D

Setting up Your Computer's IP Address

All computers must have a 10M or 100M Ethernet adapter card and TCP/IP installed.

Windows 95/98/Me/NT/2000/XP, Macintosh OS 7 and later operating systems and all versions of UNIX/LINUX include the software components you need to install and use TCP/IP on your computer. Windows 3.1 requires the purchase of a third-party TCP/IP application package.

TCP/IP should already be installed on computers using Windows NT/2000/XP, Macintosh OS 7 and later operating systems.

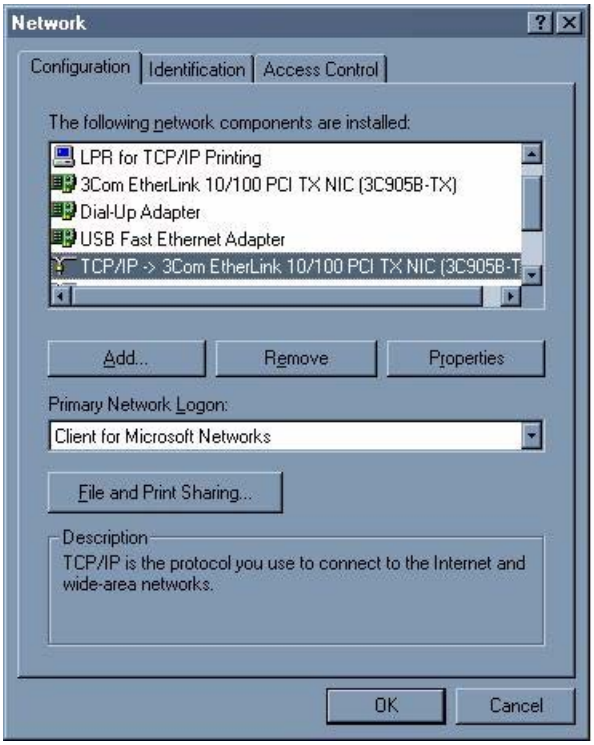
After the appropriate TCP/IP components are installed, configure the TCP/IP settings in order to "communicate" with your network.

If you manually assign IP information instead of using dynamic assignment, make sure that your computers have IP addresses that place them in the same subnet as the ZyXEL Device's LAN port.

Windows 95/98/Me

Click **Start**, **Settings**, **Control Panel** and double-click the **Network** icon to open the **Network** window

Figure 73 WIndows 95/98/Me: Network: Configuration



Installing Components

The **Network** window **Configuration** tab displays a list of installed components. You need a network adapter, the TCP/IP protocol and Client for Microsoft Networks.

If you need the adapter:

1. In the **Network** window, click **Add**.
2. Select **Adapter** and then click **Add**.
3. Select the manufacturer and model of your network adapter and then click **OK**.

If you need TCP/IP:

1. In the **Network** window, click **Add**.
2. Select **Protocol** and then click **Add**.
3. Select **Microsoft** from the list of **manufacturers**.
4. Select **TCP/IP** from the list of network protocols and then click **OK**.

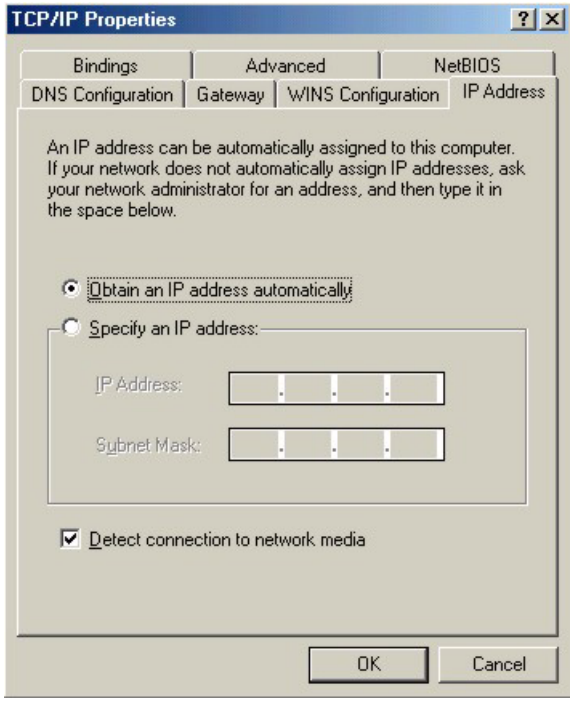
If you need Client for Microsoft Networks:

1. Click **Add**.
2. Select **Client** and then click **Add**.
3. Select **Microsoft** from the list of manufacturers.
4. Select **Client for Microsoft Networks** from the list of network clients and then click **OK**.
5. Restart your computer so the changes you made take effect.

Configuring

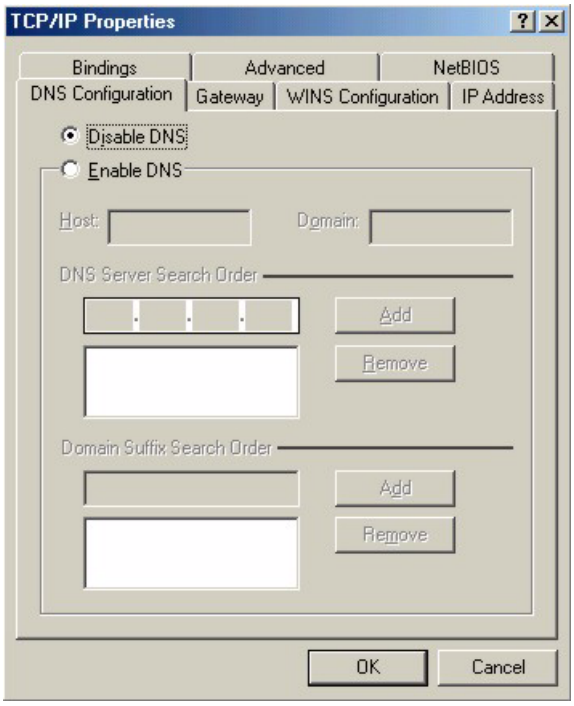
1. In the **Network** window **Configuration** tab, select your network adapter's TCP/IP entry and click **Properties**
2. Click the **IP Address** tab.
   - If your IP address is dynamic, select **Obtain an IP address automatically**.
   - If you have a static IP address, select **Specify an IP address** and type your information into the **IP Address** and **Subnet Mask** fields.

Figure 74 Windows 95/98/Me: TCP/IP Properties: IP Address



3. Click the **DNS** Configuration tab.
   - If you do not know your DNS information, select **Disable DNS**.
   - If you know your DNS information, select **Enable DNS** and type the information in the fields below (you may not need to fill them all in).

