

Table 69 Voice Features

Firmware update enable / disable	If your service provider uses this feature, you hear a recorded message when you pick up the phone when new firmware is available for your WiMAX Modem. Enter *99# in your phone's keypad to have the WiMAX Modem upgrade the firmware, or enter #99# to not upgrade. If your service provider gave you different numbers to use, enter them instead. If you enter the code to not upgrade, you can make a call as normal. You will hear the recording again each time you pick up the phone, until you upgrade.
Call waiting	This feature allows you to hear an alert when you are already using the phone and another person calls you. You can then either reject the new incoming call, put your current call on hold and receive the new incoming call, or end the current call and receive the new incoming call.
Call forwarding	With this feature, you can set the WiMAX Modem to forward calls to a specified number, either unconditionally (always), when your number is busy, or when you do not answer. You can also forward incoming calls from one specified number to another.
Caller ID	The WiMAX Modem supports caller ID, which allows you to see the originating number of an incoming call (on a phone with a suitable display).
REN	A Ringer Equivalence Number (REN) is used to determine the number of devices (like telephones or fax machines) that may be connected to the telephone line. Your device has a REN of three, so it can support three devices per telephone port.
QoS (Quality of Service)	Quality of Service (QoS) mechanisms help to provide better service on a per-flow basis. Your device supports Type of Service (ToS) tagging and Differentiated Services (DiffServ) tagging. This allows the device to tag voice frames so they can be prioritized over the network.
SIP ALG	Your device is a SIP Application Layer Gateway (ALG). It allows VoIP calls to pass through NAT for devices behind it (such as a SIP-based VoIP software application on a computer).
Other Voice Features	<p>SIP version 2 (Session Initiating Protocol RFC 3261)</p> <p>SDP (Session Description Protocol RFC 2327)</p> <p>RTP (RFC 1889)</p> <p>RTCP (RFC 1890)</p> <p>Voice codecs (coder/decoders) G.711, G.726, G.729</p> <p>Fax and data modem discrimination</p> <p>DTMF Detection and Generation</p> <p>DTMF: In-band and Out-band traffic (RFC 2833), (PCM), (SIP INFO)</p> <p>Point-to-point call establishment between two IADs</p> <p>Quick dialing through predefined phone book, which maps the phone dialing number and destination URL.</p> <p>Flexible Dial Plan (RFC3525 section 7.1.14)</p>

Table 70 Star (*) and Pound (#) Code Support

*0	Wireless Operator Services
*2	Customer Care Access
*66	Repeat Dialing
*67	Plus the 10 digit phone number to block Caller ID on a single call basis
*69	Return last call received
*70	Followed by the 10 digit phone number to cancel Call Waiting on a single call basis
*72	Activate Call Forwarding (*72 followed by the 10 digit phone number that is requesting call forwarding service)
*720	Activate Call Forwarding (*720 followed by the 10 digit phone number that is requesting deactivation of call forwarding service)
*73	Plus the forward to phone number to activate Call Forwarding No Answer (no VM service plan)
*730	Deactivate Call Forwarding No Answer
*740	Plus the forward to phone number to activate Call Forwarding Busy (no VM service plan)
*911/911	Emergency phone number (same as dialing 911)
*411/411	Wireless Information Services

Note: To take full advantage of the supplementary phone services available through the WiMAX Modem's phone port, you may need to subscribe to the services from your voice account service provider.

Not all features are supported by all service providers. Consult your service provider for more information.

PART VII

Appendices and Index

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WiMAX Security

Wireless security is vital to protect your wireless communications. Without it, information transmitted over the wireless network would be accessible to any networking device within range.

User Authentication and Data Encryption

The WiMAX (IEEE 802.16) standard employs user authentication and encryption to ensure secured communication at all times.

User authentication is the process of confirming a user's identity and level of authorization. Data encryption is the process of encoding information so that it cannot be read by anyone who does not know the code.

WiMAX uses PKMv2 (Privacy Key Management version 2) for authentication, and CCMP (Counter Mode with Cipher Block Chaining Message Authentication Protocol) for data encryption.

WiMAX supports EAP (Extensible Authentication Protocol, RFC 2486) which allows additional authentication methods to be deployed with no changes to the base station or the mobile or subscriber stations.

PKMv2

PKMv2 is a procedure that allows authentication of a mobile or subscriber station and negotiation of a public key to encrypt traffic between the MS/SS and the base station. PKMv2 uses standard EAP methods such as Transport Layer Security (EAP-TLS) or Tunneled TLS (EAP-TTLS) for secure communication.

In cryptography, a 'key' is a piece of information, typically a string of random numbers and letters, that can be used to 'lock' (encrypt) or 'unlock' (decrypt) a message. Public key encryption uses key pairs, which consist of a public (freely available) key and a private (secret) key. The public key is used for encryption and the private key is used for decryption. You can decrypt a message only if you have the private key. Public key certificates (or 'digital IDs') allow users to verify each other's identity.

RADIUS

RADIUS is based on a client-server model that supports authentication, authorization and accounting. The base station is the client and the server is the RADIUS server. The RADIUS server handles the following tasks:

- Authentication
Determines the identity of the users.
- Authorization
Determines the network services available to authenticated users once they are connected to the network.
- Accounting
Keeps track of the client's network activity.

RADIUS is a simple package exchange in which your base station acts as a message relay between the MS/SS and the network RADIUS server.

Types of RADIUS Messages

The following types of RADIUS messages are exchanged between the base station and the RADIUS server for user authentication:

- Access-Request
Sent by an base station requesting authentication.
- Access-Reject
Sent by a RADIUS server rejecting access.
- Access-Accept
Sent by a RADIUS server allowing access.
- Access-Challenge
Sent by a RADIUS server requesting more information in order to allow access. The base station sends a proper response from the user and then sends another Access-Request message.

The following types of RADIUS messages are exchanged between the base station and the RADIUS server for user accounting:

- Accounting-Request
Sent by the base station requesting accounting.
- Accounting-Response
Sent by the RADIUS server to indicate that it has started or stopped accounting.

In order to ensure network security, the access point and the RADIUS server use a shared secret key, which is a password they both know. The key is not sent over

the network. In addition to the shared key, password information exchanged is also encrypted to protect the network from unauthorized access.

Diameter

Diameter (RFC 3588) is a type of AAA server that provides several improvements over RADIUS in efficiency, security, and support for roaming.

Security Association

The set of information about user authentication and data encryption between two computers is known as a security association (SA). In a WiMAX network, the process of security association has three stages.

- Authorization request and reply

The MS/SS presents its public certificate to the base station. The base station verifies the certificate and sends an authentication key (AK) to the MS/SS.

- Key request and reply

The MS/SS requests a transport encryption key (TEK) which the base station generates and encrypts using the authentication key.

- Encrypted traffic

The MS/SS decrypts the TEK (using the authentication key). Both stations can now securely encrypt and decrypt the data flow.

CCMP

All traffic in a WiMAX network is encrypted using CCMP (Counter Mode with Cipher Block Chaining Message Authentication Protocol). CCMP is based on the 128-bit Advanced Encryption Standard (AES) algorithm.

'Counter mode' refers to the encryption of each block of plain text with an arbitrary number, known as the counter. This number changes each time a block of plain text is encrypted. Counter mode avoids the security weakness of repeated identical blocks of encrypted text that makes encrypted data vulnerable to pattern-spotting.

'Cipher Block Chaining Message Authentication' (also known as CBC-MAC) ensures message integrity by encrypting each block of plain text in such a way that its encryption is dependent on the block before it. This series of 'chained' blocks creates a message authentication code (MAC or CMAC) that ensures the encrypted data has not been tampered with.

Authentication

The WiMAX Modem supports EAP-TTLS authentication.

EAP-TTLS (Tunneled Transport Layer Service)

EAP-TTLS is an extension of the EAP-TLS authentication that uses certificates for only the server-side authentications to establish a secure connection (with EAP-TLS digital certifications are needed by both the server and the wireless clients for mutual authentication). Client authentication is then done by sending username and password through the secure connection, thus client identity is protected. For client authentication, EAP-TTLS supports EAP methods and legacy authentication methods such as PAP, CHAP, MS-CHAP and MS-CHAP v2.

Setting Up Your Computer's IP Address

Note: Your specific ZyXEL device may not support all of the operating systems described in this appendix. See the product specifications for more information about which operating systems are supported.

This appendix shows you how to configure the IP settings on your computer in order for it to be able to communicate with the other devices on your network. Windows Vista/XP/2000, Mac OS 9/OS X, and all versions of UNIX/LINUX include the software components you need to use TCP/IP on your computer.

If you manually assign IP information instead of using a dynamic IP, make sure that your network's computers have IP addresses that place them in the same subnet.

In this appendix, you can set up an IP address for:

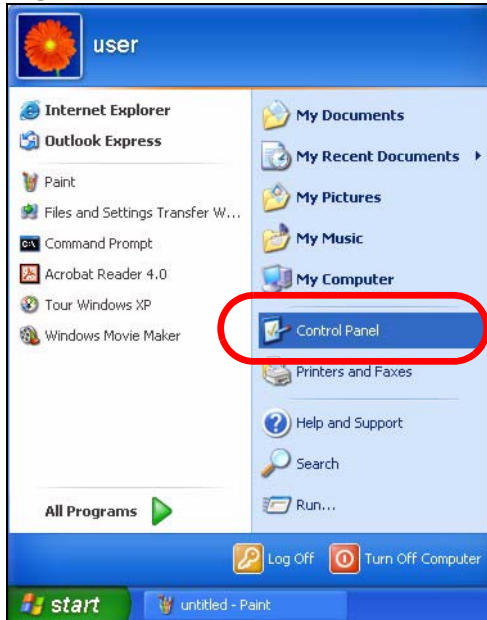
- [Windows XP/NT/2000](#) on [page 192](#)
- [Windows Vista](#) on [page 195](#)
- [Mac OS X: 10.3 and 10.4](#) on [page 199](#)
- [Mac OS X: 10.5](#) on [page 203](#)
- [Linux: Ubuntu 8 \(GNOME\)](#) on [page 206](#)
- [Linux: openSUSE 10.3 \(KDE\)](#) on [page 212](#)

Windows XP/NT/2000

The following example uses the default Windows XP display theme but can also apply to Windows 2000 and Windows NT.

- 1 Click **Start > Control Panel**.

Figure 70 Windows XP: Start Menu



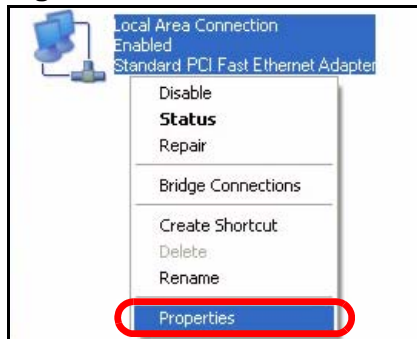
- 2 In the **Control Panel**, click the **Network Connections** icon.

