mode

30.76.1 Enter Bond Mode

```plaintext
tnsr(config)# interface bond <instance>
tnsr(config-bond)#
```

30.76.2 Bond Mode Commands
30.76.3 Remove Bond

```
tnsr(config)# no interface bond <instance>
```

30.77 Host ACL Mode

30.77.1 Enter Host ACL Mode

```
tnsr(config)# host acl <acl-name>
```

30.77.2 Host ACL Mode Commands

```
tnsr(config-host-acl)# [no] description <text>
tnsr(config-host-acl)# [no] rule <rule-seq>
tnsr(config-host-acl)# [no] sequence <acl-seq>
```

30.77.3 Remove Host ACL

```
tnsr(config)# no host acl <acl-name>
```

30.78 Host ACL Rule Mode

30.78.1 Enter Host ACL Rule Mode

```
tnsr(config-host-acl)# rule <rule-seq>
```

30.78.2 Host ACL Rule Mode Commands

```
tnsr(config-host-acl-rule)# [no] action (deny|permit)
tnsr(config-host-acl-rule)# [no] description <text>
tnsr(config-host-acl-rule)# [no] match input-interface <host-interface>
tnsr(config-host-acl-rule)# [no] match ip address (source|destination) <prefix>
(continues on next page)
30.78.3 Remove Host ACL Rule

```bash
tnsr(config-host-acl)# no rule <rule-seq>
```

30.79 VRRP Mode

30.79.1 Enter VRRP Mode

IPv4:

```bash
tnsr(config-interface)# ip vrrp-virtual-router <vrid>
tnsr(config-vrrp4)#
```

IPv6:

```bash
tnsr(config-interface)# ipv6 vrrp-virtual-router <vrid>
tnsr(config-vrrp6)#
```

30.79.2 VRRP Mode Commands

```bash
tnsr(config-vrrp46)# [no] accept-mode (false|true)
tnsr(config-vrrp46)# [no] preempt (false|true)
tnsr(config-vrrp46)# [no] priority <priority>
tnsr(config-vrrp46)# [no] track-interface <interface> priority-decrement <value>
tnsr(config-vrrp46)# [no] v3-advertisement-interval <advertise-interval-centi-sec>
tnsr(config-vrrp46)# [no] virtual-address <ipv4-address>
```
30.79.3 Remove VRRP

IPv4:

\texttt{tnsr(config-interface)# no ip vrrp-virtual-router [vrid]}

IPv6:

\texttt{tnsr(config-interface)# no ipv6 vrrp-virtual-router [vrid]}
In addition to the CLI, there are a variety of ways to configure TNSR, including a RESTful API.

### 31.1 YANG Data Models

The sets of functions and procedures used to manipulate the TNSR configuration are generated from the [RFC 7950](https://tools.ietf.org/html/rfc7950) data models defined in the TNSR YANG models.

### 31.2 RESTCONF API

TNSR can be controlled via a RESTCONF API. Reference material, code examples, and more on the RESTCONF API may be found in the TNSR API Documentation.
32.1 TNSR 19.12 Release Notes

• About This Release
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32.1.1 About This Release

General

• Updated to CentOS 7.7 [2638]

ACL

• Fixed a backend crash when requesting a non-existent ACL via RESTCONF [2613]
• Fixed a backend crash when displaying an ACL with a description in the CLI [2606]

BFD

• Integrated BFD implementation with dynamic routing protocol daemons [2106, 2131]
• Removed redundant BFD configuration parameters from routing daemon configuration, configure options directly in BFD instead [2578]

Counters

• Fixed an issue with invalid interface counter data at first boot. [2572]
• Fixed an issue with multicast counter output containing unicast counter data [2526]
Dataplane

- Fixed error message displayed when attempting to assign more than the available number of CPU cores [2625]
- Enhanced the CPU corelist-workers command to accept ranges of cores [1943]
- Fixed an issue where the value of `ip reassembly max-reassemblies` was ignored if `ip reassembly expire-walk-interval` was also set [2561]
- Added commands to configure dataplane network device receive and transmit descriptors [2020]

DHCP

- Added commands to define custom DHCP options [2774]
- Fixed an error when running `service dhcp reload` [2666]

Host ACLs

- Changed default host ACL ruleset to allow IPv6 traceroute [2627]

Interfaces

- Fixed display of tag rewriting configuration in `show interface` output [2807]
- Fixed IPv6 addresses not being reapplied to an interface when it was disabled and later re-enabled [2648]
- Fixed use of renamed interfaces with bonding [2740]
- Fixed adding interfaces to a bond when they previously had been configured with an IP address [2654]
- Fixed an issue where data may fail to pass through a bond interface after changing its settings [1603]

IPsec

- Fixed an issue with RESTCONF IPsec status data returning every value as a string type [2642]
- Improved IPsec to be thread-safe with multiple workers [1334, 2084]

MAP

- Fixed an issue where IPv6 packets were not translated to IPv4 for MAP domain rules where PSID offset and length are specified [2808]
- Fixed an issue where changing MAP behavior from translate to encapsulate required restarting the dataplane [1779]
- Fixed TCP MSS value not being applied to encapsulated packets in MAP-E mode [1816]

NAT

- Fixed an issue with `show nat deterministic-mappings` returning IPv6 data instead of IPv4 [2887]
- Fixed issues with `show nat sessions` not returning results via RESTCONF or the CLI [2746, 2251]
- Added commands to adjust values of NAT hash buckets and memory [1762, 2611]
- Increased the maximum value of `max-translations-per-user` to 262144 [2612]
- Fixed NAT and ACL permit+reflect rules not working when configured together [2262]

**Routing**

- Fixed an issue with adding routes to the same destination via different next-hop routers [2407]

**Dynamic Routing**

- Fixed an issue preventing OS-level interface events/status from being recognized by FRR daemons [2755]
- Fixed an issue with creating `access-list` entries for IPv6 prefixes using the CLI [2624]
- Fixed an issue with creating route map `match peer` entries for IPv6 addresses using the CLI [2623]

**BGP**

- Fixed setting the `solo` option for BGP neighbors [2826]
- Fixed setting the `maximum-paths` BGP option via CLI [2822]
- Fixed setting the `table-map` filter BGP option via CLI [2821]
- Fixed setting the `route-map` option for BGP network entries via CLI [2820]
- Fixed setting the `backdoor` option for BGP network entries via CLI [2819]
- Fixed the `show route dynamic bgp ipv4 network` command so it does not require a full prefix with mask length [2773]
- Fixed an issue where setting a new BGP `update-delay` timer did not override the previous `peer-wait` value [2772]
- Fixed input validation of the BGP `update-delay` value so it cannot be set larger than `peer-wait` [2771]
- Fixed an issue where BGP would fail to install a received IPv6 route into the routing table [2650]

**OSPF**

- Added `detail` modifier to `show route dynamic ospf neighbor` which displays more detailed OSPF neighbor information [2742]
- Fixed an issue where an OSPF LSA was not added to the LSDB if there was a dead LSA for same route present [2626]
- Fixed an issue where OSPF did not send LSA-5 messages to a backbone area if an NSSA area session was already established [2559]
- Fixed setting the `timer throttle lsa` value for OSPF in the CLI [2555]

**OSPF6**

- Added support for OSPFv3 (Also known as OSPF6) to handle OSPF for IPv6 [2517]
  - OSPF6 is now also allowed in the default host ACL ruleset [2668]
RIP

- Added support for RIP (v2 and v1) [2498]
  - RIP is now also allowed in the default host ACL ruleset (UDP port 520) [2657]

SNMP

- Fixed `ifOutUcastPkts` returning value of `rx-bytes` instead of `tx-bytes` [2584]

VRRP

- Added commands to configure interface tracking for VRRP and display its status [2521]
- Fixed an issue where multiple VRs with the same VR ID on a hardware interface (via subinterfaces) could interfere with each other [2865]
- Fixed an issue where a VRRP VR only removes the virtual MAC from an interface when transitioning from master to backup [2842]
- Fixed an issue with using VRRP on bond interfaces [2829]
- Fixed an issue with incorrect VRRP VR behavior with priority 255 and accept mode enabled [2816]
- Added input validation to prevent conflicting VRRP and NAT configurations [2799]
- Fixed an issue where VRRP may fail to add a virtual IP address [2706]

Configuration Changes

Several areas of the configuration were changed. These changes must either be made manually or see *Updating the Configuration Database* for information on how to automatically update the configuration using a script included in this update.

- **netgate-bgp**
  - Configuration under `/route-config/dynamic/bgp/routers/router`:
    * `update-delay-peer-wait` had a constraint added. Its value must be less than or equal to `update-delay-updates`
    * `address-families/ipv4/unicast/mutliple-path-maximums` was renamed to `multiple-path-maximums` to correct a spelling error
    * `address-families/ipv6/unicast/mutliple-path-maximums` was renamed to `multiple-path-maximums` to correct a spelling error
    * `neighbors/neighbor/bidirectional-forwarding-detection` did not have any effect on BGP so it was removed.

- **netgate-ospf**
  - Type definitions
    * Enumerated type `ospf-route-out` had several values removed which are not supported. This type was used in `/route-config/dynamic/ospf/routers/router/distribute-list/out/route-out`

- **netgate-snmp**
– Type definitions

* Enumerated type snmp-security-level had several values removed which are not supported. This type is used in /snmp-config/snmp-access-control/access/access-entry/security-level

* Enumerated type snmp-security-model had several values removed which are not supported. This type is used in /snmp-config/snmp-access-control/access/access-entry/security-model and /snmp-config/snmp-access-control/group/group-entry/security-model

* Enumerated type snmp-context-match had several values removed which are not supported. This type is used in /snmp-config/snmp-access-control/access/access-entry/prefix

  • netgate-ip

  – Renamed /ip to ip-config – This only contains IP reassembly settings.

32.1.2 Known Limitations

Upgrade Issues

Warning: Due to a build dependency issue with librtnl in TNSR 19.12, installations of TNSR 19.08 upgraded to TNSR 19.12 will not end up with a functional copy of librtnl. This library must be linked against the current version of VPP. Since VPP had a version change between 19.08 and 19.12, but the version number of librtnl did not change, it is not reinstalled on upgrade with an appropriately relinked copy.

To resolve this problem, manually reinstall the librtnl package using a shell prompt:

```
$ sudo yum reinstall librtnl
```

This may also be run from within TNSR by using the shell command, for example:

```
tenr# shell sudo yum reinstall librtnl
```

This problem has been fixed so it will not recur for TNSR 20.02 or later releases which will carry the TNSR version on these packages to ensure they match appropriately. Installations of TNSR versions prior to 19.08 can safely upgrade to 19.12 without encountering this issue as there was a version change in librtnl after that time.

Symptoms of this problem include:

• Sporadic VPP and configuration backend crashes.
• VPP failing to forward packets as expected.
• Configured services (e.g. BGP, IPsec, DNS) not functioning correctly due to host stack connectivity being impaired.

Azure

Warning: The TNSR 19.12 release is not compatible with Azure. Instances of TNSR 19.08 running on Azure should not be upgraded until the next release (TNSR 20.02).
ACLs

- ACLs used with access-list output do not work on traffic sent to directly connected hosts [2057]
- Accessing very large (100K rules) ACLs repeatedly results in a Clixon crash [2558]

BFD

- Unable to set delayed option on an existing BFD session [2709]

CLI

- CLI does not return from shell in certain situations [2651]

Dataplane

- Dataplane auto pinning of worker threads to cores does not follow expected convention [2846]
- Dataplane reports incorrect physical core ID for main thread [2845]
- Systems with multiple CPU sockets using NUMA may experience dataplane issues at startup or when the dataplane is restarted manually [2383]

DHCP

- Unable to delete all DHCP server options at once from CLI [2667]

GRE

- Unable to modify GRE tunnel settings [2698]

HTTP Server / RESTCONF

- HTTP server retains old configuration after TNSR services restart [2453]
- SSL certificate error when the HTTP server is configured with a certificate that uses md5 digest [2403]

Interfaces

- Packets do not pass through a subinterface after the subinterface configuration has been modified [1612]
- Chelsio interfaces crash the dataplane [1896]
- VLAN subinterfaces may not work under KVM using virtio drivers [2189]
- An IPv6 link-local address cannot manually be configured on an interface [2394]
- IPv6 addresses on IPsec or GRE interfaces may not be displayed in show command output [2425]
- Bridge domain ARP entries are not displayed in the CLI [2378]
- Bridge domain ARP entries cannot be removed from the CLI [2380]
- Bridge domain MAC age cannot be removed from the CLI [2381]
• Link state always reported as “up” when using e1000 network drivers [2831]

• vmxnet3 RSS fails to initialize, cannot pass packets [2576]
  Workaround: Set dataplane dpdk dev <device id> network num-rx-queues 2 in the TNSR CLI and restart the dataplane.

• Cannot add a DHCP client hostname to an existing DHCP client [2557]
  Workaround: Remove the dhcp client from the interface and then re-add it with the hostname.

• Re-enabling loopback interface breaks packet forwarding until the dataplane is restarted [2828]

• Subinterface settings are not applied on change without restarting dataplane [2696]

• Unable to create multiple IP QinQ subinterfaces with the same outer vlan tag [2659]

• Configuration of host OS interface clears TNSR TAP interface configuration [2640]
  Workaround: Remove and reconfigure the TAP interface.

• On the XG-1537 and other systems with X552 NICs, if one of the SFP+ (not copper) interfaces does not have an active link when the dataplane is restarted, and presumably during startup, the interface remains down when the link is reconnected. The link lights come on as though the interface is working and the opposing interface shows the correct link state and speed. This has been confirmed with LR and SR SFP+ modules.
  If an affected interface has an active link when the dataplane is started, the link can later change to be down/up or removed/reconnected without issue.
  Workaround: Restart the dataplane once the links are active.

IPsec

• An IPsec tunnel which was removed and then added back in may take longer than expected to establish [1313]

• An SA ordering issue may prevent IPsec traffic from passing if both endpoints attempt to establish a tunnel at the same time [2391]

• Large packets over IPSec crash VPP and clixon-backend [2902]

MAP

• MAP-T BR cannot translate IPv4 ICMP echo reply to IPv6 [1749]

• Fragmentation of IPv4 packets is performed regardless of configured MAP fragmentation behavior when MAT-T mode is used [1826]

• MAP BR does not send ICMPv6 unreachable messages when a packet fails to match a MAP domain [1869]

• Pre-resolve does not work when MAP-T mode is used [1871]

• MAP BR encapsulates/translations only last fragment when receiving fragmented packets from IPv4 network [1887]

NACM

• Default parameters rule for NACM node access-operation and module does not work without explicit settings [2514]
NAT

- `twice-nat` does not work [1023]
- NAT forwarding is not working for `in2out` direction [1039]
- DS-Lite is not functional; B4 router sends encapsulated IPv4-in-IPv6 packets, but AFTR replies with an error [1626]
- NAT forwarding fails with more than one worker thread [2031]
  Note: This also affects connectivity to services on TNSR, such as RESTCONF, when the client is not on a directly connected network.
- Router with 1:1 NAT will drop packets with `ttl=2` from input interface [2849]
- VPP service fails if NAT `concurrent-reassemblies` is set to 1 and several fragments arriving to the NAT outside interface [2739]
- ICMP fragments arriving to NAT Inside interface aren’t being reassembled by NAT reassembly function [2733]

Neighbor / ARP / NDP

- Packet loss during ARP transaction immediately after Dataplane restart or interface disable/enable [2868]

RESTCONF

- Incorrect BGP configuration is generated when IPv6 address family is configured via REST [2915]
- Adding a user via RESTCONF requires a password even when key is provided [2875]
- Adding MACIP rule via RESTCONF fails [2844]
- Cannot rename an ACL via RESTCONF [2843]
- Deleting ACL rule via RESTCONF crashes Clixon [2841]

Routing

- IPv6 packet loss may be observed between TNSR instances [2382]

Dynamic Routing

- CLI shows that only IPv4 prefix is available within `prefix-list` sequence configuration [2689]
- `route-map` with sequence number 0 can be configured in the CLI but cannot be used [2876]

BGP

- An IPv6 BGP session cannot be established over IPsec or GRE [2429]
- BGP `maximum-path` option for eBGP and iBGP can not be configured simultaneously [2879]
- BGP network `backdoor` feature does not work without service restart [2873]
- Unable to configure BGP distance values via CLI [2869]
- Unable to verify received prefix-list entries via CLI when ORF capability is used [2864]
• **extended-nexthop** capability is not being negotiated between IPv6 BGP peers [2850]

• BGP session soft reset option does not work for IPv6 peers [2833]
  
  Workaround: Reset the connection without soft option.

• **ttl-security** hops value can be set when **ebgp-multihop** is already configured (the options are mutually exclusive) [2832]

• **clixon-backend** fails when loading BGP config with 150k advertised prefixes [2784]

• Displaying a large amount of received or advertised BGP prefixes takes a long time [2778]

• BGP updates for new prefixes are sent every 60 seconds despite configured **advertisement-interval** value [2757]

• TNSR installs additional duplicated **nexthop** entries for multipath routes received via BGP [2935]

### OSPF

• **OSPF default-information originate** does not work with static route 0.0.0.0/0 as default route [2477]

• Changing redistributed kernel routes does not trigger addition/removal of corresponding OSPF Type-5 LSAs [2389]

• Routing information in the forwarding table is not updated correctly when removing a static route which overlaps a route received via OSPF [2320]

• The OSPF RIB is not updated when the ABR type changes from standard to shortcut, and vice versa [2699]

• Changing the default metric for OSPF server does not result in update on other routers [2586]

### OSPF6

• IPv6 routes in the OSPF6 database may not appear in the OSPF RIB until the service is restarted [2891]

### RIP

• **key-chain** string is not applied in the routing daemon if configured after RIP is enabled [2878]
  
  Workaround: Disable and enable RIP after making the change.

### SNMP

• SNMP configuration change requires a service restart [2568]

• There are no changes when using “write” community [2567]

### VRRP

• VRRP does not function on an outside NAT interface with a priority of 255 [2419]
  
  Workaround: Set the **priority** of the VR address on the primary router to a value less than 255 yet higher than that of other routers. Enable Accept Mode on the VR address if the VR address will be used by services on TNSR.
**VXLAN**

- Changes to a VXLAN interface do not apply until the dataplane is restarted [1778]
- VXLAN and OSPF may not work properly if OSPF is configured after VXLAN in the dataplane [2511]

### 32.1.3 Reporting Issues

For issues, please contact the Netgate Support staff.

- Send email to support@netgate.com
- Phone: 512.646.4100 (Support is Option 2)

### 32.2 TNSR 19.08 Release Notes

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32.2.1 About This Release

Note: TNSR 19.08.1 installation images are identical to 19.08 except that they have the most recent (as of the time it was built) set of updates from CentOS applied instead of the base release version of CentOS 7.6.1810.

There is no need to reinstall 19.08 to reach 19.08.1 using these images as running an update from 19.08 will result in the same, or even newer, CentOS packages.

General

• Fixed removal of SSH authorized-keys entries from user entries in the OS when they are removed from TNSR users [1162]
  • Cleaned up extraneous logging messages from the configuration backend [2230]

ACL

• Fixed manual selection of ACL protocol value 0, and renamed it to any [2134]
• Fixed setting type and code values for ICMP ACLs [2325, 2426]
• Fixed issues with removing the protocol value from an ACL rule [2252, 2307]
• Expanded TNSR ACL rule protocol choices to any protocol, specified by number [2224]
• Improved performance and display of large ACL rulesets (e.g. 10,000+ ACLs) [2139]

BFD
• Fixed editing unused BFD keys [1891]
• Fixed the BFD delayed option [1885]
• Added validation to prevent changing the BFD interface, local address, or peer address since this is not allowed by the dataplane. [1549]
• Fixed administratively disabling BFD via CLI [1883]

CLI
• Improved handling of resizing terminal dimensions [2214]
• Added options to enable and disable command history as well as to set the history size to a given value [2011]

Counters
• Added verbose counter information to show interface [<if-name>] counters output [2413]
• Removed redundant show counters command [2377]

Dataplane
• Improved memory handling with large ACL rulesets [2442]
• Added dataplane configuration option for num-crypto-mbufs [2160]
• Added dataplane configuration options for buffer parameters [2399]
• Fixed service dataplane restart potentially causing clixon_backend to lose its configuration [1383]

DHCP
• Removed invalid * DHCP logging category [1307]
• Fixed DHCP reservation required value validation so entries cannot be created without a MAC address [1530]

DNS
• Removed invalid allow_setrd value from Unbound access-control command [1747]
• Fixed handling of local zone hostname and domain when forming A/AAAA and PTR entries [1384]
• Added outgoing-interface command to config-unbound mode to control how TNSR will originate DNS requests to upstream DNS servers [1884]

GRE
• Fixed routing IPv6 inner traffic over IPv4 outer GRE tunnel [2424]
Host ACLs

- Expanded Host ACL rule protocol choices to any protocol, specified by number [2227]
- Fixed host ACL ICMP rule matching [2217, 2226]
- Fixed duplication of rules in the nftables ruleset when the dataplane restarts [2207]

HTTP Server / RESTCONF

- Fixed handling of the HTTP daemon configuration file when the service is not enabled in TNSR [1153]
- Added new default index and error pages to the HTTP daemon [1531]

Interfaces

- Fixed loopback interfaces responding to ICMP echo requests when in the down state [850]
- Added commands to enable and configure IP reassembly [1302, 1277]
- Changed show interface subcommands to be more consistent with other areas of the CLI [2376]

Note: Only one output-limiting keyword may now be specified, and several keywords were renamed to match their corresponding configuration parameters.

- Added the ability to remove a MAC address from an interface, which will return the MAC address back to the native address after a dataplane restart [2310]
- Fixed a clixon crash while executing show interface lacp [2438]
- Fixed MAC address change propagation from dataplane to host tap interfaces [1502]
- Fixed QinQ VLAN termination [1550]
- Added no mtu interface command to remove the MTU setting and revert to the default value [2021]

IPsec

- Fixed IPv6 traffic traversing an IPv4 IKEv2 IPsec tunnel [2422]
- Fixed IPsec Child SA failures with AES-GCM combined with DPDK cryptodevs (QAT or aesni vdev) [2309]
- Fixed IPsec tunnels with a Child SA using MD5 integrity failing to establish [2505]
- Fixed IPsec tunnels with a Child SA using 3DES encryption failing to establish [2476]
- Added elliptic curve DH group 31 (curve25519, 256 bit) to IPsec proposal choices [2179]

MAP

- Added input validation to enforce MAP ip6-src-prefix values [2087]
NACM

- Added improved error messages showing failed paths when access is denied by NACM [2443]
- Changes to interface-related validation now require that users with access to configure interface-related items must also be able to get /interfaces-state/interface to read the interface list [2443]

NAT

- Added commands to manage NAT session timeout values [2232]
- Fixed issues with static NAT mappings with defined ports occasionally leading to a clixon-backend crash when restarting [1103]
- Added input validation to prevent deterministic NAT crashes in the dataplane due to incorrect user configuration [1856]

NTP

- Fixed NTP configuration generated for restrict lists [1705]

RESTCONF

- Improved information returned in queries for netgate-system:system-state [2324]
- Fixed malformed requests causing the API to return unexpected errors for a few seconds while it restarts [2079]

Routing

- Improved handling of route table display with large route tables [506]
- Improved output of show route table [2229]
- Fixed handling and display of IPv6 static neighbors [2005]
- Fixed FIB lookup option for static routes [1280]
- Fixed creating static routes with the same next-hop ID in multiple routing tables [2510]

Dynamic Routing

**Warning:** Commands for BGP and related dynamic routing functionality have been restructured so everything is under route dynamic. Changes are extensive and the documentation has been updated to reflect the new commands.

- Added support for OSPF [1895]
- Length of BGP neighbor passwords is now limited to 63 characters [1454]
- Fixed removal of IPv6 next-hop peer address from a route map [2304]
- Fixed BGP advertisement of connected routes after interface status changes [746, 2409]
• Changed BGP status commands for summary, neighbors, and network to require an address family [2367]
• Fixed handling of BGP debug commands [2385]
• Fixed handling of BGP maximum-prefix configuration parameter [859]
• Fixed session handling when maximum-prefix-limit is exceeded [858]
• Fixed handling of IPv6 static routes in the dynamic routing manager (zebra) [2279]
• Cleaned up commands for unsupported dynamic routing features [2312]
• Fixed handling of BGP import-check [781]
• Fixed handling of routes from aggregate-address via next-hop 0.0.0.0 [832]
• Eliminated unnecessary restarts of the dynamic routing daemons when making changes [1758]
• Fixed positive relative metric adjustments in route-maps [2493]
• Fixed displaying specific IPv6 BGP networks by address [2479]
• Fixed configuring a BGP IPv6 aggregate address with summary-only option [2509]

SNMP

• Support for SNMP monitoring has been added, see Simple Network Management Protocol for implementation details [2286]

Updates

• Fixed handling of igb_uio module during an upgrade which also updates the kernel [2216]

VRRP

• Support for VRRP has been added, see Virtual Router Redundancy Protocol for implementation details and limitations [1894]

VXLAN

• Fixed configuration of alternate VXLAN encapsulation routing tables [1872]

32.2.2 Known Limitations

Updates

• The UIO drivers may not be present in the correct directory after a kernel upgrade. Since the UIO drivers are kernel-specific, they must be rebuilt after any change in the kernel [2216].

To work around this issue, force a reinstall of the DPDK package which will rebuild the UIO drivers and place them in the appropriate location for the updated kernel:

```
$ sudo yum -y reinstall dpdk
```

This procedure will not be necessary when upgrading to future releases from 19.08.
ACLS

- ACLs used with access-list output do not work on traffic sent to directly connected hosts [2057]

BFD

- BFD does not integrate with BGP [2106]

BGP

- Changing update-source from an IP address to loop1 allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]

Counters

- At first boot, interface counter data may be invalid. [2572]
  Workaround: Restart the dataplane to correct this problem until next reboot.

Hardware

- Systems with multiple CPU sockets using NUMA may experience dataplane issues at startup or when the dataplane is restarted manually [2383]

HTTP Server / RESTCONF

- HTTP server retains old configuration after TNSR services restart [2453]
- SSL certificate error when the HTTP server is configured with a certificate that uses md5 digest [2403]

Interfaces

- Non-LACP bond interfaces may experience packet drops when a bond member interface is down [1603]
- Packets do not pass through a subinterface after the subinterface configuration has been modified [1612]
- Chelsio interfaces crash the dataplane [1896]
- VLAN subinterfaces may not work under KVM using virtio drivers [2189]
- An IPv6 link-local address cannot manually be configured on an interface [2394]
- IPv6 addresses on IPsec or GRE interfaces may not be displayed in show command output [2425]
- Bridge domain ARP entries are not displayed in the CLI [2378]
- Bridge domain ARP entries cannot be removed from the CLI [2380]
- Bridge domain MAC age cannot be removed from the CLI [2381]
IPsec

- An IPsec tunnel which was removed and then added back in may take longer than expected to establish [1313]
- An SA ordering issue may prevent IPsec traffic from passing if both endpoints attempt to establish a tunnel at the same time [2391]

MAP

- MAP-T BR cannot translate IPv4 ICMP echo reply to IPv6 [1749]
- MAP behavior cannot be changed from translate to encapsulate without restarting the dataplane [1779]
- TCP MSS value is not applied to encapsulated packets when MAP-E mode is used [1816]
- Fragmentation of IPv4 packets is performed regardless of configured MAP fragmentation behavior when MAT-T mode is used [1826]
- MAP BR does not send ICMPv6 unreachable messages when a packet fails to match a MAP domain [1869]
- Pre-resolve does not work when MAP-T mode is used [1871]
- MAP BR encapsulates/translations only last fragment when receiving fragmented packets from IPv4 network [1887]

NACM

- Default parameters rule for NACM node access-operation and module does not work without explicit settings [2514]

NAT

- twice-nat does not work [1023]
- NAT forwarding is not working for in2out direction [1039]
- DS-Lite is not functional; B4 router sends encapsulated IPv4-in-IPv6 packets, but AFTR replies with an error [1626]
- NAT forwarding fails with more than one worker thread [2031]
  Note: This also affects connectivity to services on TNSR, such as RESTCONF, when the client is not on a directly connected network.
- Connections to and from the TNSR host are included in NAT sessions when connecting through an interface with ip nat outside [1892] [1979]
- NAT and ACL permit+reflect rules do not work together [2262]

Routing

- Deleting a non-empty route table fails with an error and the table remains in the configuration, but it cannot be changed afterward [1241]
  Workaround: Remove all routes from the table before deleting. Alternately, copy the running configuration to startup and restart TNSR, which will make the route table appear again so the routes and then the table can be removed.
- Cannot add multiple routes to the same destination using different next hops [2407]
Dynamic Routing

- An IPv6 BGP session cannot be established over IPsec or GRE [2429]
- iBGP router advertises redistributed static IPv6 routes with next-hop value set to link-local address [2478]
- OSPF `default-information originate` does not work with static route 0.0.0.0/0 as default route [2477]
- Changing redistributed kernel routes does not trigger addition/removal of corresponding OSPF Type-5 LSAs [2389]
- Routing information in the forwarding table is not updated correctly when removing a static route which overlaps a route received via OSPF [2320]

VRRP

- VRRP does not function on an outside NAT interface [2419]

VXLAN

- Changes to a VXLAN interface do not apply until the dataplane is restarted [1778]
- VXLAN and OSPF may not work properly if OSPF is configured after VXLAN in the dataplane [2511]

32.2.3 Reporting Issues

For issues, please contact the Netgate Support staff.
- Send email to support@netgate.com
- Phone: 512.646.4100 (Support is Option 2)

32.3 TNSR 19.05 Release Notes

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32.3.1 About This Release

General

- Added support for QAT C62x crypto devices [1718]
- Added service management RPCs to data model [1715]

ACL

- Fixed creating an ACL using only a description [1558]
- Fixed creating an empty ACL [1735]
- Fixed creating an ACL rule with a destination port [1796]
BGP

- IPv6 BGP neighbors get entered as peer-groups only in bgpd.conf [1190]
- Removed deprecated neighbor <peer> interface <if> BGP command [2113]
- Restructured BGP address family configuration to accommodate IPv4 and IPv6 [2049]
- Removed option to create a new neighbor inside address family mode [2194]
- Removed route-map set metric options for +/- rtt and +/- metric as they were not supported as users expected in FRR [2191]

CLI

- [no] shutdown style syntax has been removed. Use enable and disable, or no enable [1652]
- Fixed paging issues in output that could lead to incorrect or missing output after certain actions taken with multi-page output (e.g. pressing q or Enter at a More prompt) [1774, 1773]
- The CLI now stores command history between sessions (Command History) [514, 1949]
- Standardized commands to enabled coredumps for services, and added support for coredumps from ike, unbound, http, and ntp (Diagnosing Service Issues) [1831]
- Fixed ping so it can work with IPv6 source addresses [2004]
- Improved CLI performance when working with large lists [2127]
- Increased timeout for package commands to allow longer processes to finish completely, such as upgrades [1768]

Dataplane

- Fixed writing default values to the dataplane configuration when no dataplane options are set in the configuration [1982]
- Fixed dataplane crashes when using NAT with forwarding enabled with certain packet combinations when the protocol is not ICMP, TCP, or UDP [1998]
- Mellanox support: Added option to disable multi-segment buffers in the dataplane [2022]
- Fixed an error when configuring a dataplane crypto device without first configuring the UIO driver [1812]
- Added worker thread and core affinity options [1675]
- Added an option to set custom interface names for dataplane interfaces [2062]
- Added commands to configure dataplane statistics segment options [2199]

DHCP

- The DHCP server can now function when an interface is configured as a DHCP client [1801]
- DHCP server no longer uses link-local interface IP addresses (169.254.0.x) as a source address for DHCP packets or as a DHCP Server Identifier [1222]
- Removed incorrect references to the netgate-interface module from the DHCP server CLI specification API paths [1810]
- Removed redundant ipv4 forms of DHCP-related commands [1557]
Host ACLs

• Added support for Host ACLs to control traffic to host OS interfaces using nftables [1651]

HTTP Server / RESTCONF

• nginx now behaves as expected with authentication type none and TLS [1086]

  Warning: This mode is intended only for testing, not production use.

• Fixed RESTCONF get of /restconf/data/ so it properly returns state data [1534]

Installer

• Improved consistency in post-install login procedures across all TNSR platforms [2013]
• Fixed installation issues on hardware that has an eMMC device, such as the SG-5100 [2048]
• Fixed the default NACM configuration when installing from ISO [2133]
• Added Infiniband/rdma packages to the default installation [2201]

Interfaces

• An interface can now be deleted if has had an ACL or MACIP applied [1177, 1178]
• MACIP ACLs no longer remain in the interface configuration after being removed [1179]
• Bond interfaces in LACP mode no longer send LACPDUs when configured for passive mode [1614]
• VLAN tag rewrite settings have been relocated to interfaces, as they do not require a subinterface [1344]
• VXLAN validation now properly reflects that a VXLAN entry requires a VNI [1821]
• GRE and VXLAN now create interfaces on the host [1999]
• Fixed display of link speeds for 40G and 100G interfaces [1867]
• Removed unused “Admin status” field from state information for host interfaces [1864]
• Fixed interface counters for Mellanox interfaces [2039]
• Fixed interface counters for IPsec interfaces [2075]
• VLAN tag-rewrite attributes are now included in show interface output [1654]
• Changed show interfaces to output interfaces in a consistent order [2046]
• Fixed a problem with neighbor location (ARP/NA) when VLAN tags are present [1326]
• Fixed default handling of VMXNET3 interfaces [1703]

IPsec

• Added support for the 3DES encryption algorithm in IPsec proposals [1444]
NACM

- NACM now supports all access operations and module restrictions (NACM Rule Lists) [1809]
- The method to manually disable NACM has changed. Regaining Access if Locked Out by NACM has been updated to reflect the new method [1750, 1752]

NAT

- DS-Lite B4 endpoint is now shown in the output of `show dslite` [1625]
- NAT sessions may now be queried with `show nat sessions [verbose]` (View NAT Sessions) [975, 1456]
- Fixed issues with NAT and multiple worker threads [1844]
- NAT mode deletion is now properly respected in VPP startup configuration after TNSR services restart [1017]
- Fixed incorrect NAT static mappings being added when a new rule differed from an existing rule only by the `port-local` value [1100]

32.3.2 Known Limitations

Updates

- The UIO drivers may not be present in the correct directory after a kernel upgrade. Since the UIO drivers are kernel-specific, they must be rebuilt after any change in the kernel [2216]

To work around this issue, force a reinstall of the DPDK package which will rebuild the UIO drivers and place them in the appropriate location for the updated kernel:

```
$ sudo yum -y reinstall dpdk
```

ACLs

- ACLs used with `access-list output` do not work on traffic sent to directly connected hosts [2057]

BFD

- Attempting to change a BFD local/peer address fails [1549]
- BFD cannot be administratively disabled via CLI [1883]
- The BFD `delayed` option does not work [1885]
- An unused BFD `conf-key` cannot be modified [1891]
- BFD does not integrate with BGP [2106]

BGP

- TNSR does not send BGP updates without restarting service with `redistribute from connected option` [746]
- Route with `aggregate-address` via `next-hop 0.0.0.0` does not appear in TNSR route table [832]
• BGP sessions may fail to establish or rapidly reconnect when receiving more prefixes than defined by maximum-prefix limit [858]
• The maximum-prefix restart command does not work [859]
• TNSR installs multiple paths for received routes even though support for multiple paths is not enabled [885]
  Workaround: Run systemctl reset-failed frr from the shell to clear the error which will allow the BGP service to start again.
• Changing update-source from an IP address to loop1 allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]
• BGP import-check feature does not work [781]
• Logs may include spurious BGP message binary API client 'route_daemon' died which do not affect BGP routing [1714]

CLI

• show route table causes the backend to die with large numbers of routes in the table [506]
  For example, this crash happens with a full BGP feed.
• Using service dataplane restart can cause clixon_backend to lose its configuration [1383]
• Large lists (e.g. 10,000+ ACLs) can cause significant delays in related CLI operations [2139]

DHCP

• Adding a DHCP reservation without a MAC address causes Kea to fail and the entry cannot be removed [1530]
  Workaround: A MAC address is required for DHCP reservations, so always enter a MAC address when creating an entry.
• Configuring Kea to log all names with * does not work [1307]
  Workaround: Configure each name separately instead of using a wildcard.

DNS

• Local zone FQDN handling for forward (A) and reverse (PTR) data is inconsistent, only allowing one or the other to work as expected for a given FQDN [1384]
• Using the allow_setrd attribute for access-control entries causes unbound to fail [1747]
• Unbound requires a default route in the host OS to resolve [1884]

Host ACLs

• Host ACL entries are duplicated after a dataplane restart [2207]

HTTP Server / RESTCONF

• HTTP server runs even though it’s not configured to run after TNSR services restart [1153]
  Workaround: Manually stop the nginx service using systemctl.
• RESTCONF query replies may contain CDATA tags in JSON [1463]
• Adding an ACL rule entry via RESTCONF may appear to add a duplicate ACL [1238]

Interfaces

• Loopback interface responds to ICMP echo from an outside host even when in a *Down* state [850]
• Non-LACP bond interfaces may experience packet drops when a bond member interface is down [1603]
• MAC address changes on dataplane interfaces are not reflected on the host tap interface until the dataplane is restarted [1502] Workaround: Restart the dataplane after changing an interface MAC address.
• Bond interface MAC addresses do not match their host tap interface unless a MAC address is explicitly set at creation [1502]
  Workaround: Set the MAC address when creating the bond interface.
• Packets do not pass through a subinterface after the subinterface configuration has been modified [1612]
• QinQ VLAN termination is not working [1550]
• Chelsio interfaces crash the dataplane [1896]
• VLAN subinterfaces may not work under KVM using virtio drivers [2189]

IPsec

• An IPsec tunnel which was removed and then added back in may take longer than expected to establish [1313]

MAP

• MAP-T BR cannot translate IPv4 ICMP echo reply to IPv6 [1749]
• MAP security check configuration differs between the dataplane and CLI [1777]
• MAP behavior cannot be changed from translate to encapsulate without restarting the dataplane [1779]
• TCP MSS value is not applied to encapsulated packets when MAP-E mode is used [1816]
• Fragmentation of IPv4 packets is performed regardless of configured MAP fragmentation behavior when MAP-T mode is used [1826]
• MAP BR does not send ICMPv6 unreachable messages when a packet fails to match a MAP domain [1869]
• Pre-resolve does not work when MAP-T mode is used [1871]
• MAP BR encapsulates/encapsulates only last fragment when receiving fragmented packets from IPv4 network [1887]

NACM

• Permitted default read and write operations cannot be executed if default exec policy is set to *deny* [1158]
NAT

- `twice-nat` does not work [1023]
- NAT forwarding is not working for `in2out` direction [1039]
- NAT static mapping with defined ports leads to `clixon-backend` crash after restart [1103]
- DS-Lite is not functional; B4 router sends encapsulated IPv4-in-IPv6 packets, but AFTR replies with an error [1626]
- NAT forwarding fails with more than one worker thread [2031]
  
  Note: This also affects connectivity to services on TNSR, such as RESTCONF, when the client is not on a directly connected network.
- Deterministic NAT crashes the dataplane [1856]
- Connections to and from the TNSR host are included in NAT sessions when connecting through an interface with `ip nat outside` [1892][1979]

Neighbors

- IPv6 static neighbors entries do not work [2005]

NTP

- NTP restrictions for prefixes do not work [1705]

RESTCONF

- A malformed request may cause the API to return unexpected errors for a few seconds while it restarts [2079]

Routing

- Deleting a non-empty route table fails with an error and the table remains in the configuration, but it cannot be changed afterward [1241]
  
  Workaround: Remove all routes from the table before deleting. Alternately, copy the running configuration to startup and restart TNSR, which will make the route table appear again so the routes and then the table can be removed.

User Management

- When deleting a user key from the running configuration it is not removed from the user’s `authorized_keys` file [1162]
  
  Workaround: Manually edit the `authorized_keys` file for the user and remove the key.

VXLAN

- Changes to a VXLAN interface do not apply until the dataplane is restarted [1778]
- Alternate VXLAN encapsulation routing tables cannot be configured [1872]
32.3.3 Reporting Issues

For issues, please contact the Netgate Support staff.

- Send email to support@netgate.com
- Phone: 512.646.4100 (Support is Option 2)

32.4 TNSR 19.02.1 Release Notes

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  - NACM
  - NAT
  - Routing
  - User Management
- Reporting Issues

32.4.1 About This Release

This is a maintenance release for TNSR software version 19.02 with bug fixes and Azure support.

See also:

For more information on changes in TNSR version 19.02, see TNSR 19.02 Release Notes.

General

- TNSR is now supported on Azure [974]
NAT

- Fixed a problem with removing MAP entries after restarting TNSR [1653]

32.4.2 Known Limitations

ACL

- Attempting to create an ACL containing only a description fails [1558]
  
  Workaround: Define one or more rules on the ACL.

BFD

- Attempting to change a BFD local/peer address fails [1549]

BGP

- TNSR does not send BGP updates without restarting service with redistribute from connected option [746]
- Route with aggregate-address via next-hop 0.0.0.0 does not appear in TNSR route table [832]
- BGP sessions may fail to establish or rapidly reconnect when receiving more prefixes than defined by maximum-prefix limit [858]
- The maximum-prefix restart command does not work [859]
- TNSR installs multiple paths for received routes even though support for multiple paths is not enabled [885]
  
  Workaround: Run systemctl reset-failed frr from the shell to clear the error which will allow the BGP service to start again.
- Changing update-source from an IP address to loop1 allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]
- IPv6 BGP neighbors get entered as peer-groups only in bgpd.conf [1190]
- BGP import-check feature does not work [781]

CLI

- show route table causes the backend to die with large numbers of routes in the table [506]
  
  For example, this crash happens with a full BGP feed.
- Using service dataplane restart can cause clixon_backend to lose its configuration [1383]

DHCP

- The DHCP server does not function if an interface is configured as a DHCP client [1801]
  
  Corrected in the next release under development (19.05).
- DHCP server uses default VPP interface IP address (169.254.0.x) as a source address for DHCP packets and as a DHCP Server Identifier [1222]
• Adding a DHCP reservation without a MAC address causes Kea to fail and the entry cannot be removed [1530]
  Workaround: A MAC address is required for DHCP reservations, so always enter a MAC address when creating an entry.
• Configuring Kea to log all names with + does not work [1307]
  Workaround: Configure each name separately instead of using a wildcard.

DNS

• Local zone FQDN handling for forward (A) and reverse (PTR) data is inconsistent, only allowing one or the other to work as expected for a given FQDN [1384]

HTTP Server / RESTCONF

• nginx does not behave as expected with authentication type none and TLS [1086]
  This mode is primarily for testing and not production use.
  Workaround: Use password or certificate-based authentication for RESTCONF.
• HTTP server runs even though it’s not configured to run after TNSR services restart [1153]
  Workaround: Manually stop the nginx service using systemctl.
• RESTCONF get of /restconf/data/ does not properly return state data [1534]
• RESTCONF query replies may contain CDATA tags in JSON [1463]
• Adding an ACL rule entry via RESTCONF may appear to add a duplicate ACL [1238]

Interfaces

• Loopback interface responds to ICMP echo from an outside host even when in a Down state [850]
• Unable to delete an interface if has had an ACL or MACIP applied [1177, 1178]
  Workaround: Remove the entire ACL or MACIP entry. Then, the interface may be removed.
• MACIP ACL remains in the interface configuration after being removed [1179]
• Bond interfaces in LACP mode will send LACPDUs even when configured for passive mode [1614]
• Non-LACP bond interfaces may experience packet drops when a bond member interface is down [1603]
• MAC address change on tap interfaces may not be reflected in the dataplane until the dataplane is restarted [1502]