Figure 75 Windows 95/98/Me: TCP/IP Properties: DNS Configuration



4 Click the **Gateway** tab.
   - If you do not know your gateway's IP address, remove previously installed gateways.
   - If you have a gateway IP address, type it in the **New gateway field** and click **Add**.
5 Click **OK** to save and close the **TCP/IP Properties** window.
6 Click **OK** to close the **Network** window. Insert the Windows CD if prompted.
7 Turn on your ZyXEL Device and restart your computer when prompted.

Verifying Settings

1 Click **Start** and then **Run**.
2 In the **Run** window, type "winipcfg" and then click **OK** to open the **IP Configuration** window.
3 Select your network adapter. You should see your computer's IP address, subnet mask and default gateway.

Windows 2000/NT/XP

1 For Windows XP, click **start**, **Control Panel**. In Windows 2000/NT, click **Start**, **Settings**, **Control Panel**.

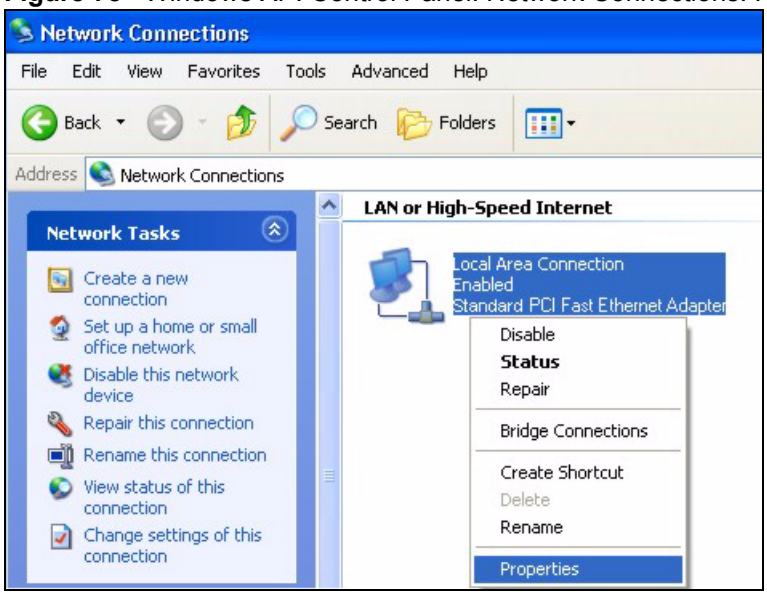
Figure 76 Windows XP: Start Menu

2 For Windows XP, click **Network Connections**. For Windows 2000/NT, click **Network and Dial-up Connections**.

Figure 77 Windows XP: Control Panel

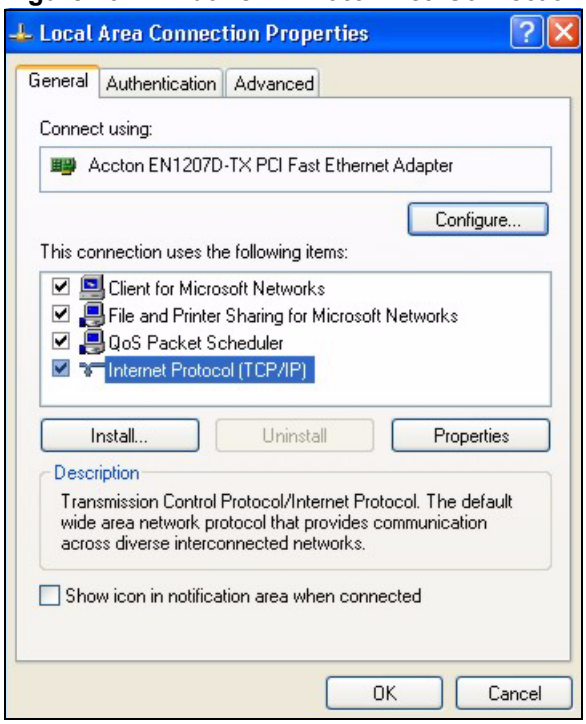
3 Right-click **Local Area Connection** and then click **Properties**.

Figure 78 Windows XP: Control Panel: Network Connections: Properties



4 Select **Internet Protocol (TCP/IP)** (under the **General** tab in Win XP) and click **Properties**.

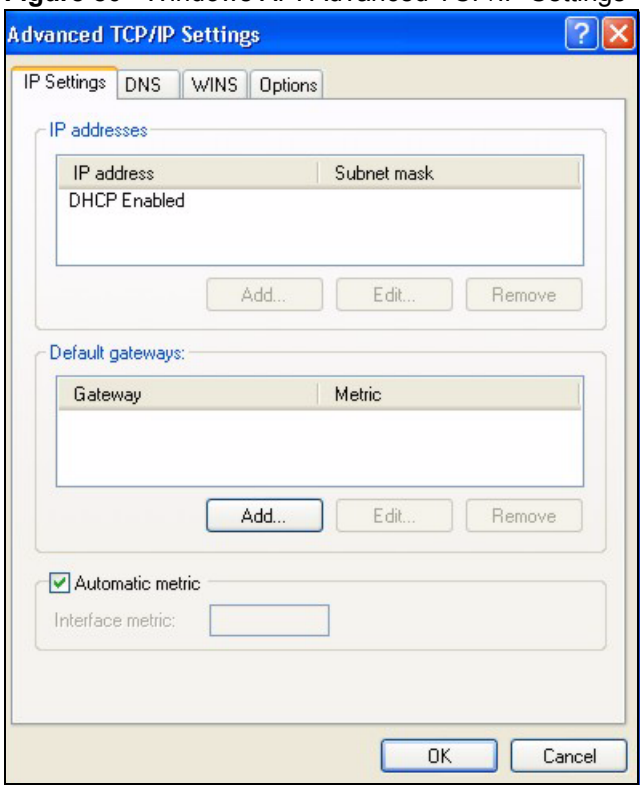
Figure 79 Windows XP: Local Area Connection Properties



5 The **Internet Protocol TCP/IP Properties** window opens (the **General tab** in Windows XP).

- If you have a dynamic IP address click **Obtain an IP address automatically**.
- If you have a static IP address click **Use the following IP Address** and fill in the **IP address**, **Subnet mask**, and **Default gateway** fields. Click **Advanced**.

Figure 80 Windows XP: Advanced TCP/IP Settings



6 If you do not know your gateway's IP address, remove any previously installed gateways in the **IP Setting**s tab and click **OK**.