Figure 71 Windows XP: Control Panel



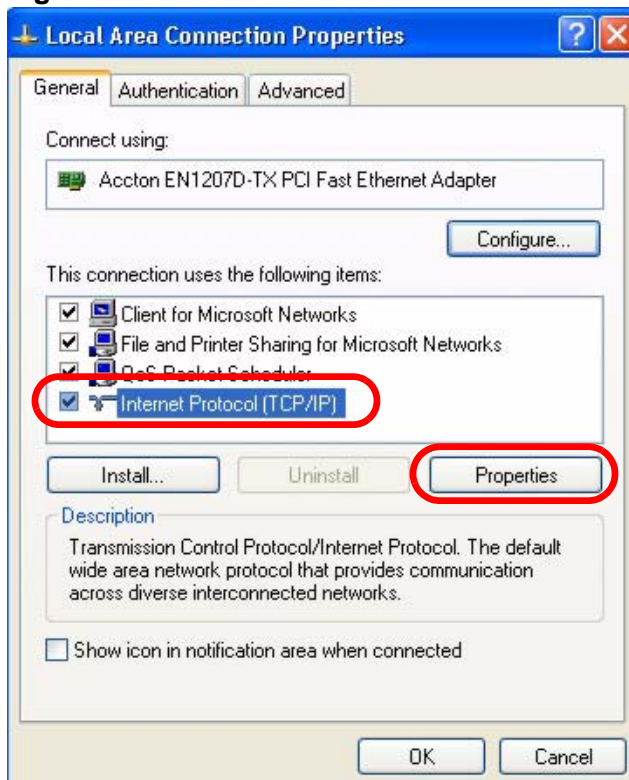
- 3 Right-click **Local Area Connection** and then select **Properties**.

Figure 72 Windows XP: Control Panel > Network Connections > Properties



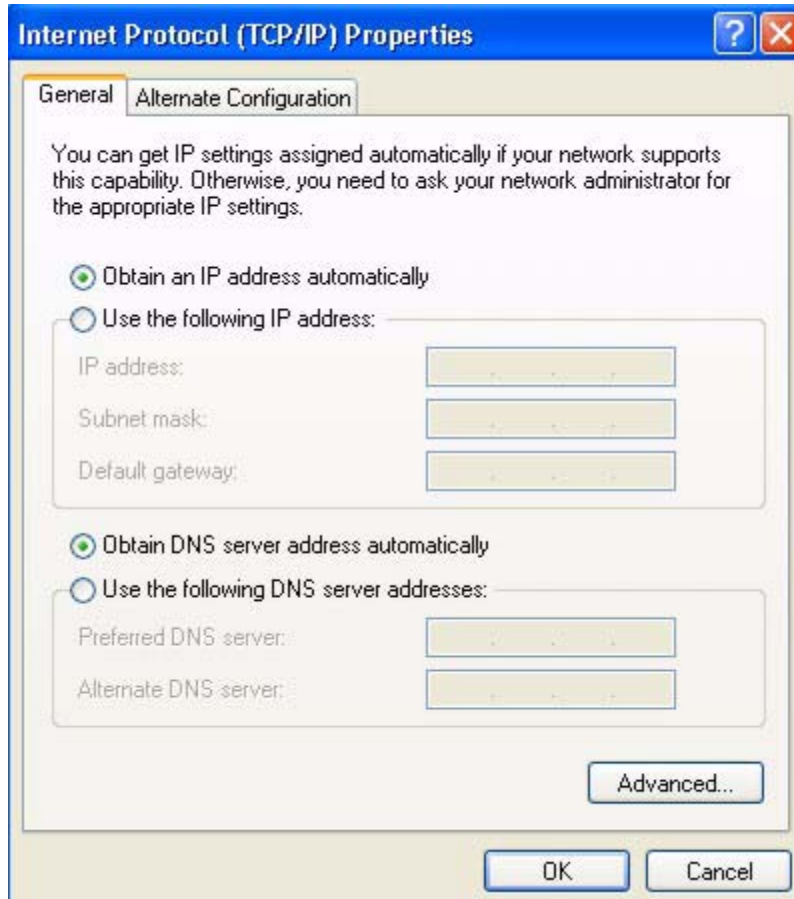
- 4 On the **General** tab, select **Internet Protocol (TCP/IP)** and then click **Properties**.

Figure 73 Windows XP: Local Area Connection Properties



- 5 The **Internet Protocol TCP/IP Properties** window opens.

Figure 74 Windows XP: Internet Protocol (TCP/IP) Properties



- 6 Select **Obtain an IP address automatically** if your network administrator or ISP assigns your IP address dynamically.

Select **Use the following IP Address** and fill in the **IP address**, **Subnet mask**, and **Default gateway** fields if you have a static IP address that was assigned to you by your network administrator or ISP. You may also have to enter a **Preferred DNS server** and an **Alternate DNS server**, if that information was provided.

- 7 Click **OK** to close the **Internet Protocol (TCP/IP) Properties** window.

Click **OK** to close the **Local Area Connection Properties** window. **Verifying Settings**

- 1 Click **Start > All Programs > Accessories > Command Prompt**.
- 2 In the **Command Prompt** window, type "ipconfig" and then press [ENTER].

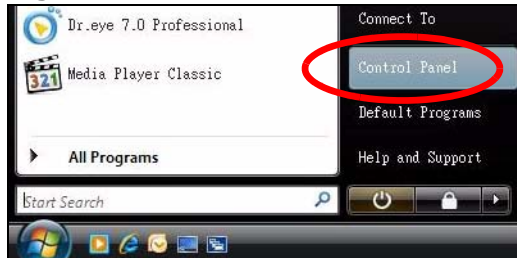
You can also go to **Start > Control Panel > Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab to view your IP address and connection information.

Windows Vista

This section shows screens from Windows Vista Professional.

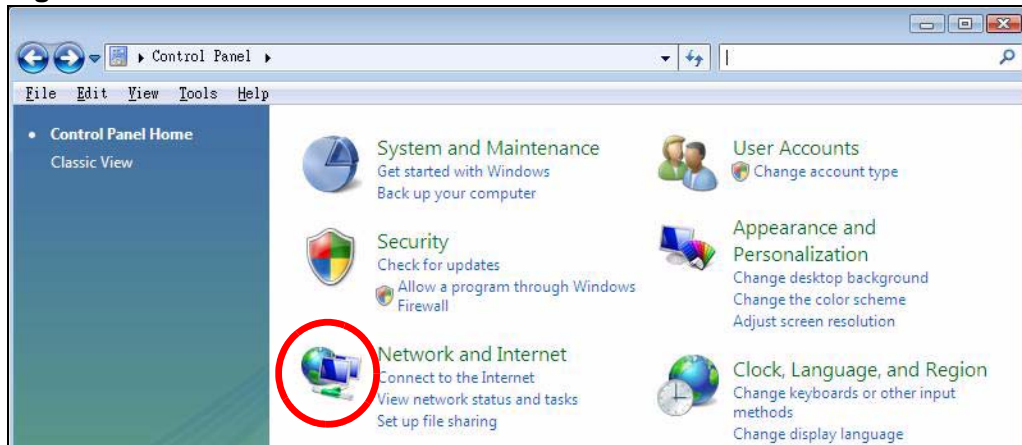
- 1 Click **Start > Control Panel**.

Figure 75 Windows Vista: Start Menu



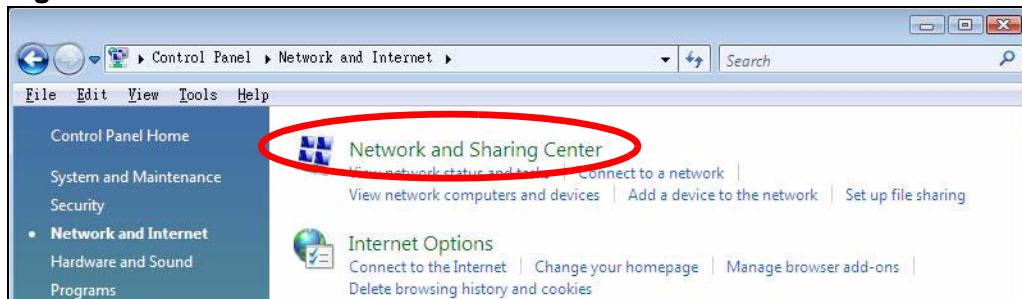
- 2 In the **Control Panel**, click the **Network and Internet** icon.

Figure 76 Windows Vista: Control Panel



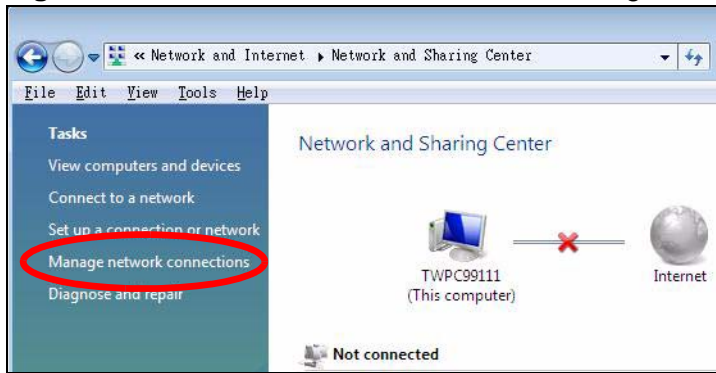
- 3 Click the **Network and Sharing Center** icon.

Figure 77 Windows Vista: Network And Internet



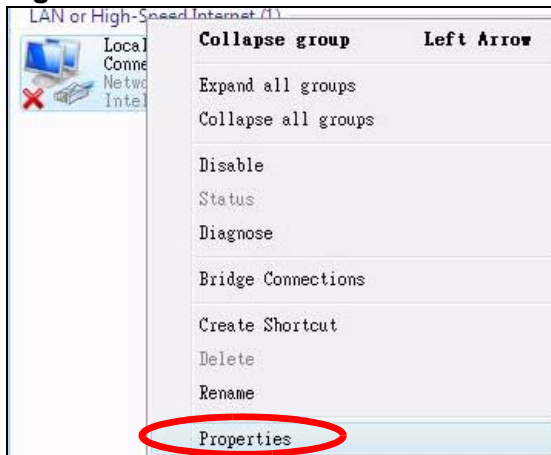
- 4 Click **Manage network connections**.

Figure 78 Windows Vista: Network and Sharing Center



- 5 Right-click **Local Area Connection** and then select **Properties**.

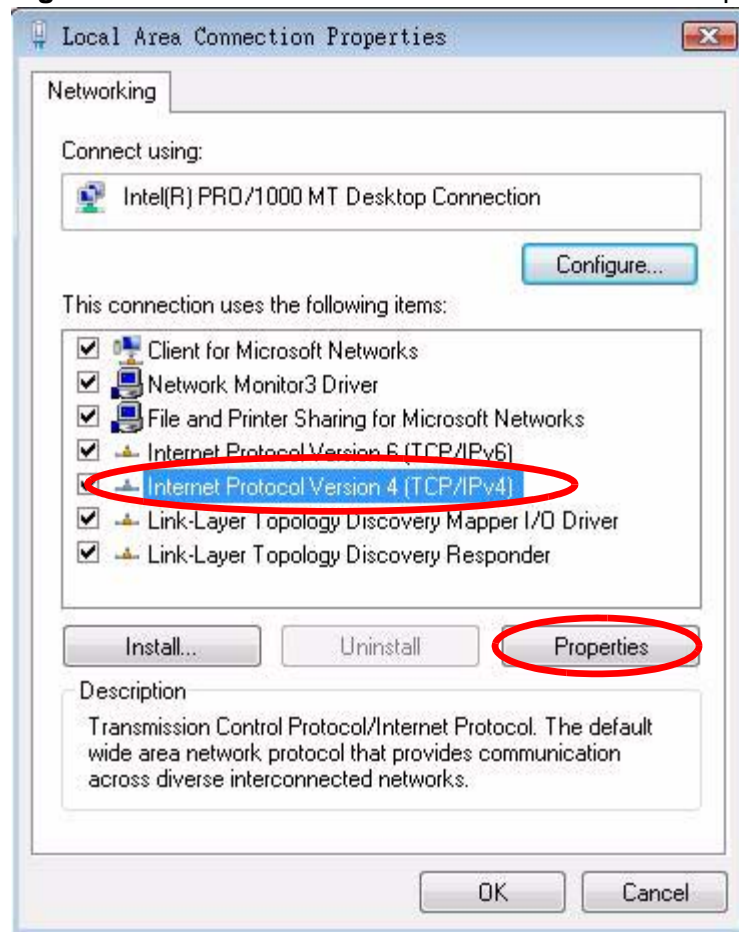
Figure 79 Windows Vista: Network and Sharing Center



Note: During this procedure, click **Continue** whenever Windows displays a screen saying that it needs your permission to continue.