  Workaround: Restart the dataplane after changing an interface MAC address.
• MAC address change on bond interfaces may not be reflected in the dataplane until the dataplane is restarted [1502]
  Workaround: Set the MAC address when creating the bond interface.
• VLAN tag rewrite settings are only available in subinterfaces [1344]
• Packets do not pass through a subinterface after the subinterface configuration has been modified [1612]
• QinQ VLAN termination is not working [1550]
• ARP replies received from another host on a VLAN subinterface are not processed correctly [1326]
IPsec

- An IPsec tunnel which was removed and then added back in may take longer than expected to establish [1313]

NACM

- Permitted default read and write operations cannot be executed if default exec policy is set to deny [1158]

NAT

- `twice-nat` does not work [1023]
- NAT mode is not deleted from VPP startup configuration after TNSR services restart [1017]
- NAT forwarding is not working for `in2out` direction [1039]
- NAT static mappings are not added as expected when only the `port-local` value differs [1100]
- NAT static mapping with defined ports leads to `clixon-backend` crash after restart [1103]
- DS-Lite is not functional; B4 router sends encapsulated IPv4-in-IPv6 packets, but AFTR replies with an error [1626]
- DS-Lite B4 endpoint is not shown by `show dslite` command [1625]
- Unable to view a list of NAT sessions [975, 1456]

Routing

- Deleting a non-empty route table fails with an error and the table remains in the configuration, but it cannot be changed afterward [1241]

  Workaround: Remove all routes from the table before deleting. Alternately, copy the running configuration to startup and restart TNSR, which will make the route table appear again so the routes and then the table can be removed.

User Management

- When deleting a user key from the running configuration it is not removed from the user’s `authorized_keys` file [1162]

  Workaround: Manually edit the `authorized_keys` file for the user and remove the key.

32.4.3 Reporting Issues

For issues, please contact the Netgate Support staff.

- Send email to support@netgate.com
- Phone: 512.646.4100 (Support is Option 2)
32.5 TNSR 19.02 Release Notes

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  – Interfaces
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  – HTTP Server / RESTCONF
  – Interfaces
  – IPsec
  – NACM
  – NAT
  – Routing
  – User Management

• Reporting Issues

32.5.1 About This Release

Warning: A number of commands were reorganized with this release, more information will be noted below in individual sections. If a command that worked in a previous release is no longer present, it has most likely been changed to a more logical and consistent location.
**Warning:** RESTCONF queries now require a namespace in the format of `module:name` where only the `name` was required in previous versions. To locate the correct `module:name` combination, see *API Endpoints*.

### General

- The data models have been updated with more consistent naming and locations
- Introduced a YANG `id` type for `name` fields [1318]
- Miscellaneous code cleanup and refactoring for stability and performance improvements [1516] [1571]
- Updated to CentOS 7.6 [1335]
- Updated build to use gcc 7 [1147]
- Fixed a potential crash when listing packages [1312]
- Improved handling of package versions to better handle situations where a dependency update requires reinstalling related packages [950]

### BGP

- BGP commands reorganized under `route dynamic` for configuration and `show route dynamic` for status. See *Commands* and *Border Gateway Protocol*. [1369]
- FRR updated to 6.0.x

### CLI

- The configuration database commands have been reorganized under `configuration` for making changes, such as `copy`, and under `show configuration` for viewing the contents of a configuration. See *Commands* and *Configuration Database*. [1347]
- Fixed `system location` text handling when the value contains whitespace [1584]

### Dataplane

- Updated DPDK `igb_uio` module to v19.02 [842]

### DHCP Server

- Updated Kea to 1.4.0-P1 [1239]

### DNS

- Fixed removal of `access-control` entries in the CLI [1417]

### Host

- Fixed inconsistent behavior of `host interface` commands [1611]
- Added a default set of `nftables` rules to limit inbound traffic to the host [476]
Interfaces

- Several interface-related configuration commands have been moved under the `interface` command for better consistency. These include: `bridge`, `loopback`, `memif`, `subif`, and `tap`. See Commands and Types of Interfaces [1336]
- Added support for Bonding Interfaces for link aggregation and redundancy, including support for LACP [1025]
- Fixed display of a single TAP interface [1554]
- Fixed state data returned from a GET request for `/netgate-interface:interfaces-state/interface` [1553]
- Corrected validation of memif socket ID to exclude 0 which is reserved, and enforce a maximum of 4294967294 [1527]
- Corrected validation of bridge domain ID to exclude 0 which is reserved, and enforce a maximum of 16777215 [1526]
- Fixed handling of non-default routing tables assigned to interfaces at startup [1518]
- Removed unused container `/interfaces-config/interface/tunnel` from data model [1427]
- Fixed `subif` commands `outer-dot1q any` and `outer-dot1ad any` [1552] [1352]
- Fixed subinterfaces failing after changing configuration [1346]
- Removed the `untagged` command from `subif` as it was non-functional and unnecessary (use the parent interface for untagged traffic) [1345]

NAT

- Added support for `MAP-T and MAP-E BR` [1399]

RESTCONF

**Warning:** RESTCONF queries now require a namespace in the format of `module:name` where only the `name` was required in previous versions. To locate the correct `module:name` combination, see API Endpoints.

- Fixed RESTCONF calls for RPCs returning error 400 despite succeeding [1511]

Routing

- Fixed removing a route table reporting failure when the operation succeeded [1515]

32.5.2 Known Limitations

ACL

- Attempting to create an ACL containing only a description fails [1558]
  
  Workaround: Define one or more rules on the ACL.
BFD

- Attempting to change a BFD local/peer address fails [1549]

BGP

- TNSR does not send BGP updates without restarting service with `redistribute from connected` option [746]
- Route with `aggregate-address` via `next-hop 0.0.0.0` does not appear in TNSR route table [832]
- BGP sessions may fail to establish or rapidly reconnect when receiving more prefixes than defined by `maximum-prefix limit` [858]
- The `maximum-prefix restart` command does not work [859]
- TNSR installs multiple paths for received routes even though support for multiple paths is not enabled [885]
  Workaround: Run `systemctl reset-failed frr` from the shell to clear the error which will allow the BGP service to start again.
- Changing `update-source` from an IP address to `loop1` allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]
- IPv6 BGP neighbors get entered as `peer-groups` only in `bgpd.conf` [1190]
- BGP `import-check` feature does not work [781]

CLI

- `show route table` causes the backend to die with large numbers of routes in the table [506]
  For example, this crash happens with a full BGP feed.
- Using `service dataplane restart` can cause `clixon_backend` to lose its configuration [1383]

DHCP

- DHCP server uses default VPP interface IP address (169.254.0.x) as a source address for DHCP packets and as a DHCP Server Identifier [1222]
- Adding a DHCP reservation without a MAC address causes Kea to fail and the entry cannot be removed [1530]
  Workaround: A MAC address is required for DHCP reservations, so always enter a MAC address when creating an entry.
- Configuring Kea to log all names with `*` does not work [1307]
  Workaround: Configure each name separately instead of using a wildcard.

DNS

- Local zone FQDN handling for forward (A) and reverse (PTR) data is inconsistent, only allowing one or the other to work as expected for a given FQDN [1384]
HTTP Server / RESTCONF

- *nginx* does not behave as expected with *authentication type none* and TLS [1086]
  
  This mode is primarily for testing and not production use.
  
  Workaround: Use password or certificate-based authentication for RESTCONF.

- HTTP server runs even though it’s not configured to run after TNSR services restart [1153]
  
  Workaround: Manually stop the *nginx* service using *systemctl*.

- RESTCONF get of */restconf/data/* does not properly return state data [1534]

- RESTCONF query replies may contain CDATA tags in JSON [1463]

- Adding an ACL rule entry via RESTCONF may appear to add a duplicate ACL [1238]

Interfaces

- Loopback interface responds to ICMP echo from an outside host even when in a *Down* state [850]

- Unable to delete an interface if has had an ACL or MACIP applied [1177, 1178]
  
  Workaround: Remove the entire ACL or MACIP entry. Then, the interface may be removed.

- MACIP ACL remains in the interface configuration after being removed [1179]

- Bond interfaces in LACP mode will send LACPDU’s even when configured for passive mode [1614]

- Non-LACP bond interfaces may experience packet drops when a bond member interface is down [1603]

- MAC address change on tap interfaces may not be reflected in the dataplane until the dataplane is restarted [1502]
  
  Workaround: Restart the dataplane after changing an interface MAC address.

- MAC address change on bond interfaces may not be reflected in the dataplane until the dataplane is restarted [1502]
  
  Workaround: Set the MAC address when creating the bond interface.

- VLAN tag rewrite settings are only available in subinterfaces [1344]

- Packets do not pass through a subinterface after the subinterface configuration has been modified [1612]

- QinQ VLAN termination is not working [1550]

- ARP replies received from another host on a VLAN subinterface are not processed correctly [1326]

IPsec

- An IPsec tunnel which was removed and then added back in may take longer than expected to establish [1313]

NACM

- Permitted default read and write operations cannot be executed if default exec policy is set to *deny* [1158]
NAT

- `twice-nat` does not work [1023]
- NAT mode is not deleted from VPP startup configuration after TNSR services restart [1017]
- NAT forwarding is not working for `in2out` direction [1039]