Do one or more of the following if you want to configure additional IP addresses:

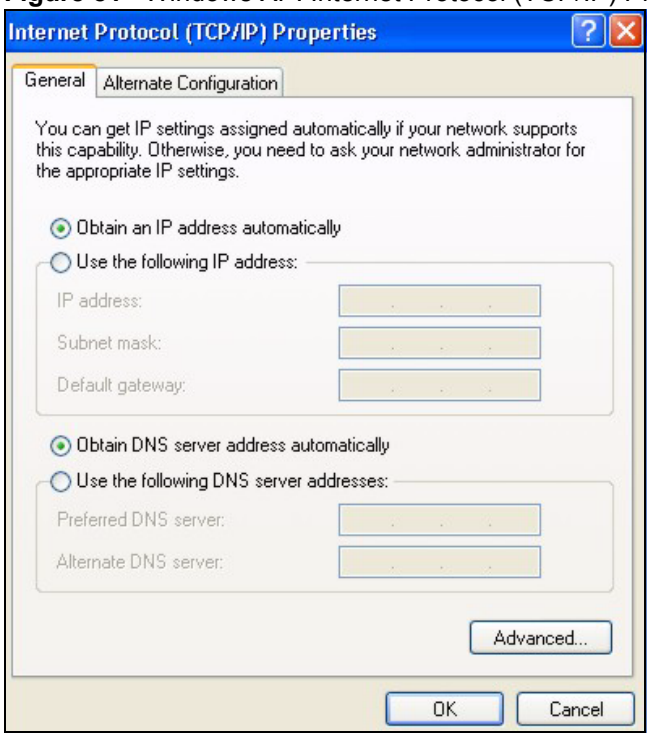
- In the **IP Settings** tab, in IP addresses, click **Add**.
- In **TCP/IP Address**, type an IP address in **IP address** and a subnet mask in **Subnet mask**, and then click **Add**.
- Repeat the above two steps for each IP address you want to add.
- Configure additional default gateways in the **IP Settings** tab by clicking **Add** in **Default gateways**.
- In **TCP/IP Gateway Address**, type the IP address of the default gateway in **Gateway**. To manually configure a default metric (the number of transmission hops), clear the **Automatic metric** check box and type a metric in **Metric**.
- Click **Add**.
- Repeat the previous three steps for each default gateway you want to add.
- Click **OK** when finished.

7 In the **Internet Protocol TCP/IP Properties** window (the **General tab** in Windows XP):

- Click **Obtain DNS server address automatically** if you do not know your DNS server IP address(es).
- If you know your DNS server IP address(es), click **Use the following DNS server addresses**, and type them in the **Preferred DNS server** and **Alternate DNS server** fields.

  If you have previously configured DNS servers, click **Advanced** and then the **DNS** tab to order them.

Figure 81 Windows XP: Internet Protocol (TCP/IP) Properties



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

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

10 Turn on your ZyXEL Device and restart your computer (if prompted).

Verifying Settings

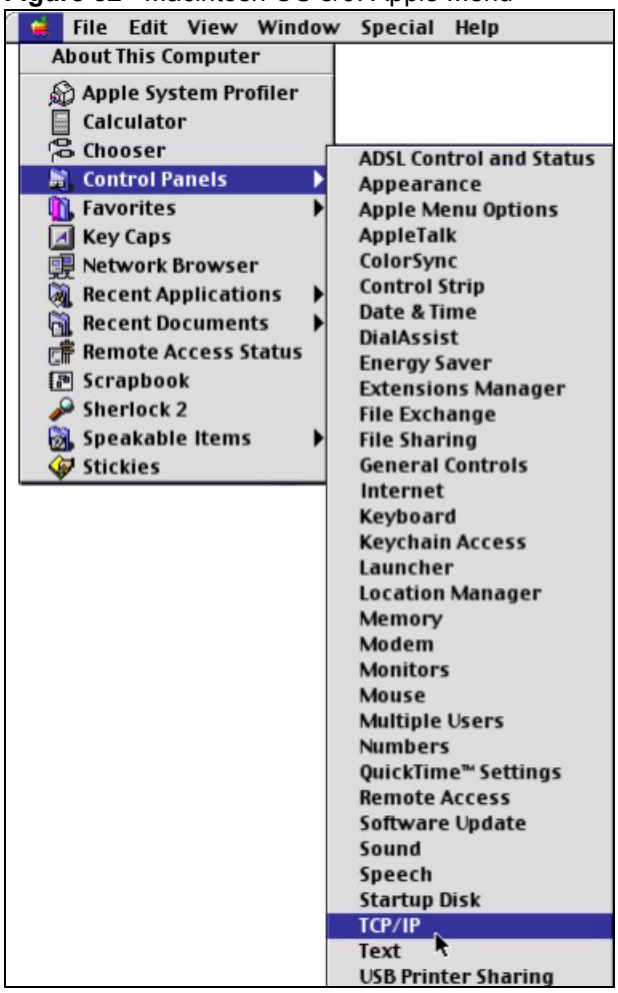
1 Click **Start**, **All Programs**, **Accessories** and then **Command Prompt**.

2 In the **Command Prompt** window, type "ipconfig" and then press [ENTER]. You can also open **Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab.

Macintosh OS 8/9

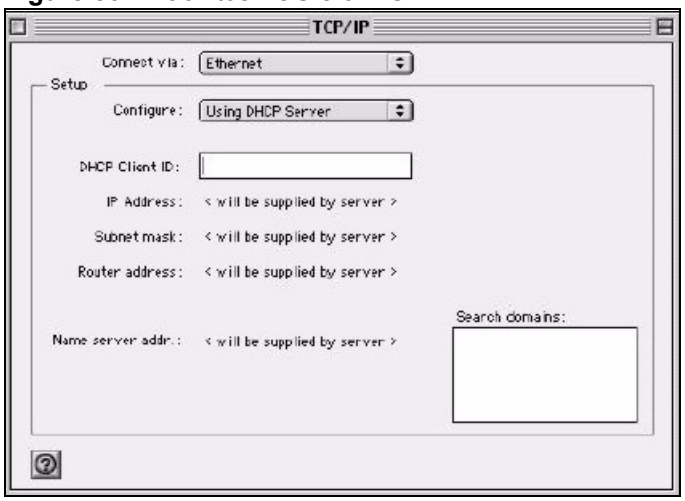
1 Click the **Apple** menu, **Control Panel** and double-click **TCP/IP** to open the **TCP/IP Control Panel**.

Figure 82 Macintosh OS 8/9: Apple Menu



2 Select **Ethernet built-in** from the **Connect via** list.

Figure 83 Macintosh OS 8/9: TCP/IP



3 For dynamically assigned settings, select **Using DHCP Server** from the **Configure:** list.

4 For statically assigned settings, do the following:

- From the **Configure** box, select **Manually**.

- Type your IP address in the **IP Address** box.
- Type your subnet mask in the **Subnet mask** box.
- Type the IP address of your ZyXEL Device in the **Router address** box.

5 Close the **TCP/IP Control Panel**.

6 Click **Save** if prompted, to save changes to your configuration.

7 Turn on your ZyXEL Device and restart your computer (if prompted).

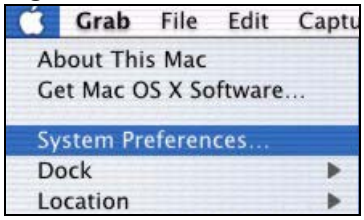
Verifying Settings

Check your TCP/IP properties in the **TCP/IP Control Panel** window.