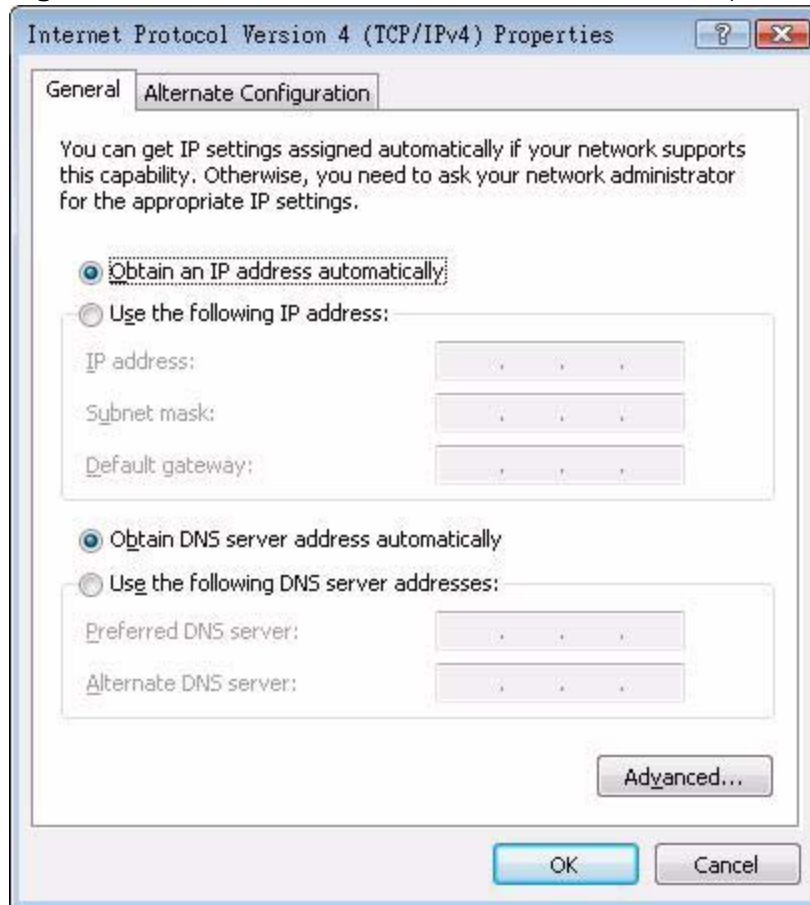
- 6 Select **Internet Protocol Version 4 (TCP/IPv4)** and then select **Properties**.

Figure 80 Windows Vista: Local Area Connection Properties



- 7 The **Internet Protocol Version 4 (TCP/IPv4) Properties** window opens.

Figure 81 Windows Vista: Internet Protocol Version 4 (TCP/IPv4) Properties



- 8 Select **Obtain an IP address automatically** if your network administrator or ISP assigns your IP address dynamically.

Select **Use the following IP Address** and fill in the **IP address**, **Subnet mask**, and **Default gateway** fields if you have a static IP address that was assigned to you by your network administrator or ISP. You may also have to enter a **Preferred DNS server** and an **Alternate DNS server**, if that information was provided. Click **Advanced**.

- 9 Click **OK** to close the **Internet Protocol (TCP/IP) Properties** window.

Click **OK** to close the **Local Area Connection Properties** window. **Verifying Settings**

- 1 Click **Start > All Programs > Accessories > Command Prompt**.
- 2 In the **Command Prompt** window, type "ipconfig" and then press [ENTER].

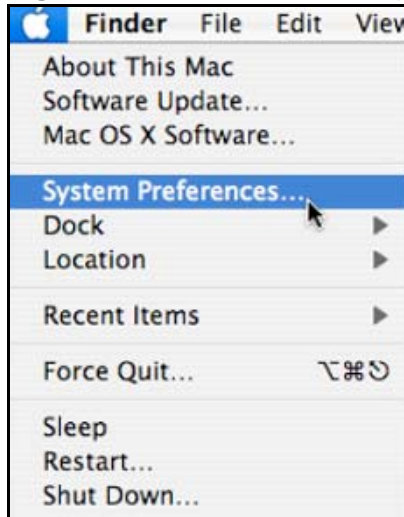
You can also go to **Start > Control Panel > Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab to view your IP address and connection information.

Mac OS X: 10.3 and 10.4

The screens in this section are from Mac OS X 10.4 but can also apply to 10.3.

- 1 Click **Apple** > **System Preferences**.

Figure 82 Mac OS X 10.4: Apple Menu



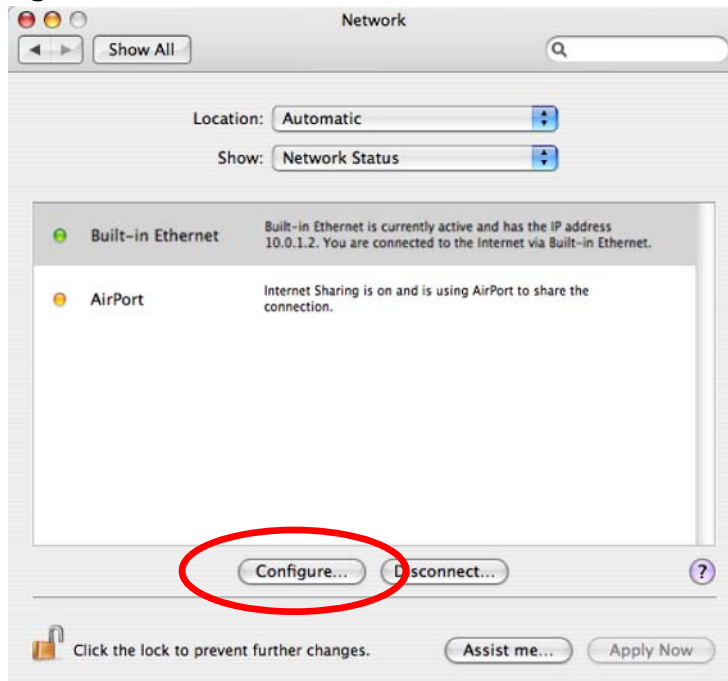
- 2 In the **System Preferences** window, click the **Network** icon.

Figure 83 Mac OS X 10.4: System Preferences



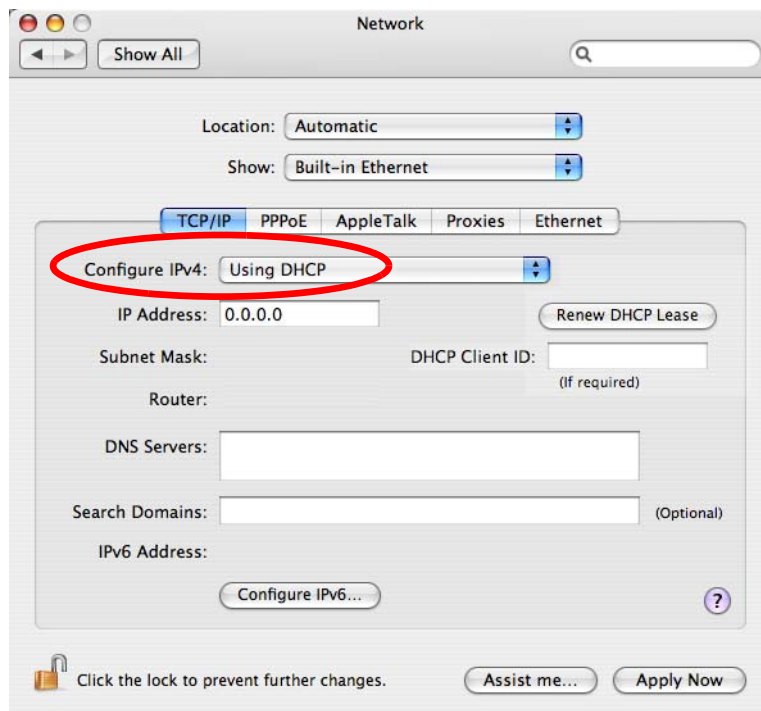
- 3 When the **Network** preferences pane opens, select **Built-in Ethernet** from the network connection type list, and then click **Configure**.

Figure 84 Mac OS X 10.4: Network Preferences



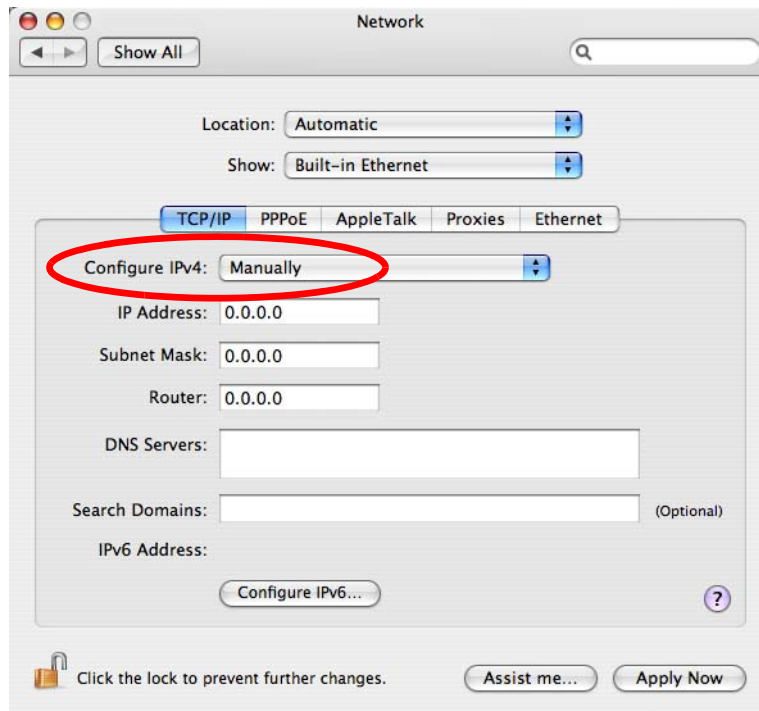
- 4 For dynamically assigned settings, select **Using DHCP** from the **Configure IPv4** list in the **TCP/IP** tab.

Figure 85 Mac OS X 10.4: Network Preferences > TCP/IP Tab.



- 5 For statically assigned settings, do the following:
- From the **Configure IPv4** list, select **Manually**.
 - In the **IP Address** field, type your IP address.
 - In the **Subnet Mask** field, type your subnet mask.
 - In the **Router** field, type the IP address of your device.