- NAT static mappings are not added as expected when only the `port-local` value differs [1100]
- NAT static mapping with defined ports leads to `clixon-backend` crash after restart [1103]
- DS-Lite is not functional; B4 router sends encapsulated IPv4-in-IPv6 packets, but AFTR replies with an error [1626]
- DS-Lite B4 endpoint is not shown by `show dslite` command [1625]
- Unable to view a list of NAT sessions [975, 1456]

Routing

- Deleting a non-empty route table fails with an error and the table remains in the configuration, but it cannot be changed afterward [1241]

  Workaround: Remove all routes from the table before deleting. Alternately, copy the running configuration to startup and restart TNSR, which will make the route table appear again so the routes and then the table can be removed.

User Management

- When deleting a user key from the running configuration it is not removed from the user’s `authorized_keys` file [1162]

  Workaround: Manually edit the `authorized_keys` file for the user and remove the key.

32.5.3 Reporting Issues

For issues, please contact the Netgate Support staff.

- Send email to `support@netgate.com`
- Phone: 512.646.4100 (Support is Option 2)

32.6 TNSR 18.11 Release Notes

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  - `Authentication & Access Control`
  - `BGP`
  - `Bridge`
  - `CLI`
32.6.1 About This Release

Access Lists (ACLs)

- Added a description field to ACL rule entries [1195]
- Fixed issues with numerical sorting of ACL entries in show output [1255]
- Fixed issues with order of installed ACL rules in the dataplane with large sequence numbers [1270]

Authentication & Access Control

- Removed users from the TNSR configuration so they are stored/managed directly in the host operating system, which eliminates any chance to be out of sync [1067]
- Fixed issues with deleting NACM rule lists [1137]

BGP

- Fixed an issue where the BGP service could not restart more that three times in a row [902]
- Added bgp clear command to clear active BGP sessions [923]
Bridge

- Fixed a problem where the TNSR CLI incorrectly allowed multiple bridge interfaces to have bvi set [984]

CLI

- Fixed a problem where applied dataplane commands were not immediately present in the running configuration database until another change was made [1099]
- Fixed a problem where the candidate configuration database could not be emptied with the clear command [1066]

Hardware & Installation

- Added an ISO image to install TNSR on supported hardware [1364]
- Added support for VMware installations [1026]
- Added support for Mellanox network adapters [1268]

Interfaces

- Fixed interface link speed displaying incorrectly in CLI and RESTCONF [672]
- Fixed issues with duplicate entries being generated in the dataplane interface configuration [1243]

Host

- Added the ability to configure host OS management interfaces in the CLI [260, 261, 262]
- Fixed issues with ping command parameter parsing [1133]
- Fixed issues specifying a source address with ping [1134]

IPsec

- Fixed issues with IPsec tunnels failing to establish after a dataplane restart [1138]

NAT

- Changed the default NAT mode to endpoint-dependent [1079]
- Fixed creating a twice-nat pool [972]
- Fixed creating out-to-in-only static mappings [976]
- Fixed NAT reassembly for ICMP packets [990]
- Fixed fragment limitations for NAT reassembly [1065]
- Added support for deterministic NAT [360]

NTP

- Fixed issues with the ntp restrict command [1163]
RESTCONF

- Fixed validation when submitting invalid MAC addresses via RESTCONF [1197]
- Fixed validation when submitting invalid IP addresses via RESTCONF [1199]

VLAN/Subinterfaces

- Fixed issues where daemons such as Kea and ntpd did not correctly form configuration file references to subinterface names [1150]
- Fixed issues with clients on subinterface networks from receiving return traffic that passes through TNSR [1152]

The upstream VPP issue causing this has been fixed, but an additional source of problems in this area is that the dot1q setting for a subinterface must use exact-match to communicate properly with hosts on the VLAN. Ensure subinterfaces are configured to use this property.

32.6.2 Known Limitations

Authentication & Access Control

BGP

- TNSR does not send BGP updates without restarting service with redistribute from connected option [746]
- Route with aggregate-address via next-hop 0.0.0.0 does not appear in TNSR route table [832]
- BGP sessions may fail to establish or rapidly reconnect when receiving more prefixes than defined by maximum-prefix limit [858]
- The maximum-prefix restart command does not work [859]
- TNSR installs multiple paths for received routes even though support for multiple paths is not enabled [885]

Workaround: Run systemctl reset-failed frr from the shell to clear the error which will allow the BGP service to start again.

- Changing update-source from an IP address to loop1 allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]
- IPv6 BGP neighbors get entered as peer-groups only in bgpd.conf [1190]
- peer-group attribute remote-as does not get into FRR bgpd.conf [1272]

CLI

- show route table causes the backend to die with large numbers of routes in the table [506]

For example, this crash happens with a full BGP feed.

DHCP

- A single IP address can be set in a pool range, but the DHCP daemon requires a start/end IP address or a prefix [1208]

Workaround: Configure a pool with a start and end address or prefix.
• DHCP server uses default VPP interface IP address (169.254.0.x) as a source address for DHCP packets and as a DHCP Server Identifier [1222]

• Unable to delete DHCPv4 options specified within the pool configuration [1267]

**HTTP Server / RESTCONF**

• nginx does not behave as expected with authentication type none and TLS [1086]
  This mode is primarily for testing and not production use.
  Workaround: Use password or certificate-based authentication for RESTCONF.

• HTTP server runs even though it’s not configured to run after TNSR services restart [1153]
  Workaround: Manually stop the nginx service using systemctl.

**Interfaces**

• Loopback interface responds to ICMP echo from an outside host even when in a Down state [850]

• Unable to delete an interface if has had an ACL or MACIP applied [1177, 1178]
  Workaround: Remove the entire ACL or MACIP entry. Then, the interface may be removed.

• MACIP ACL remains in the interface configuration after being removed [1179]

**NAT**

• twice-nat does not work [1023]

• NAT mode is not deleted from VPP startup configuration after TNSR services restart [1017]

• NAT forwarding is not working for in2out direction [1039]

• NAT static mappings are not added as expected when only the port-local value differs [1100]

• NAT static mapping with defined ports leads to clixon-backend crash after restart [1103]

• PAT dynamic sessions limited to 100 entries per address [1303]
  This is the default limit per user in VPP and will be configurable in the next release.

**Routing**

• Deleting a non-empty route table fails with an error and the table remains in the configuration, but it cannot be changed afterward [1241]
  Workaround: Remove all routes from the table before deleting. Alternately, copy the running configuration to startup and restart TNSR, which will make the route table appear again so the routes and then the table can be removed.

**User Management**

• When deleting a user key from the running configuration it is not removed from the user’s authorized_keys file [1162]
  Workaround: Manually edit the authorized_keys file for the user and remove the key.
32.6.3 Reporting Issues

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- Phone: 512.646.4100 (Support is Option 2)

32.7 TNSR 18.08 Release Notes

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32.7.1 About This Release

**Authentication & Access Control**

- Added support for NETCONF Access Control Model (NACM) management.
NACM provides group-based controls to selectively allow command access for users. Users are authenticated by other means (e.g. RESTCONF certificates or users, CLI user) and then mapped to groups based on username.

• Added default configurations for NACM for different platforms [891]
  These default rules allow members of group admin to have unlimited access and sets the default values to deny. It includes the users tnsr and root in the group admin.

**Warning:** TNSR Does not prevent a user from changing the rules in a way that would cut off all access.

• Changed password management to allow changing passwords for users in the host OS as well as for TNSR users [1091]

**BGP**

• Added explicit sequence numbering to BGP AS Path statements to support multiple patterns in a single AS Path [898]
• Added `show bgp network A.B.C.D` command to display detailed information about BGP routes [922]

**CLI**

• Added `enable` and `disable` commands to be used in favor of `no shutdown/shutdown` [938]
• Fixed CLI issues with data encoding that could lead to XML Parsing errors [887]

**DHCP**

• Improved support and control for DHCP server (Kea) management [490, 738, 1037, 1045]
• Added explicit `enable/disable` for DHCP Server daemon [1053]
• Added logging support to the DHCP Server [907]

**DNS Resolver**

• Added support for management of a DNS Resolver (Unbound) [492, 1072, 1093, 1094]

**Hardware & Installation**

• Added support for installation on Xeon D, C3000 SoCs [961]
• Added configuration packages for Netgate hardware that can run TNSR [1056]
• Fixed a Layer 2 connectivity issue with certain Intel 10G fiber configurations due to a timeout waiting for link [509]
IPsec

- Added QAT cryptographic acceleration enabled for IPsec [912, 940]
  This acceleration works with QAT CPIC cards as well as C62X, C3XXX, and D15XX QAT devices.
- Fixed an issue where an IPsec Child SA would disappear after an IKEv1 Security Association re-authenticates [628]

NAT

- Fixed creating a NAT pool for custom route tables in the CLI [1055]
- Fixed handling of the NAT reassembly timeout value [1000]
- Added support for output feature NAT [867, 897]
- Fixed an error when changing static NAT command boolean properties [703]
- Addressed NAT issues which prevent the TNSR host OS network services from working on nat outside interfaces [616]
  This can only work in endpoint-dependent NAT mode, which can be enabled as follows:

```
  dataplane nat endpoint-dependent
  service dataplane restart
```
  This may become the default NAT mode in future TNSR releases [1079]

NTP

- Added support for NTP server (ntp.org) management [847, 939, 948, 952]

PKI (Certificates)

- Added support to the PKI CLI for managing certificate authority (CA) entries as well as certificate signing [930]

RESTCONF

- Added commands for RESTCONF management and authentication (HTTP server, nginx) [933]
- Added support to RESTCONF for certificate-based authentication [937]
  When using certificates to authenticate, the common name (CN) part of the subject is used as the username.
- Added PAM support for HTTP authentication to the HTTP server [934]

32.7.2 Known Limitations

Authentication & Access Control

- Unable to delete a user from the CLI after TNSR services restart [1067]
BGP

- TNSR does not send BGP updates without restarting service with `redistribute from connected` option [746]
- Route with `aggregate-address` via next-hop `0.0.0.0` does not appear in TNSR route table [832]
- BGP sessions may fail to establish or rapidly reconnect when receiving more prefixes than defined by `maximum-prefix limit` [858]
- The `maximum-prefix restart` command does not work [859]
- TNSR installs multiple paths for received routes even though support for multiple paths is not enabled [885]
- Unable to restart BGP service more than three times in a row [902]
  Workaround: Run `systemctl reset-failed frr` from the shell to clear the error which will allow the BGP service to start again.
- Changing `update-source` from an IP address to `loop1` allows a session to establish but remote prefixes do not appear in the FIB until reboot [1104]

Bridge

- TNSR CLI allows multiple bridge interfaces to have `bvi` set [984]
  Only the first interface set with `bvi` will work properly.
  Workaround: Only set `bvi` on a single interface.

CLI

- Applied `dataplane` commands are not immediately present in the running configuration database until another change is made [1099]
- The candidate configuration database cannot be emptied with the `clear` command [1066]
- `show route table` causes the backend to die with large numbers of routes in the table [506]
  For example, this crash happens with a full BGP feed.

RESTCONF

- `nginx` does not behave as expected with `authentication type none` [1086]
  This mode is primarily for testing and not production use.
  Workaround: Use password or certificate-based authentication for RESTCONF.

Interfaces

- Interface link speed displayed incorrectly in CLI and RESTCONF [672]
- Loopback interface responds to ICMP echo from an outside host even when in a `Down` state [850]
NAT

• Unable to create a twice-nat pool [972] or twice-nat not working [1023]

  twice-nat can only work in endpoint-dependent NAT mode, which can be enabled as follows:

  
  ```
  dataplane nat endpoint-dependent
  service dataplane restart
  ```

• Unable to create out-to-in-only static mapping [976]

  out-to-in-only can only work in endpoint-dependent NAT mode, which can be enabled as follows:

  
  ```
  dataplane nat endpoint-dependent
  service dataplane restart
  ```

• NAT Reassembly is not working for ICMP packets [990]
• Fragment limitation for NAT reassembly is not working [1065]
• NAT mode is not deleted from VPP startup configuration after TNSR services restart [1017]
• NAT forwarding is not working for in2out direction [1039]
• NAT static mappings are not added as expected when only the port-local value differs [1100]
• NAT static mapping with defined ports leads to clixon-backend crash after restart [1103]

VLAN/Subinterfaces

• Daemons such as Kea and ntpd do not correctly form configuration file references to subinterface names [1150]
• A VPP issue is preventing clients on subinterface networks from receiving return traffic that passes through TNSR [1152]
  
  – These clients can communicate to TNSR, but not to hosts on other interfaces or subinterfaces.
  
  – Other interface types work properly

32.7.3 Reporting Issues

For issues, please contact the Netgate Support staff.

• Send email to support@netgate.com
• Phone: 512.646.4100 (Support is Option 2)

32.8 TNSR 18.05 Release Notes

32.8.1 About This Release

This is the first public release of the TNSR product.
32.8.2 Known Limitations

- Loopback with IPv6 address will not respond to IPv6 pings [295]
  - **Workaround:** none.

- Linux route rules for the router-plugin/tap-inject are not cleaned up [477]
  If the dataplane crashes, route rules added to the host system network stack are not cleaned up when it restarts.
  - **Workaround:** none.

- Deleting in-use prefix-list fails [483]
  If you attempt to delete an in-use prefix list, the command will fail, but the configuration is left in an inconsistent state.
  - **Workaround:** remove the use of the prefix list prior to deleting it.

- DHCP Server Issues [490][739]
  There are multiple issues with the DHCP Server, it’s use is not recommended at this time.
  - **Workaround:** none.

- The command “show route table” causes backend crash [506]
  A large route table (> 50k routes) can cause the “show route table” command to crash the backend process.
  - **Workaround:** Use “vppctl show ip fib” from a shell or vtysh to view route tables when a large number of routes have been added.

- RPC error when input includes “<” character [612]
  Using the “<” character as input to the CLI can cause an RPC error. The error is properly detected, reported, and handled in the known cases. This affects all cases where there is free-form input.
  - **Workaround:** Do not use the “<” character.

- Enabling NAT on an outside interface disables services on that interface [616]
  If you configure NAT on an outside interface, then that interface cannot provide services (like DHCP, ssh, etc.).
  - **Workaround:** none.

- SLAAC is not supported in dataplane, but host stack interfaces have it enabled [618]
  - **Workaround:** none.

- Child SAs can disappear after an IKEv1 SA reauth [628]
  - **Workaround:** none.

- Interface speed and duplex show as unknown [672]
  The link speed and duplex indicators (visible with the “show interface” command) can display as “unknown”.
  - **Workaround:** Use the “vppctl show interface” command from an OS shell.

- Unable to change DHCP client hostname option [706]
  The DHCP Client hostname can not be changed.
  - **Workaround:** none.

- Data plane restart breaks RESTCONF [741]
  If you restart the data plane, the RESTCONF service loses it’s connection and does not reestablish it.
  - **Workaround:** Restart the data plane via the CLI, which does not have the same issue.
• RESTCONF RPC output is invalid JSON [745]
  Some RPCs return multiple line output and the new line characters are not handled properly resulting in the inability of a JSON parser to process the output.
  
    – **Workaround:** none.

• BGP updates not being sent when “redistribute from connected” option specified [746]
  Routes from connected routers are not propagated when the redistribute from connected option is set.
  
    – **Workaround:** none. You can temporarily resolve the problem by resetting the BGP service.

• BGP import-check feature does not work [781]
  If the import-check option is set and then BGP is configured to advertise an unreachable network then the network is still advertised.
  
    – **Workaround:** none.

• Unable to create a default route when more than one loopback interface exists [824]
  
    – **Workaround:** none.

• Unable to create a second static NAT translation on a loopback interface [831]
  
    – **Workaround:** none.

• Route with aggregate-address via next-hop 0.0.0.0 doesn’t appear in routing table [832]
  
    – **Workaround:** none.

• Loopback interface can be ping from an outside host even when marked down [850]
  
    – **Workaround:** none.

• BGP session constantly flapping when receiving more prefixes than defined in maximum-prefix limit command [858]
  
    – **Workaround:** none.

• BGP maximum-prefix restart option doesn’t work [859]
  
    – **Workaround:** none.

• No warning message in CLI when BGP maximum-prefix option is configured [860]
  If the maximum number of prefixes is exceeded, there is no indication to a user that this has occurred.
  
    – **Workaround:** none.

• Unable to set BGP warning-only option for maximum-prefix option [861]
  
    – **Workaround:** none.

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32.9 TNSR 0.1.0 Release Notes

32.9.1 About This Release

The TNSR 0.1.0 Release is the first release of the Netgate TNSR product. As there is no previous release of the TNSR products, there can be no changes relative to a previous version. Everything is new!

This release constitutes an early, evaluation version of the product.

32.9.2 Known Limitations

BGP Routes

While BGP may be configured, started, and run, reports of it not recording and displaying the learned BGP routes using the TNSR command “show routes” have been reported.

A possible work-around appears to be to stop, and then restart the BGP daemon using:

```
tnsr# service bgp stop
tnsr# service bgp start
```

BGP route-map and prefix-list Entries

TNSR route-maps and prefix-lists may be configured, and subsequently passed along to the underlying FRR configuration. TNSR will also allow removal of route-maps or prefix-lists from its configuration. However, they are not removed from the underlying FRR configuration.

A possible work-around is to manually remove them from the underlying FRR configuration using `vtysh` directly.

DHCP Server

The DHCP server does not support any form of Options yet.

The “server dhcp stop dhcp4” will not effectively terminate the Kea IPv4 DHCP server. A work-around is to run some form of “sudo killall kea-dhcp4” from a shell prompt.

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For issues, please contact the Netgate Support staff.

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<tr>
<th>Software</th>
<th>License</th>
</tr>
</thead>
<tbody>
<tr>
<td>CentOS 7</td>
<td>CentOS EULA</td>
</tr>
<tr>
<td>Linux kernel and modules</td>
<td>GPLv2</td>
</tr>
<tr>
<td>cligen</td>
<td>Apache 2.0</td>
</tr>
<tr>
<td>clixon</td>
<td>Apache 2.0</td>
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<tr>
<td>curl</td>
<td>MIT</td>
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<td>davici</td>
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<td>kea</td>
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<td>Net SNMP</td>
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<tr>
<td>strongswan</td>
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<td>unbound</td>
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</table>

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<table>
<thead>
<tr>
<th>Package</th>
<th>Repository Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>frr</td>
<td><a href="http://github.com/netgate/frr">http://github.com/netgate/frr</a></td>
</tr>
<tr>
<td>strongswan</td>
<td><a href="http://github.com/netgate/strongswan">http://github.com/netgate/strongswan</a></td>
</tr>
<tr>
<td>Hyper-V Linux kernel modules</td>
<td><a href="https://github.com/netgate/uio_hv_generic">https://github.com/netgate/uio_hv_generic</a></td>
</tr>
</tbody>
</table>

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