Macintosh OS X

1 Click the **Apple** menu, and click **System Preferences** to open the **System Preferences** window.

Figure 84 Macintosh OS X: Apple Menu

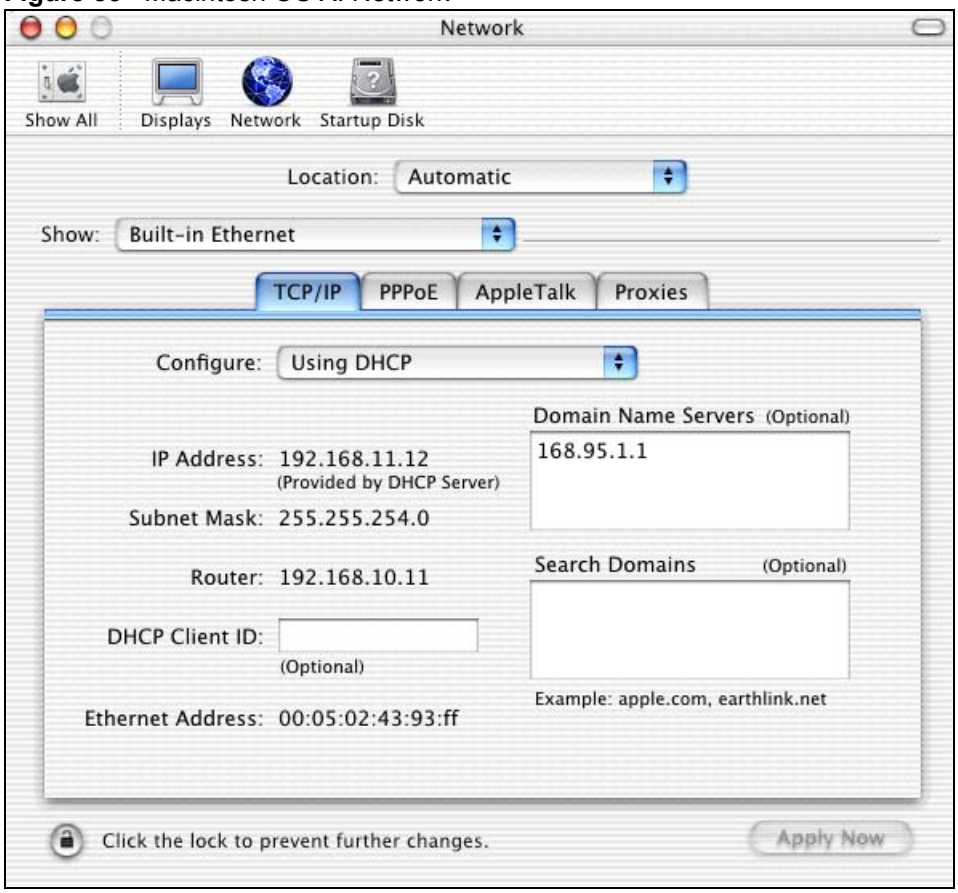


2 Click **Network** in the icon bar.

- Select **Automatic** from the **Location** list.
- Select **Built-in Ethernet** from the **Show** list.
- Click the **TCP/IP** tab.

3 For dynamically assigned settings, select **Using DHCP** from the **Configure** list.

Figure 85 Macintosh OS X: Network



4 For statically assigned settings, do the following:
   - From the **Configure** box, select **Manually**.
   - Type your IP address in the **IP Address** box.
   - Type your subnet mask in the **Subnet mask** box.
   - Type the IP address of your ZyXEL Device in the **Router address** box.
5 Click **Apply Now** and close the window.
6 Turn on your ZyXEL Device and restart your computer (if prompted).

Verifying Settings

Check your TCP/IP properties in the **Network** window.

E

Wireless LANs

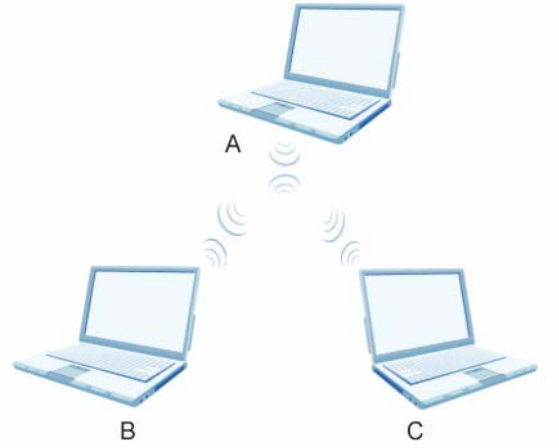
Wireless LAN Topologies

This section discusses ad-hoc and infrastructure wireless LAN topologies.

Ad-hoc Wireless LAN Configuration

The simplest WLAN configuration is an independent (Ad-hoc) WLAN that connects a set of computers with wireless adapters (A, B, C). Any time two or more wireless adapters are within range of each other, they can set up an independent network, which is commonly referred to as an ad-hoc network or Independent Basic Service Set (IBSS). The following diagram shows an example of notebook computers using wireless adapters to form an ad-hoc wireless LAN.

Figure 86 Peer-to-Peer Communication in an Ad-hoc Network

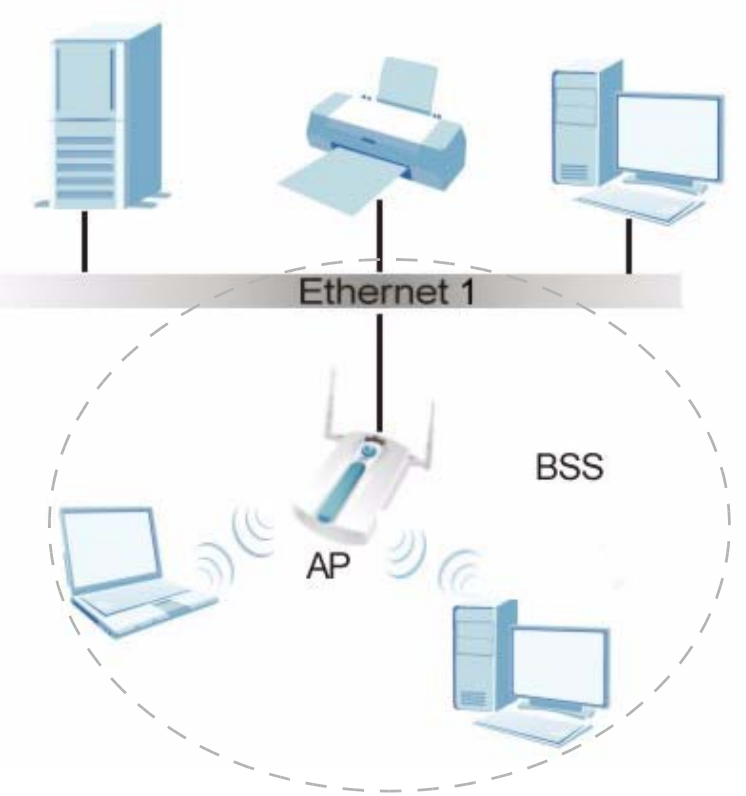


BSS

A Basic Service Set (BSS) exists when all communications between wireless clients or between a wireless client and a wired network client go through one access point (AP).