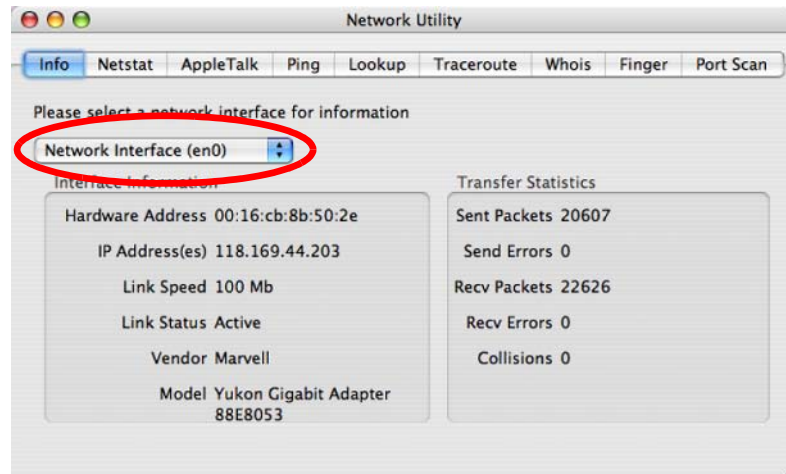
Figure 86 Mac OS X 10.4: Network Preferences > Ethernet



Click **Apply Now** and close the window. **Verifying Settings**

Check your TCP/IP properties by clicking **Applications > Utilities > Network Utilities**, and then selecting the appropriate **Network Interface** from the **Info** tab.

Figure 87 Mac OS X 10.4: Network Utility

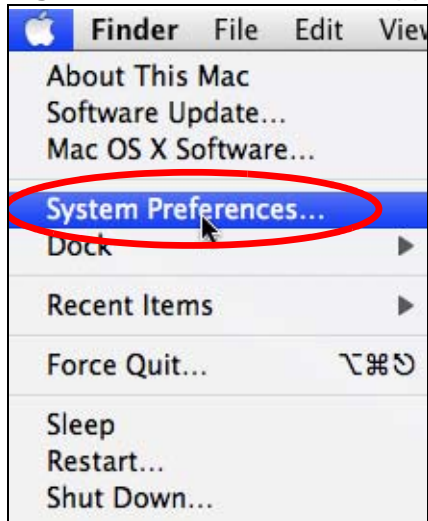


Mac OS X: 10.5

The screens in this section are from Mac OS X 10.5.

- 1 Click **Apple** > **System Preferences**.

Figure 88 Mac OS X 10.5: Apple Menu



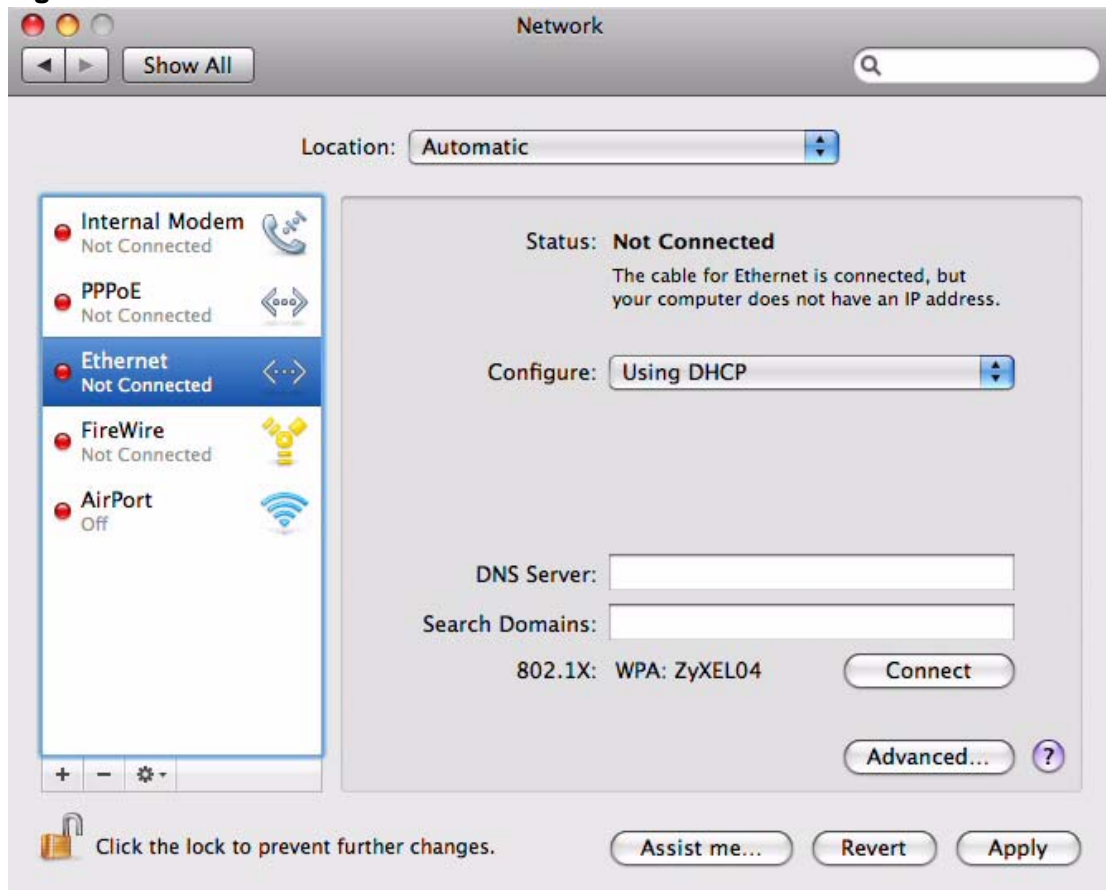
- 2 In **System Preferences**, click the **Network** icon.

Figure 89 Mac OS X 10.5: Systems Preferences



- 3 When the **Network** preferences pane opens, select **Ethernet** from the list of available connection types.

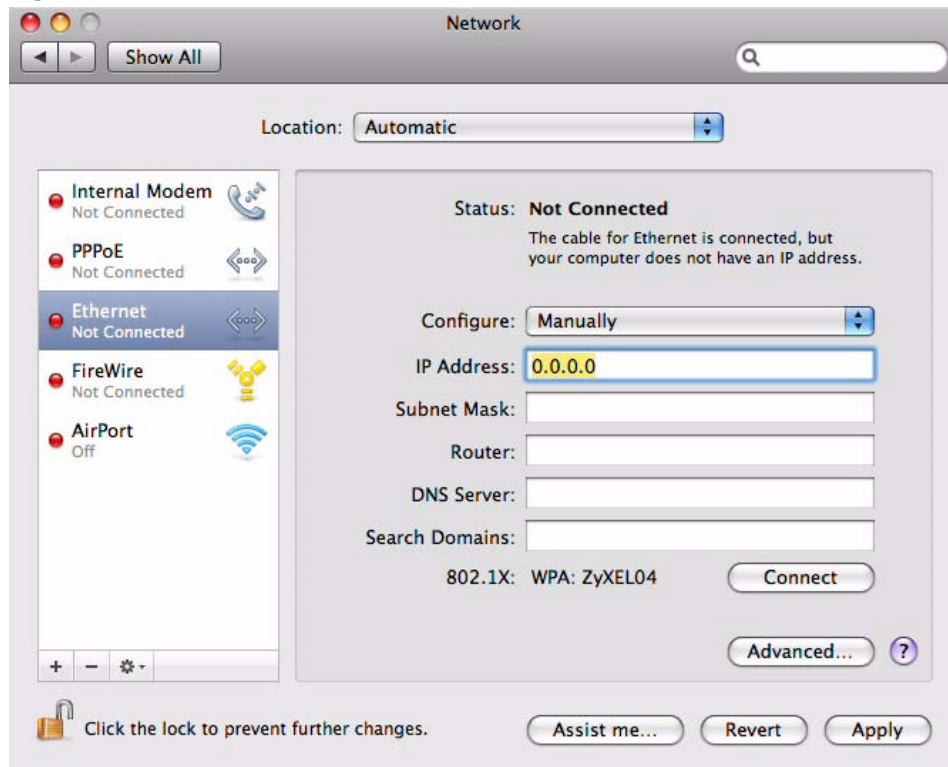
Figure 90 Mac OS X 10.5: Network Preferences > Ethernet



- 4 From the **Configure** list, select **Using DHCP** for dynamically assigned settings.
- 5 For statically assigned settings, do the following:
 - From the **Configure** list, select **Manually**.
 - In the **IP Address** field, enter your IP address.
 - In the **Subnet Mask** field, enter your subnet mask.

- In the **Router** field, enter the IP address of your WiMAX Modem.

Figure 91 Mac OS X 10.5: Network Preferences > Ethernet

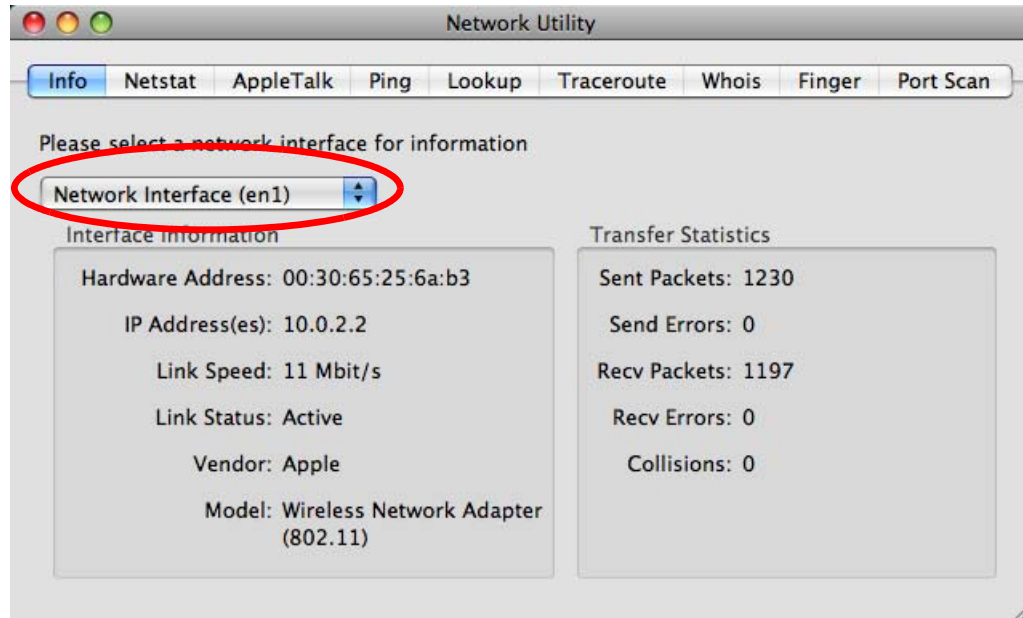


- 6 Click **Apply** and close the window.

Verifying Settings

Check your TCP/IP properties by clicking **Applications > Utilities > Network Utilities**, and then selecting the appropriate **Network interface** from the **Info** tab.

Figure 92 Mac OS X 10.5: Network Utility



Linux: Ubuntu 8 (GNOME)

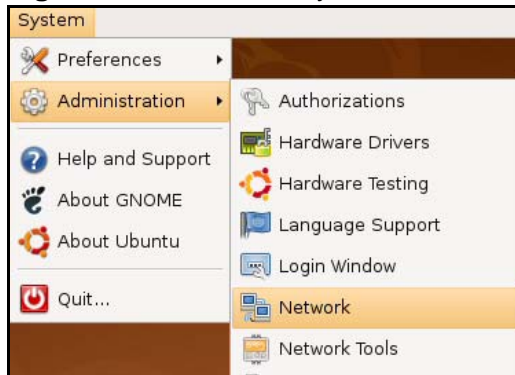
This section shows you how to configure your computer's TCP/IP settings in the GNU Object Model Environment (GNOME) using the Ubuntu 8 Linux distribution. The procedure, screens and file locations may vary depending on your specific distribution, release version, and individual configuration. The following screens use the default Ubuntu 8 installation.