Intra-BSS traffic is traffic between wireless clients in the BSS. When Intra-BSS is enabled, wireless client **A** and **B** can access the wired network and communicate with each other. When Intra-BSS is disabled, wireless client **A** and **B** can still access the wired network but cannot communicate with each other.

Figure 87 Basic Service Set



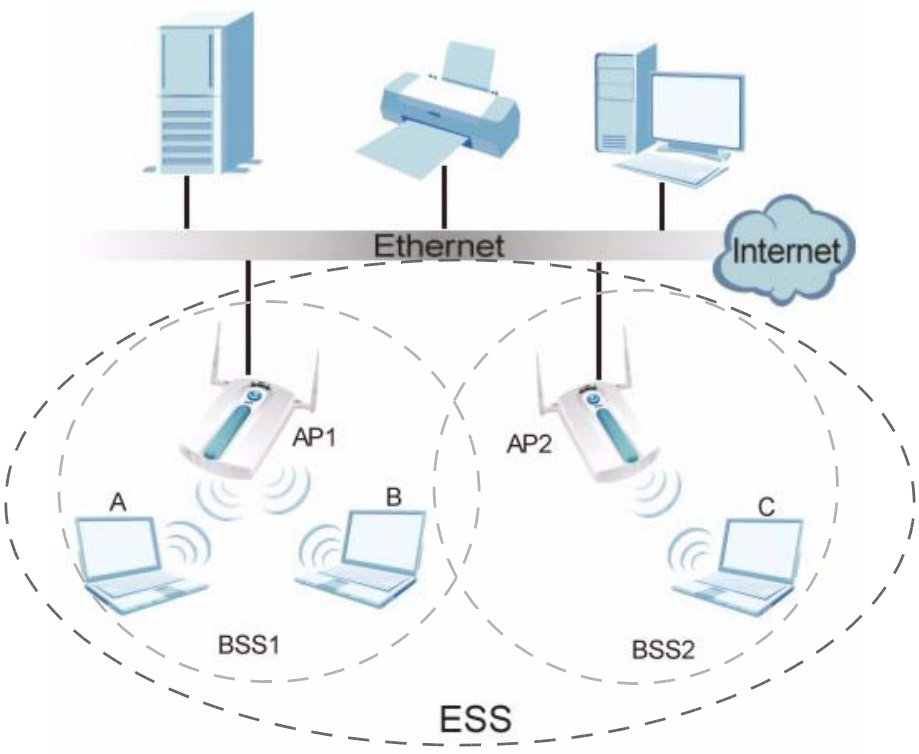
ESS

An Extended Service Set (ESS) consists of a series of overlapping BSSs, each containing an access point, with each access point connected together by a wired network. This wired connection between APs is called a Distribution System (DS).

This type of wireless LAN topology is called an Infrastructure WLAN. The Access Points not only provide communication with the wired network but also mediate wireless network traffic in the immediate neighborhood.

An ESSID (ESS IDentification) uniquely identifies each ESS. All access points and their associated wireless clients within the same ESS must have the same ESSID in order to communicate.

Figure 88 Infrastructure WLAN



Channel

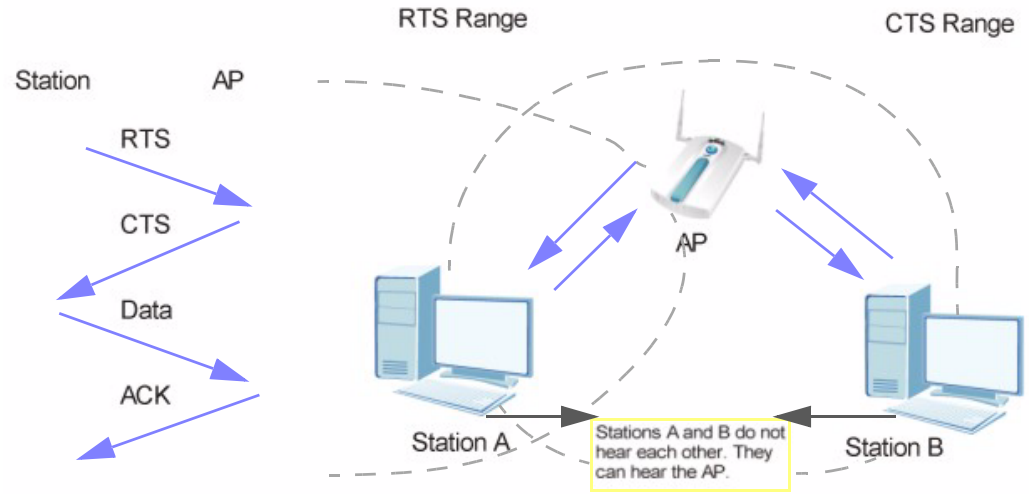
A channel is the radio frequency(ies) used by IEEE 802.11a/b/g wireless devices. Channels available depend on your geographical area. You may have a choice of channels (for your region) so you should use a different channel than an adjacent AP (access point) to reduce interference. Interference occurs when radio signals from different access points overlap causing interference and degrading performance.

Adjacent channels partially overlap however. To avoid interference due to overlap, your AP should be on a channel at least five channels away from a channel that an adjacent AP is using. For example, if your region has 11 channels and an adjacent AP is using channel 1, then you need to select a channel between 6 or 11.

RTS/CTS

A hidden node occurs when two stations are within range of the same access point, but are not within range of each other. The following figure illustrates a hidden node. Both stations (STA) are within range of the access point (AP) or wireless gateway, but out-of-range of each other, so they cannot "hear" each other, that is they do not know if the channel is currently being used. Therefore, they are considered hidden from each other.

Figure 89 RTS/CTS



When station **A** sends data to the AP, it might not know that the station **B** is already using the channel. If these two stations send data at the same time, collisions may occur when both sets of data arrive at the AP at the same time, resulting in a loss of messages for both stations.

RTS/CTS is designed to prevent collisions due to hidden nodes. An **RTS/CTS** defines the biggest size data frame you can send before an RTS (Request To Send)/CTS (Clear to Send) handshake is invoked.

When a data frame exceeds the **RTS/CTS** value you set (between 1 to 2432 bytes), the station that wants to transmit this frame must first send an RTS (Request To Send) message to the AP for permission to send it. The AP then responds with a CTS (Clear to Send) message to all other stations within its range to notify them to defer their transmission. It also reserves and confirms with the requesting station the time frame for the requested transmission.

Stations can send frames smaller than the specified **RTS/CTS** directly to the AP without the RTS (Request To Send)/CTS (Clear to Send) handshake.

You should only configure **RTS/CTS** if the possibility of hidden nodes exists on your network and the "cost" of resending large frames is more than the extra network overhead involved in the RTS (Request To Send)/CTS (Clear to Send) handshake.

If the **RTS/CTS** value is greater than the **Fragmentation Threshold** value (see next), then the RTS (Request To Send)/CTS (Clear to Send) handshake will never occur as data frames will be fragmented before they reach **RTS/CTS** size.

Enabling the RTS Threshold causes redundant network overhead that could negatively affect the throughput performance instead of providing a remedy.

Fragmentation Threshold

A **Fragmentation Threshold** is the maximum data fragment size (between 256 and 2432 bytes) that can be sent in the wireless network before the AP will fragment the packet into smaller data frames.

A large **Fragmentation Threshold** is recommended for networks not prone to interference while you should set a smaller threshold for busy networks or networks that are prone to interference.

If the **Fragmentation Threshold** value is smaller than the **RTS/CTS** value (see previously) you set then the RTS (Request To Send)/CTS (Clear to Send) handshake will never occur as data frames will be fragmented before they reach **RTS/CTS** size.

Preamble Type

Preamble is used to signal that data is coming to the receiver. **Short** and **Long** refer to the length of the synchronization field in a packet.

Short preamble increases performance as less time sending preamble means more time for sending data. All IEEE 802.11b/g compliant wireless adapters support long preamble, but not all support short preamble.

Select **Long** preamble if you are unsure what preamble mode the wireless adapters support, and to provide more reliable communications in busy wireless networks.

Select **Dynamic** to have the AP automatically use short preamble when wireless adapters support it, otherwise the AP uses long preamble.

The AP and the wireless adapters MUST use the same preamble mode in order to communicate.

IEEE 802.11g Wireless LAN

IEEE 802.11g is fully compatible with the IEEE 802.11b standard. This means an IEEE 802.11b adapter can interface directly with an IEEE 802.11g access point (and vice versa) at 11 Mbps or lower depending on range. IEEE 802.11g has several intermediate rate steps between the maximum and minimum data rates. The IEEE 802.11g data rate and modulation are as follows:

Table 53 IEEE 802.11g

DATA RATE (MBPS)	MODULATION
1	DBPSK (Differential Binary Phase Shift Keyed)
2	DQPSK (Differential Quadrature Phase Shift Keying)
5.5 / 11	CCK (Complementary Code Keying)
6/9/12/18/24/36/48/54	OFDM (Orthogonal Frequency Division Multiplexing)

Wireless Security Overview

Wireless security is vital to your network to protect wireless communication between wireless clients, access points and the wired network.

Wireless security methods available on the ZyXEL Device are data encryption, wireless client authentication, restricting access by device MAC address and hiding the ZyXEL Device identity.

The following figure shows the relative effectiveness of these wireless security methods available on your ZyXEL Device.

Table 54 Wireless Security Levels

SECURITY LEVEL	SECURITY TYPE
Least Secure	Unique SSID (Default)
	Unique SSID with Hide SSID Enabled
	MAC Address Filtering
	WEP Encryption
	IEEE802.1x EAP with RADIUS Server Authentication
	Wi-Fi Protected Access (WPA)
Most Secure	WPA2

You must enable the same wireless security settings on the ZyXEL Device and on all wireless clients that you want to associate with it.

IEEE 802.1x

In June 2001, the IEEE 802.1x standard was designed to extend the features of IEEE 802.11 to support extended authentication as well as providing additional accounting and control features. It is supported by Windows XP and a number of network devices. Some advantages of IEEE 802.1x are:

- User based identification that allows for roaming.
- Support for RADIUS (Remote Authentication Dial In User Service, RFC 2138, 2139) for centralized user profile and accounting management on a network RADIUS server.
- Support for EAP (Extensible Authentication Protocol, RFC 2486) that allows additional authentication methods to be deployed with no changes to the access point or the wireless clients.

RADIUS

RADIUS is based on a client-server model that supports authentication, authorization and accounting. The access point 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 AP acts as a message relay between the wireless client and the network RADIUS server.

Types of RADIUS Messages

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

- Access-Request
  Sent by an access point 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 access point sends a proper response from the user and then sends another Access-Request message.

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

- Accounting-Request
  Sent by the access point 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.

Types of EAP Authentication

This section discusses some popular authentication types: EAP-MD5, EAP-TLS, EAP-TTLS, PEAP and LEAP. Your wireless LAN device may not support all authentication types.

EAP (Extensible Authentication Protocol) is an authentication protocol that runs on top of the IEEE 802.1x transport mechanism in order to support multiple types of user authentication. By using EAP to interact with an EAP-compatible RADIUS server, an access point helps a wireless station and a RADIUS server perform authentication.

The type of authentication you use depends on the RADIUS server and an intermediary AP(s) that supports IEEE 802.1x. .

For EAP-TLS authentication type, you must first have a wired connection to the network and obtain the certificate(s) from a certificate authority (CA). A certificate (also called digital IDs) can be used to authenticate users and a CA issues certificates and guarantees the identity of each certificate owner.

EAP-MD5 (Message-Digest Algorithm 5)

MD5 authentication is the simplest one-way authentication method. The authentication server sends a challenge to the wireless client. The wireless client 'proves' that it knows the password by encrypting the password with the challenge and sends back the information. Password is not sent in plain text.

However, MD5 authentication has some weaknesses. Since the authentication server needs to get the plaintext passwords, the passwords must be stored. Thus someone other than the authentication server may access the password file. In addition, it is possible to impersonate an authentication server as MD5 authentication method does not perform mutual authentication. Finally, MD5 authentication method does not support data encryption with dynamic session key. You must configure WEP encryption keys for data encryption.

EAP-TLS (Transport Layer Security)

With EAP-TLS, digital certifications are needed by both the server and the wireless clients for mutual authentication. The server presents a certificate to the client. After validating the identity of the server, the client sends a different certificate to the server. The exchange of certificates is done in the open before a secured tunnel is created. This makes user identity vulnerable to passive attacks. A digital certificate is an electronic ID card that authenticates the sender's identity. However, to implement EAP-TLS, you need a Certificate Authority (CA) to handle certificates, which imposes a management overhead.

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. 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.