Note: Make sure you are logged in as the root administrator.

Follow the steps below to configure your computer IP address in GNOME:

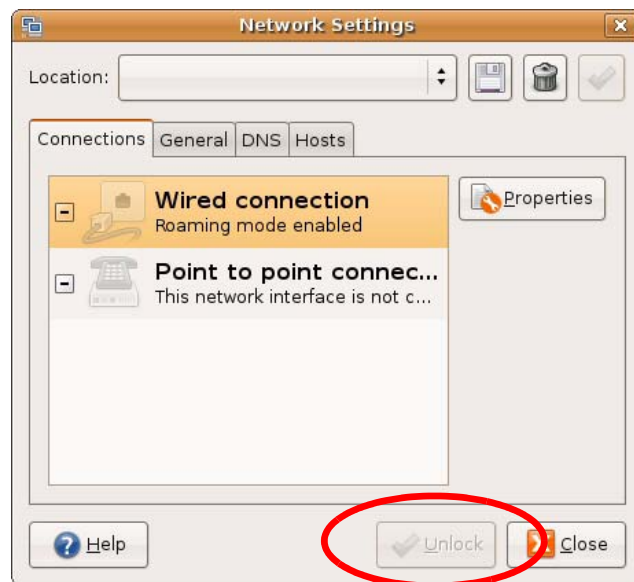
- 1 Click **System > Administration > Network**.

Figure 93 Ubuntu 8: System > Administration Menu



- 2 When the **Network Settings** window opens, click **Unlock** to open the **Authenticate** window. (By default, the **Unlock** button is greyed out until clicked.) You cannot make changes to your configuration unless you first enter your admin password.

Figure 94 Ubuntu 8: Network Settings > Connections



- 3 In the **Authenticate** window, enter your admin account name and password then click the **Authenticate** button.

Figure 95 Ubuntu 8: Administrator Account Authentication



- 4 In the **Network Settings** window, select the connection that you want to configure, then click **Properties**.

Figure 96 Ubuntu 8: Network Settings > Connections



- 5 The **Properties** dialog box opens.

Figure 97 Ubuntu 8: Network Settings > Properties



- In the **Configuration** list, select **Automatic Configuration (DHCP)** if you have a dynamic IP address.
 - In the **Configuration** list, select **Static IP address** if you have a static IP address. Fill in the **IP address**, **Subnet mask**, and **Gateway address** fields.
- 6 Click **OK** to save the changes and close the **Properties** dialog box and return to the **Network Settings** screen.

- 7 If you know your DNS server IP address(es), click the **DNS** tab in the **Network Settings** window and then enter the DNS server information in the fields provided.

Figure 98 Ubuntu 8: Network Settings > DNS



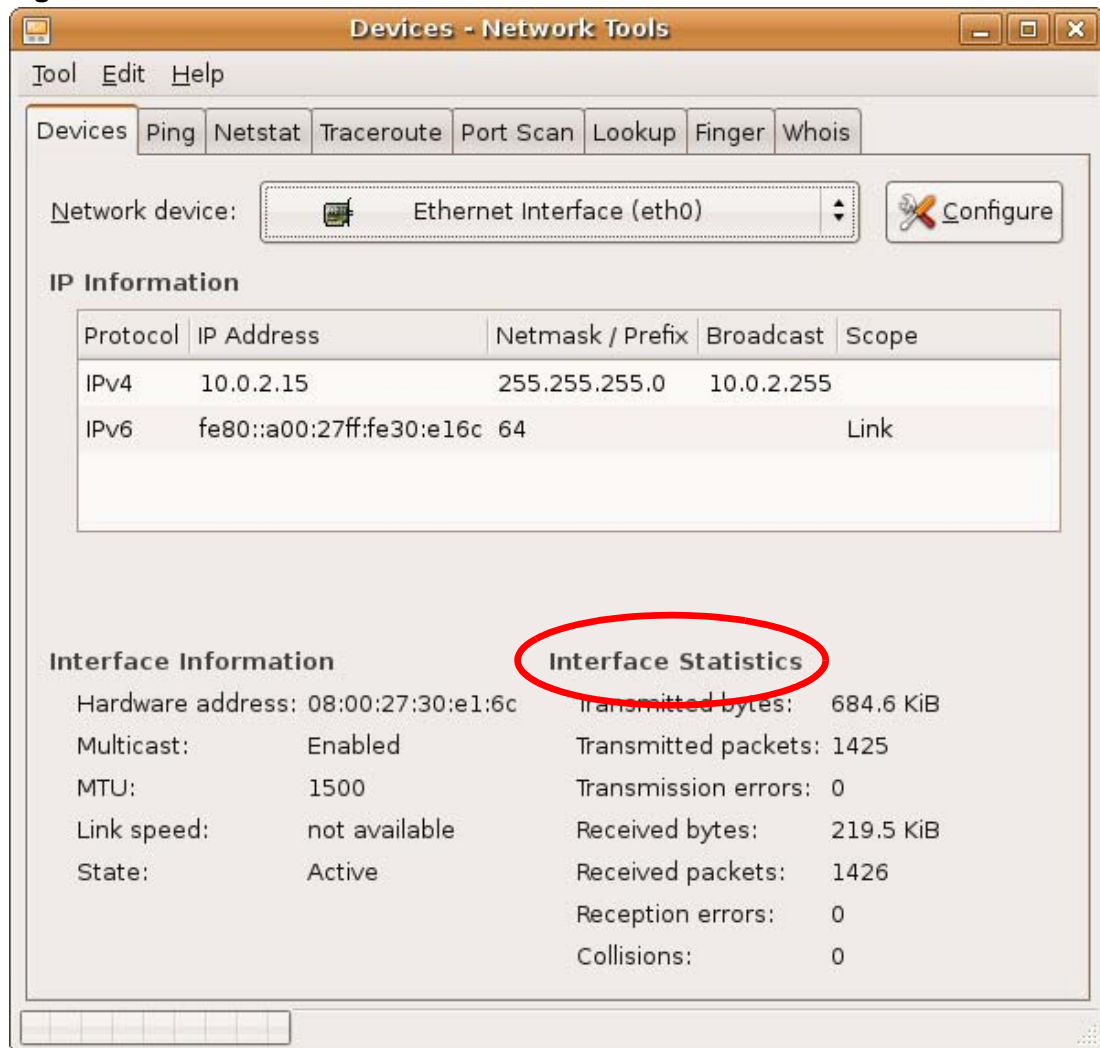
- 8 Click the **Close** button to apply the changes.

Verifying Settings

Check your TCP/IP properties by clicking **System > Administration > Network Tools**, and then selecting the appropriate **Network device** from the **Devices**

tab. The **Interface Statistics** column shows data if your connection is working properly.

Figure 99 Ubuntu 8: Network Tools



Linux: openSUSE 10.3 (KDE)

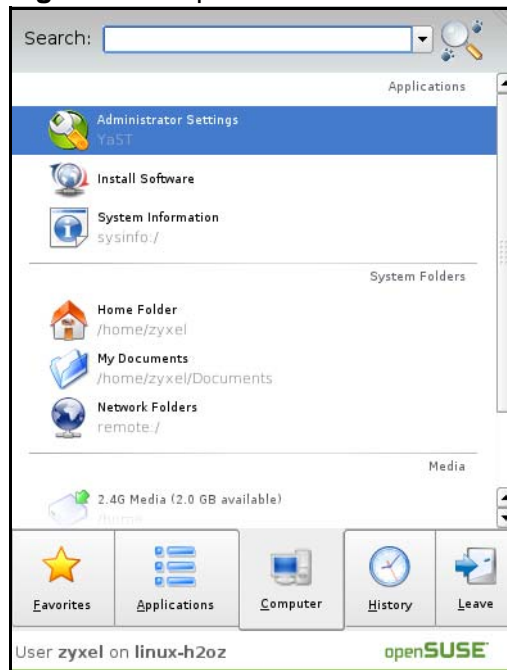
This section shows you how to configure your computer's TCP/IP settings in the K Desktop Environment (KDE) using the openSUSE 10.3 Linux distribution. The procedure, screens and file locations may vary depending on your specific distribution, release version, and individual configuration. The following screens use the default openSUSE 10.3 installation.

Note: Make sure you are logged in as the root administrator.

Follow the steps below to configure your computer IP address in the KDE:

- 1 Click **K Menu > Computer > Administrator Settings (YaST)**.

Figure 100 openSUSE 10.3: K Menu > Computer Menu



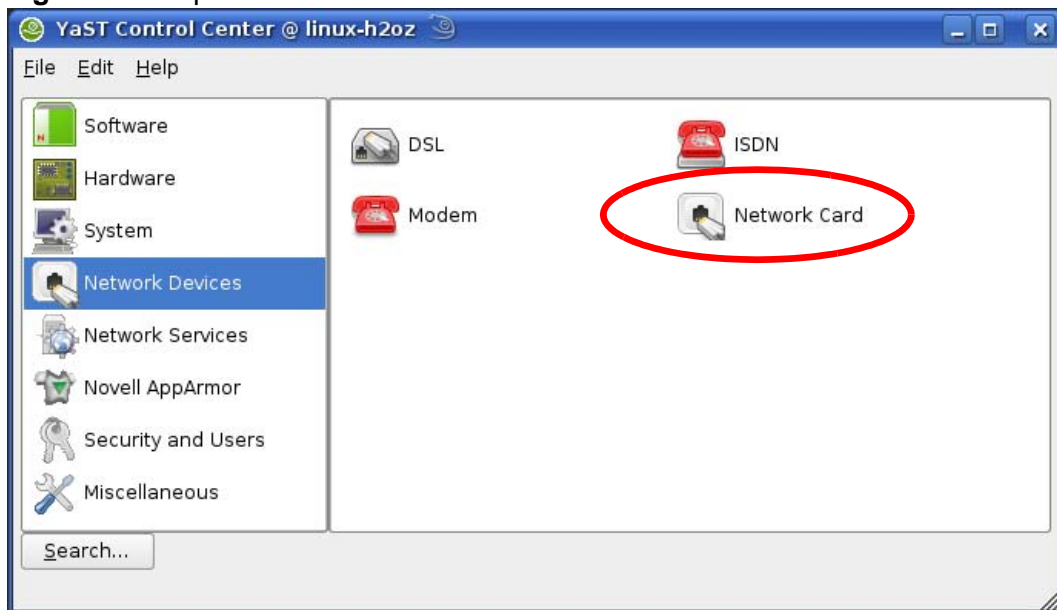
- 2 When the **Run as Root - KDE su** dialog opens, enter the admin password and click **OK**.

Figure 101 openSUSE 10.3: K Menu > Computer Menu



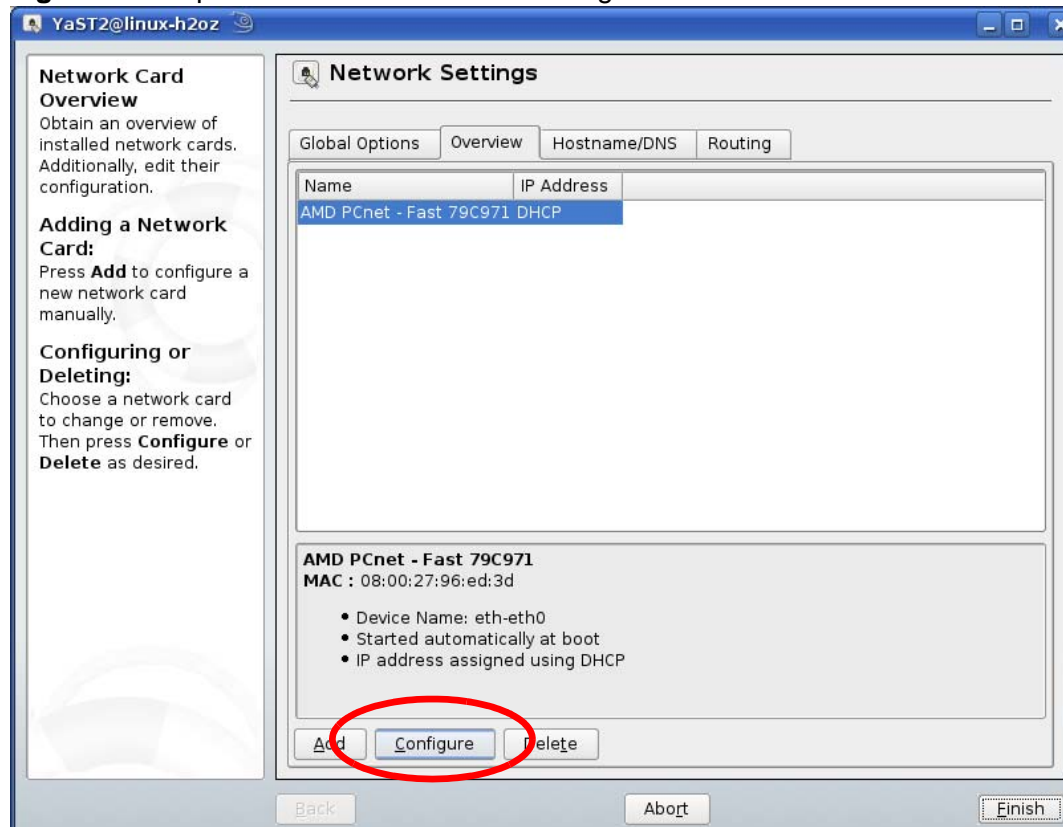
- 3 When the **YaST Control Center** window opens, select **Network Devices** and then click the **Network Card** icon.

Figure 102 openSUSE 10.3: YaST Control Center



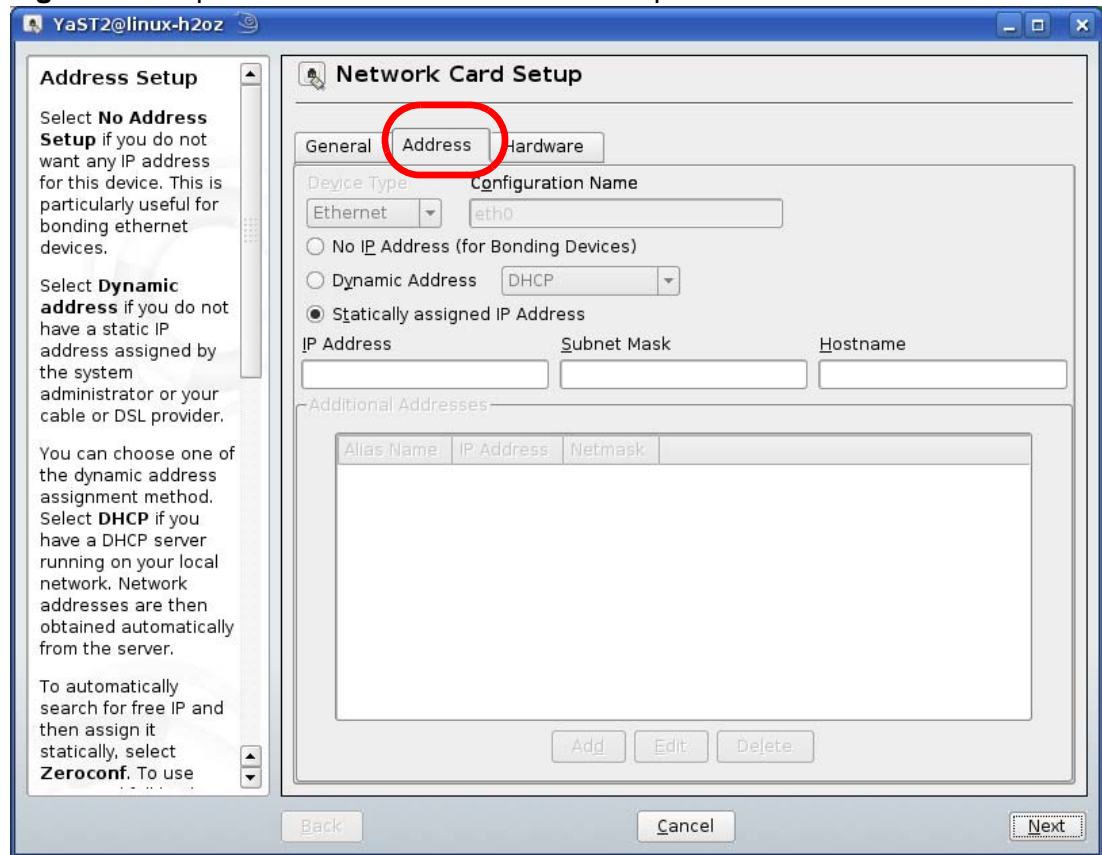
- 4 When the **Network Settings** window opens, click the **Overview** tab, select the appropriate connection **Name** from the list, and then click the **Configure** button.

Figure 103 openSUSE 10.3: Network Settings



- 5 When the **Network Card Setup** window opens, click the **Address** tab

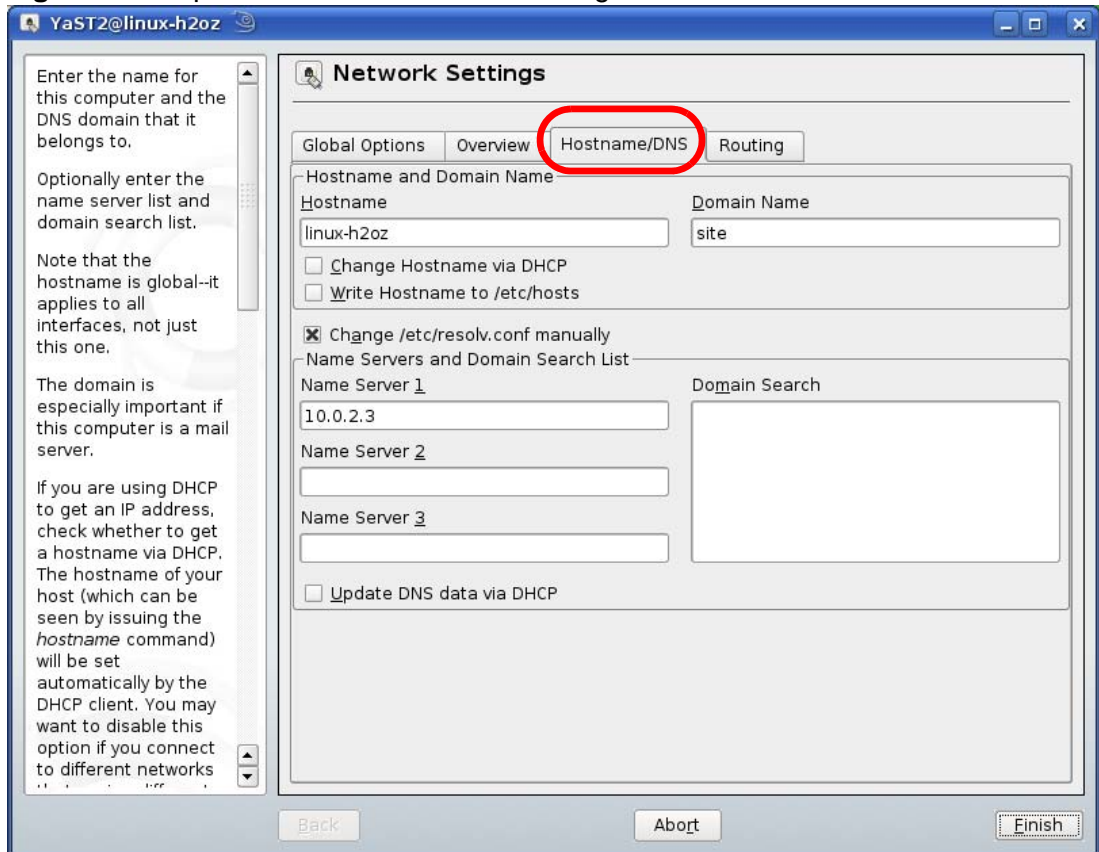
Figure 104 openSUSE 10.3: Network Card Setup



- 6 Select **Dynamic Address (DHCP)** if you have a dynamic IP address.
- Select **Statically assigned IP Address** if you have a static IP address. Fill in the **IP address**, **Subnet mask**, and **Hostname** fields.
- 7 Click **Next** to save the changes and close the **Network Card Setup** window.

- 8 If you know your DNS server IP address(es), click the **Hostname/DNS** tab in **Network Settings** and then enter the DNS server information in the fields provided.

Figure 105 openSUSE 10.3: Network Settings

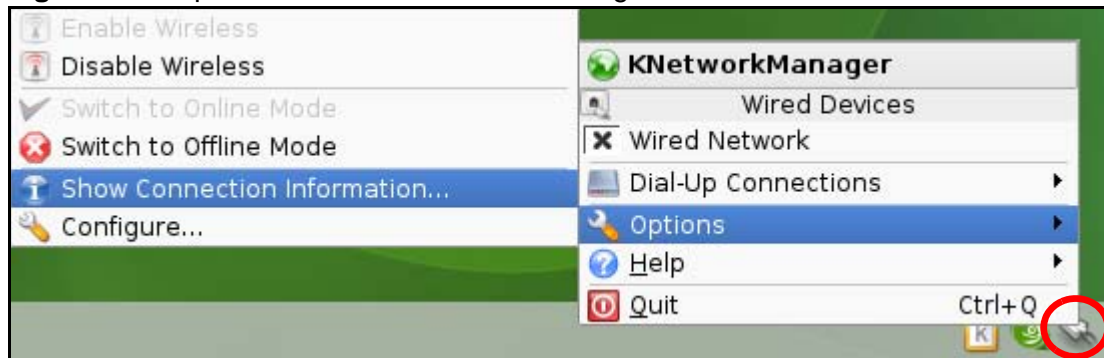


- 9 Click **Finish** to save your settings and close the window.