PEAP (Protected EAP)

Like EAP-TTLS, server-side certificate authentication is used to establish a secure connection, then use simple username and password methods through the secured connection to authenticate the clients, thus hiding client identity. However, PEAP only supports EAP methods, such as EAP-MD5, EAP-MSCHAPv2 and EAP-GTC (EAP-Generic Token Card), for client authentication. EAP-GTC is implemented only by Cisco.

LEAP

LEAP (Lightweight Extensible Authentication Protocol) is a Cisco implementation of IEEE 802.1x.

Dynamic WEP Key Exchange

The AP maps a unique key that is generated with the RADIUS server. This key expires when the wireless connection times out, disconnects or reauthentication times out. A new WEP key is generated each time reauthentication is performed.

If this feature is enabled, it is not necessary to configure a default encryption key in the Wireless screen. You may still configure and store keys here, but they will not be used while Dynamic WEP is enabled.

EAP-MD5 cannot be used with Dynamic WEP Key Exchange

For added security, certificate-based authentications (EAP-TLS, EAP-TTLS and PEAP) use dynamic keys for data encryption. They are often deployed in corporate environments, but for public deployment, a simple user name and password pair is more practical. The following table is a comparison of the features of authentication types.

Table 55 Comparison of EAP Authentication Types

	EAP-MD5	EAP-TLS	EAP-TTLS	PEAP	LEAP
Mutual Authentication	No	Yes	Yes	Yes	Yes
Certificate – Client	No	Yes	Optional	Optional	No
Certificate – Server	No	Yes	Yes	Yes	No
Dynamic Key Exchange	No	Yes	Yes	Yes	Yes
Credential Integrity	None	Strong	Strong	Strong	Moderate
Deployment Difficulty	Easy	Hard	Moderate	Moderate	Moderate
Client Identity Protection	No	No	Yes	Yes	No

WPA and WPA2

Wi-Fi Protected Access (WPA) is a subset of the IEEE 802.11i standard. WPA2 (IEEE 802.11i) is a wireless security standard that defines stronger encryption, authentication and key management than WPA.

Key differences between WPA or WPA2 and WEP are improved data encryption and user authentication.

If both an AP and the wireless clients support WPA2 and you have an external RADIUS server, use WPA2 for stronger data encryption. If you don't have an external RADIUS server, you should use WPA2-PSK (WPA2-Pre-Shared Key) that only requires a single (identical) password entered into each access point, wireless gateway and wireless client. As long as the passwords match, a wireless client will be granted access to a WLAN.

If the AP or the wireless clients do not support WPA2, just use WPA or WPA-PSK depending on whether you have an external RADIUS server or not.

Select WEP only when the AP and/or wireless clients do not support WPA or WPA2. WEP is less secure than WPA or WPA2.

Encryption

Both WPA and WPA2 improve data encryption by using Temporal Key Integrity Protocol (TKIP), Message Integrity Check (MIC) and IEEE 802.1x. WPA and WPA2 use Advanced Encryption Standard (AES) in the Counter mode with Cipher block chaining Message authentication code Protocol (CCMP) to offer stronger encryption than TKIP.

TKIP uses 128-bit keys that are dynamically generated and distributed by the authentication server. AES (Advanced Encryption Standard) is a block cipher that uses a 256-bit mathematical algorithm called Rijndael. They both include a per-packet key mixing function, a Message Integrity Check (MIC) named Michael, an extended initialization vector (IV) with sequencing rules, and a re-keying mechanism.

WPA and WPA2 regularly change and rotate the encryption keys so that the same encryption key is never used twice.

The RADIUS server distributes a Pairwise Master Key (PMK) key to the AP that then sets up a key hierarchy and management system, using the PMK to dynamically generate unique data encryption keys to encrypt every data packet that is wirelessly communicated between the AP and the wireless clients. This all happens in the background automatically.

The Message Integrity Check (MIC) is designed to prevent an attacker from capturing data packets, altering them and resending them. The MIC provides a strong mathematical function in which the receiver and the transmitter each compute and then compare the MIC. If they do not match, it is assumed that the data has been tampered with and the packet is dropped.

By generating unique data encryption keys for every data packet and by creating an integrity checking mechanism (MIC), with TKIP and AES it is more difficult to decrypt data on a Wi-Fi network than WEP and difficult for an intruder to break into the network.

The encryption mechanisms used for WPA(2) and WPA(2)-PSK are the same. The only difference between the two is that WPA(2)-PSK uses a simple common password, instead of user-specific credentials. The common-password approach makes WPA(2)-PSK susceptible to brute-force password-guessing attacks but it’s still an improvement over WEP as it employs a consistent, single, alphanumeric password to derive a PMK which is used to generate unique temporal encryption keys. This prevent all wireless devices sharing the same encryption keys. (a weakness of WEP)

User Authentication

WPA and WPA2 apply IEEE 802.1x and Extensible Authentication Protocol (EAP) to authenticate wireless clients using an external RADIUS database. WPA2 reduces the number of key exchange messages from six to four (CCMP 4-way handshake) and shortens the time required to connect to a network. Other WPA2 authentication features that are different from WPA include key caching and pre-authentication. These two features are optional and may not be supported in all wireless devices.

Key caching allows a wireless client to store the PMK it derived through a successful authentication with an AP. The wireless client uses the PMK when it tries to connect to the same AP and does not need to go with the authentication process again.

Pre-authentication enables fast roaming by allowing the wireless client (already connecting to an AP) to perform IEEE 802.1x authentication with another AP before connecting to it.

Wireless Client WPA Supplicants

A wireless client supplicant is the software that runs on an operating system instructing the wireless client how to use WPA. At the time of writing, the most widely available supplicant is the WPA patch for Windows XP, Funk Software's Odyssey client.

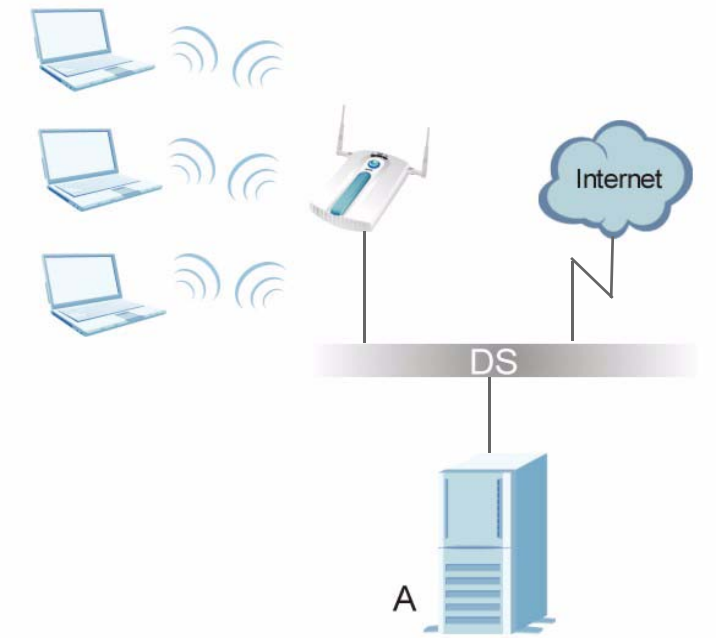
The Windows XP patch is a free download that adds WPA capability to Windows XP's built-in "Zero Configuration" wireless client. However, you must run Windows XP to use it.