Verifying Settings

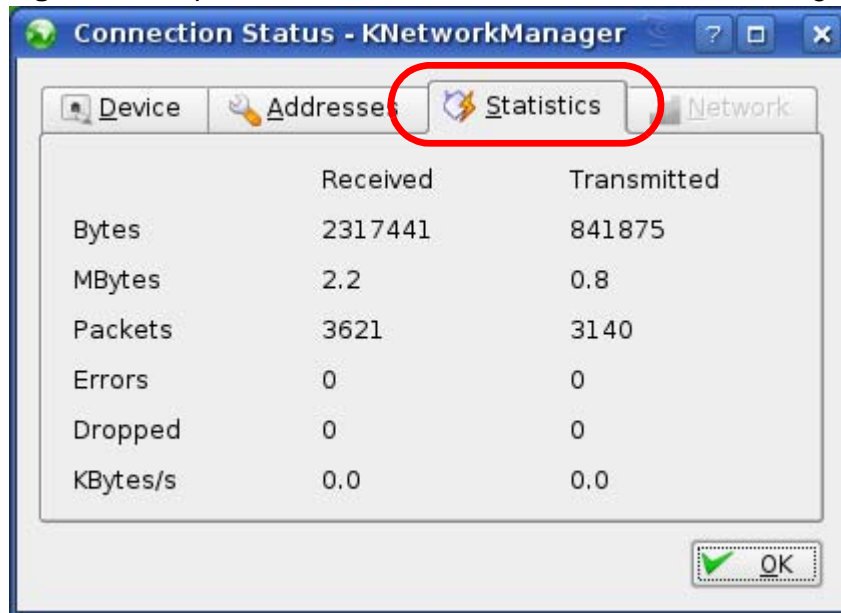
Click the **KNetwork Manager** icon on the **Task bar** to check your TCP/IP properties. From the **Options** sub-menu, select **Show Connection Information**.

Figure 106 openSUSE 10.3: KNetwork Manager



When the **Connection Status - KNetwork Manager** window opens, click the **Statistics** tab to see if your connection is working properly.

Figure 107 openSUSE: Connection Status - KNetwork Manager



Pop-up Windows, JavaScripts and Java Permissions

In order to use the web configurator you need to allow:

- Web browser pop-up windows from your device.
- JavaScripts (enabled by default).
- Java permissions (enabled by default).

Note: Internet Explorer 6 screens are used here. Screens for other Internet Explorer versions may vary.

Internet Explorer Pop-up Blockers

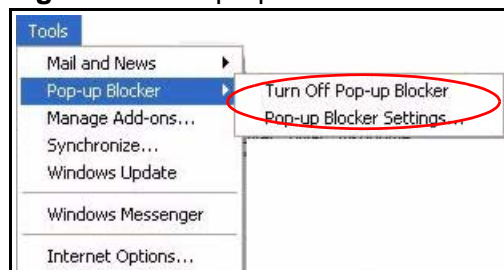
You may have to disable pop-up blocking to log into your device.

Either disable pop-up blocking (enabled by default in Windows XP SP (Service Pack) 2) or allow pop-up blocking and create an exception for your device's IP address.

Disable Pop-up Blockers

- 1 In Internet Explorer, select **Tools, Pop-up Blocker** and then select **Turn Off Pop-up Blocker**.

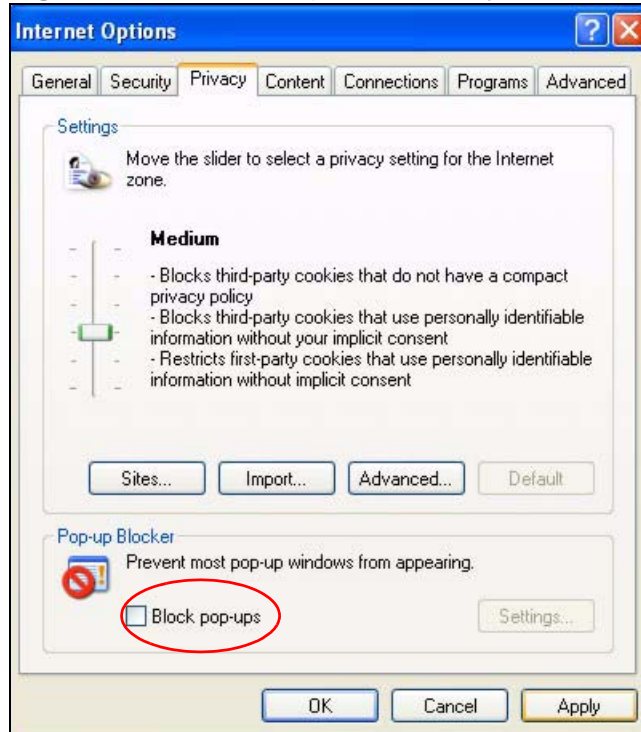
Figure 108 Pop-up Blocker



You can also check if pop-up blocking is disabled in the **Pop-up Blocker** section in the **Privacy** tab.

- 1 In Internet Explorer, select **Tools, Internet Options, Privacy**.
- 2 Clear the **Block pop-ups** check box in the **Pop-up Blocker** section of the screen. This disables any web pop-up blockers you may have enabled.

Figure 109 Internet Options: Privacy



- 3 Click **Apply** to save this setting.

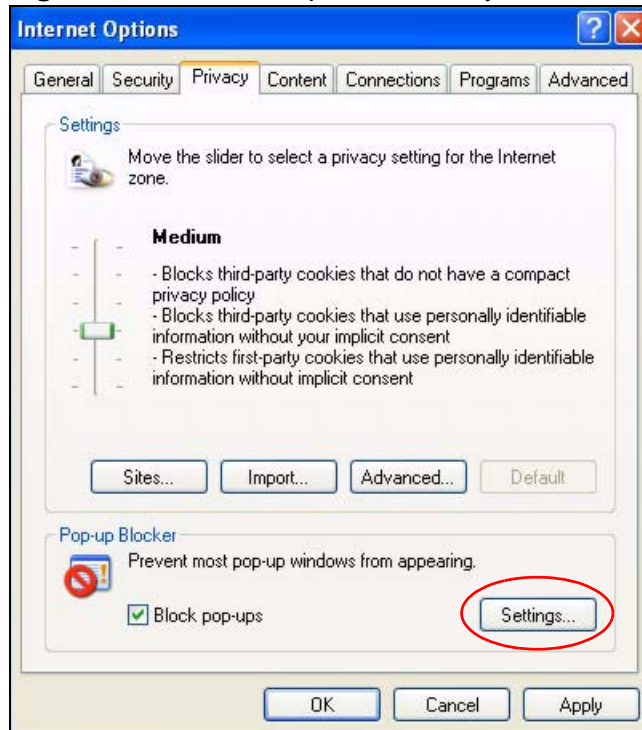
Enable Pop-up Blockers with Exceptions

Alternatively, if you only want to allow pop-up windows from your device, see the following steps.

- 1 In Internet Explorer, select **Tools, Internet Options** and then the **Privacy** tab.

- 2 Select **Settings...** to open the **Pop-up Blocker Settings** screen.

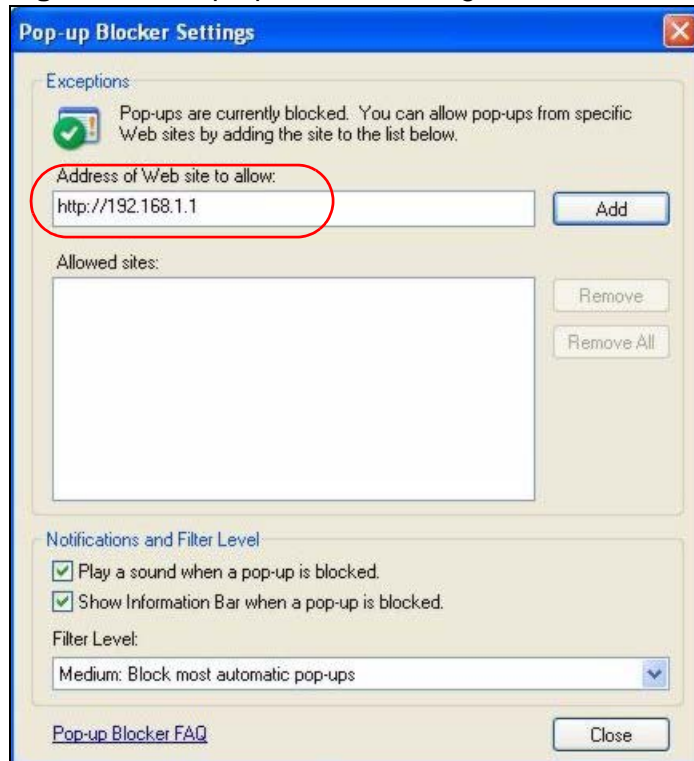
Figure 110 Internet Options: Privacy



- 3 Type the IP address of your device (the web page that you do not want to have blocked) with the prefix "http://". For example, http://192.168.167.1.

- 4 Click **Add** to move the IP address to the list of **Allowed sites**.

Figure 111 Pop-up Blocker Settings



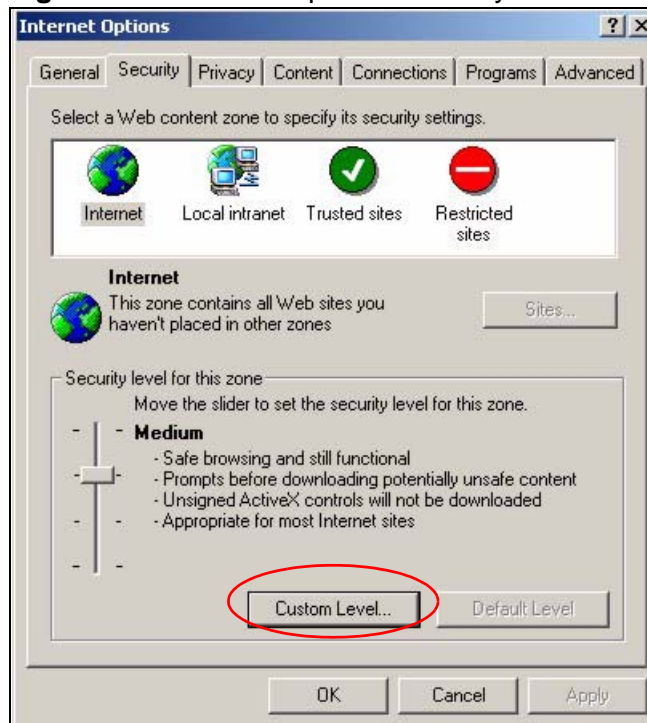
- 5 Click **Close** to return to the **Privacy** screen.
- 6 Click **Apply** to save this setting.

JavaScripts

If pages of the web configurator do not display properly in Internet Explorer, check that JavaScripts are allowed.

- 1 In Internet Explorer, click **Tools**, **Internet Options** and then the **Security** tab.

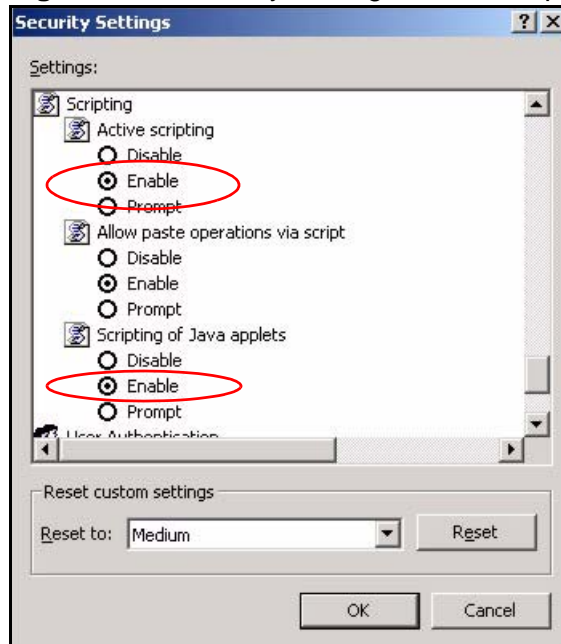
Figure 112 Internet Options: Security



- 2 Click the **Custom Level...** button.
- 3 Scroll down to **Scripting**.
- 4 Under **Active scripting** make sure that **Enable** is selected (the default).
- 5 Under **Scripting of Java applets** make sure that **Enable** is selected (the default).

- 6 Click **OK** to close the window.

Figure 113 Security Settings - Java Scripting

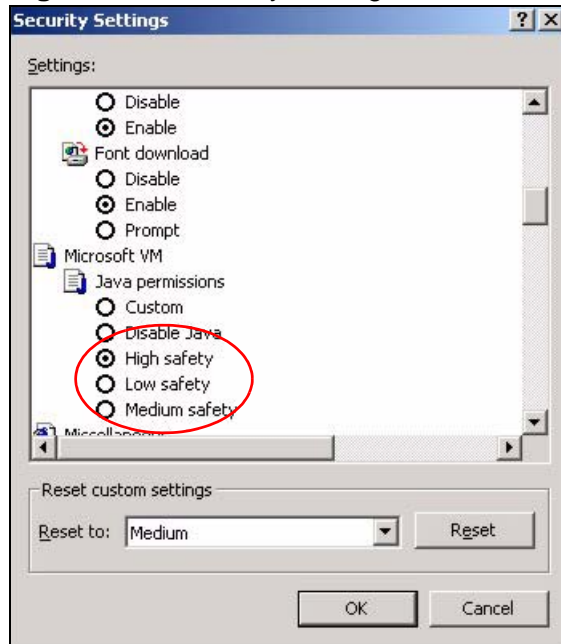


Java Permissions

- 1 From Internet Explorer, click **Tools, Internet Options** and then the **Security** tab.
- 2 Click the **Custom Level...** button.
- 3 Scroll down to **Microsoft VM**.
- 4 Under **Java permissions** make sure that a safety level is selected.

- 5 Click **OK** to close the window.

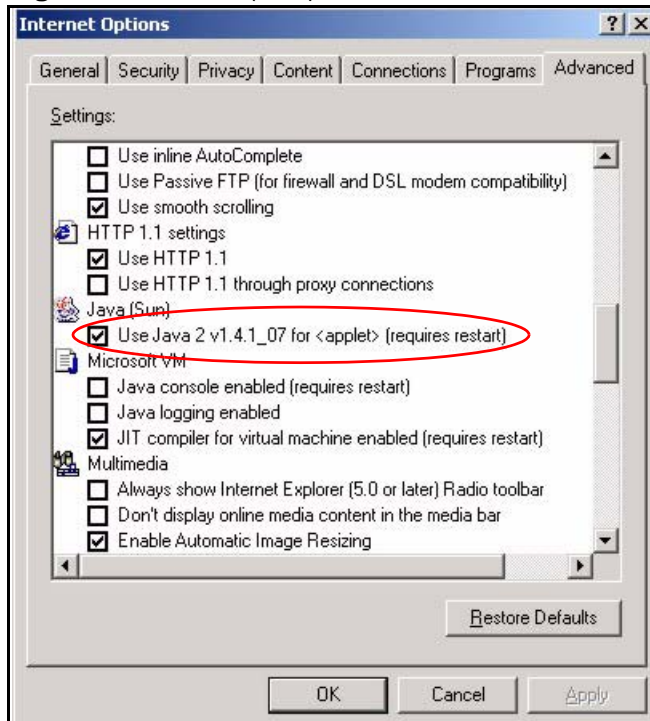
Figure 114 Security Settings - Java



JAVA (Sun)

- 1 From Internet Explorer, click **Tools, Internet Options** and then the **Advanced** tab.
- 2 Make sure that **Use Java 2 for <applet>** under **Java (Sun)** is selected.

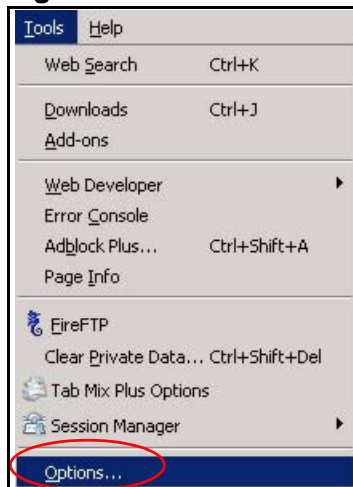
- 3 Click **OK** to close the window.

Figure 115 Java (Sun)

Mozilla Firefox

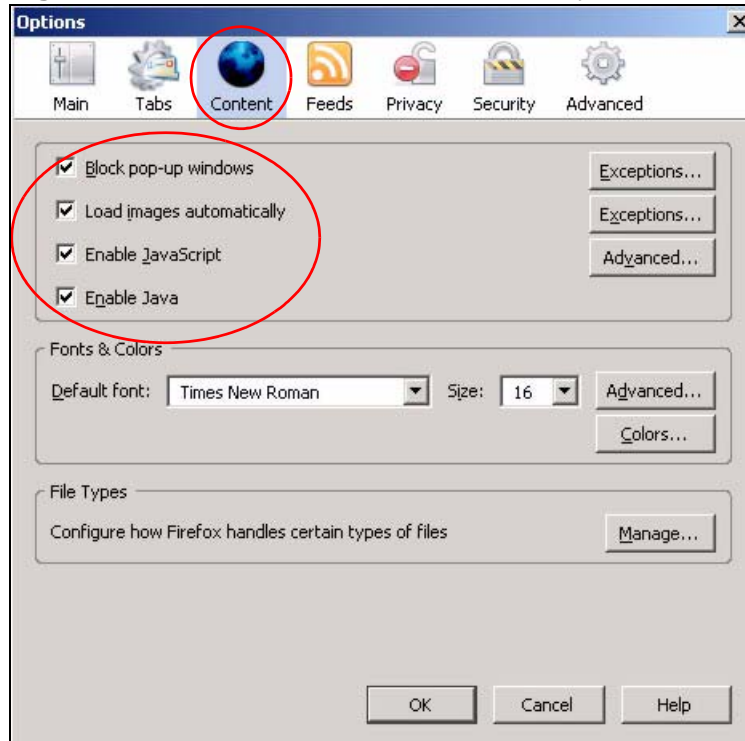
Mozilla Firefox 2.0 screens are used here. Screens for other versions may vary.

You can enable Java, Javascripts and pop-ups in one screen. Click **Tools**, then click **Options** in the screen that appears.

Figure 116 Mozilla Firefox: TOOLS > Options

Click **Content** to show the screen below. Select the check boxes as shown in the following screen.

Figure 117 Mozilla Firefox Content Security



IP Addresses and Subnetting

This appendix introduces IP addresses and subnet masks.

IP addresses identify individual devices on a network. Every networking device (including computers, servers, routers, printers, etc.) needs an IP address to communicate across the network. These networking devices are also known as hosts.

Subnet masks determine the maximum number of possible hosts on a network. You can also use subnet masks to divide one network into multiple sub-networks.

Introduction to IP Addresses

One part of the IP address is the network number, and the other part is the host ID. In the same way that houses on a street share a common street name, the hosts on a network share a common network number. Similarly, as each house has its own house number, each host on the network has its own unique identifying number - the host ID. Routers use the network number to send packets to the correct network, while the host ID determines to which host on the network the packets are delivered.

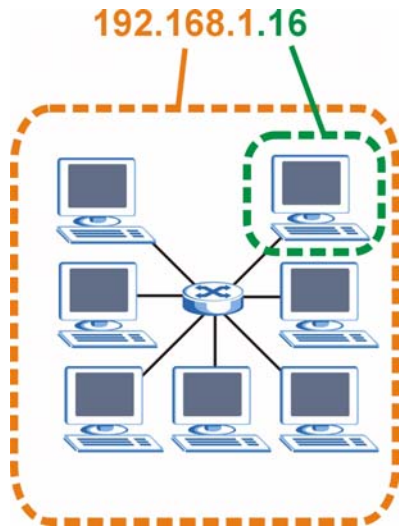
Structure

An IP address is made up of four parts, written in dotted decimal notation (for example, 192.168.100.1). Each of these four parts is known as an octet. An octet is an eight-digit binary number (for example 11000000, which is 192 in decimal notation).

Therefore, each octet has a possible range of 00000000 to 11111111 in binary, or 0 to 255 in decimal.

The following figure shows an example IP address in which the first three octets (192.168.1) are the network number, and the fourth octet (16) is the host ID.

Figure 118 Network Number and Host ID



How much of the IP address is the network number and how much is the host ID varies according to the subnet mask.

Subnet Masks

A subnet mask is used to determine which bits are part of the network number, and which bits are part of the host ID (using a logical AND operation). The term “subnet” is short for “sub-network”.

A subnet mask has 32 bits. If a bit in the subnet mask is a “1” then the corresponding bit in the IP address is part of the network number. If a bit in the subnet mask is “0” then the corresponding bit in the IP address is part of the host ID.

The following example shows a subnet mask identifying the network number (in bold text) and host ID of an IP address (192.168.1.2 in decimal).

Table 71 IP Address Network Number and Host ID Example

	1ST OCTET: (192)	2ND OCTET: (168)	3RD OCTET: (1)	4TH OCTET (2)
IP Address (Binary)	11000000	10101000	00000001	00000010
Subnet Mask (Binary)	11111111	11111111	11111111	00000000
Network Number	11000000	10101000	00000001	
Host ID				00000010

By convention, subnet masks always consist of a continuous sequence of ones beginning from the leftmost bit of the mask, followed by a continuous sequence of zeros, for a total number of 32 bits.

Subnet masks can be referred to by the size of the network number part (the bits with a “1” value). For example, an “8-bit mask” means that the first 8 bits of the mask are ones and the remaining 24 bits are zeroes.

Subnet masks are expressed in dotted decimal notation just like IP addresses. The following examples show the binary and decimal notation for 8-bit, 16-bit, 24-bit and 29-bit subnet masks.

Table 72 Subnet Masks

	BINARY				DECIMAL
	1ST OCTET	2ND OCTET	3RD OCTET	4TH OCTET	
8-bit mask	11111111	00000000	00000000	00000000	255.0.0.0
16-bit mask	11111111	11111111	00000000	00000000	255.255.0.0
24-bit mask	11111111	11111111	11111111	00000000	255.255.255.0
29-bit mask	11111111	11111111	11111111	11111000	255.255.255.248

Network Size

The size of the network number determines the maximum number of possible hosts you can have on your network. The larger the number of network number bits, the smaller the number of remaining host ID bits.

An IP address with host IDs of all zeros is the IP address of the network (192.168.1.0 with a 24-bit subnet mask, for example). An IP address with host IDs of all ones is the broadcast address for that network (192.168.1.255 with a 24-bit subnet mask, for example).

As these two IP addresses cannot be used for individual hosts, calculate the maximum number of possible hosts in a network as follows:

Table 73 Maximum Host Numbers

SUBNET MASK		HOST ID SIZE		MAXIMUM NUMBER OF HOSTS
8 bits	255.0.0.0	24 bits	$2^{24} - 2$	16777214
16 bits	255.255.0.0	16 bits	$2^{16} - 2$	65534
24 bits	255.255.255.0	8 bits	$2^8 - 2$	254
29 bits	255.255.255.248	3 bits	$2^3 - 2$	6