WPA(2) with RADIUS Application Example

You need the IP address of the RADIUS server, its port number (default is 1812), and the RADIUS shared secret. A WPA(2) application example with an external RADIUS server looks as follows. "A" is the RADIUS server. "DS" is the distribution system.

1. The AP passes the wireless client's authentication request to the RADIUS server.
2. The RADIUS server then checks the user's identification against its database and grants or denies network access accordingly.
3. The RADIUS server distributes a Pairwise Master Key (PMK) key to the AP that then sets up a key hierarchy and management system, using the pair-wise key to dynamically generate unique data encryption keys to encrypt every data packet that is wirelessly communicated between the AP and the wireless clients.

Figure 90 WPA(2) with RADIUS Application Example

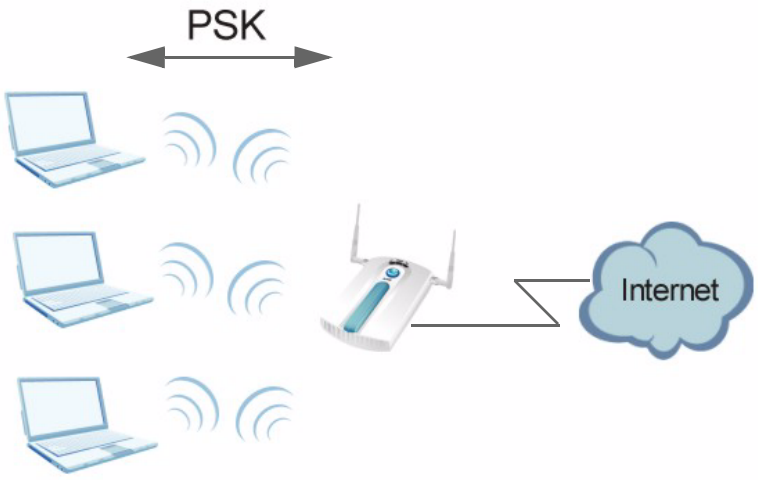


WPA(2)-PSK Application Example

A WPA(2)-PSK application looks as follows.

1. First enter identical passwords into the AP and all wireless clients. The Pre-Shared Key (PSK) must consist of between 8 and 63 ASCII characters or 64 hexadecimal characters (including spaces and symbols).
2. The AP checks each wireless client's password and (only) allows it to join the network if the password matches.
3. The AP and wireless clients use the pre-shared key to generate a common PMK (Pairwise Master Key).
4. The AP and wireless clients use the TKIP or AES encryption process to encrypt data exchanged between them.

Figure 91 WPA(2)-PSK Authentication



Security Parameters Summary

Refer to this table to see what other security parameters you should configure for each Authentication Method/ key management protocol type. MAC address filters are not dependent on how you configure these security features.

Table 56 Wireless Security Relational Matrix

AUTHENTICATION METHOD/ KEY MANAGEMENT PROTOCOL	ENCRYPTION METHOD	ENTER MANUAL KEY	IEEE 802.1X
Open	None	No	Disable
			Enable without Dynamic WEP Key
Open	WEP	No	Enable with Dynamic WEP Key
		Yes	Enable without Dynamic WEP Key
		Yes	Disable
Shared	WEP	No	Enable with Dynamic WEP Key
		Yes	Enable without Dynamic WEP Key
		Yes	Disable
WPA	TKIP/AES	No	Enable
WPA-PSK	TKIP/AES	Yes	Disable
WPA2	TKIP/AES	No	Enable
WPA2-PSK	TKIP/AES	Yes	Disable

Antenna Overview

An antenna couples RF signals onto air. A transmitter within a wireless device sends an RF signal to the antenna, which propagates the signal through the air. The antenna also operates in reverse by capturing RF signals from the air.

Positioning the antennas properly increases the range and coverage area of a wireless LAN.

Antenna Characteristics

Frequency

An antenna in the frequency of 2.4GHz (IEEE 802.11b) or 5GHz(IEEE 802.11a) is needed to communicate efficiently in a wireless LAN.

Radiation Pattern

A radiation pattern is a diagram that allows you to visualize the shape of the antenna's coverage area.

Antenna Gain

Antenna gain, measured in dB (decibel), is the increase in coverage within the RF beam width. Higher antenna gain improves the range of the signal for better communications.

For an indoor site, each 1 dB increase in antenna gain results in a range increase of approximately 2.5%. For an unobstructed outdoor site, each 1dB increase in gain results in a range increase of approximately 5%. Actual results may vary depending on the network environment.

Antenna gain is sometimes specified in dBi, which is how much the antenna increases the signal power compared to using an isotropic antenna. An isotropic antenna is a theoretical perfect antenna that sends out radio signals equally well in all directions. dBi represents the true gain that the antenna provides.

Types of Antennas for WLAN

There are two types of antennas used for wireless LAN applications.

- Omni-directional antennas send the RF signal out in all directions on a horizontal plane. The coverage area is torus-shaped (like a donut) which makes these antennas ideal for a room environment. With a wide coverage area, it is possible to make circular overlapping coverage areas with multiple access points.
- Directional antennas concentrate the RF signal in a beam, like a flashlight does with the light from its bulb. The angle of the beam determines the width of the coverage pattern. Angles typically range from 20 degrees (very directional) to 120 degrees (less directional). Directional antennas are ideal for hallways and outdoor point-to-point applications.

Positioning Antennas

In general, antennas should be mounted as high as practically possible and free of obstructions. In point-to–point application, position both antennas at the same height and in a direct line of sight to each other to attain the best performance.

For omni-directional antennas mounted on a table, desk, and so on, point the antenna up. For omni-directional antennas mounted on a wall or ceiling, point the antenna down. For a single AP application, place omni-directional antennas as close to the center of the coverage area as possible.

For directional antennas, point the antenna in the direction of the desired coverage area.

F

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).

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

Internet Explorer Pop-up Blockers

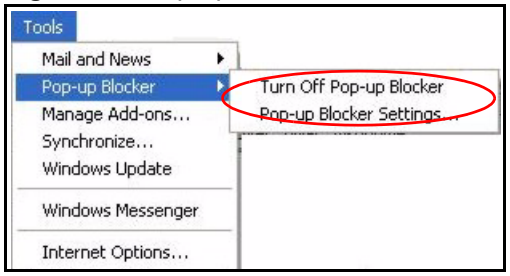
You may have to disable pop-up blocking to log into your device.

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 92 Pop-up Blocker

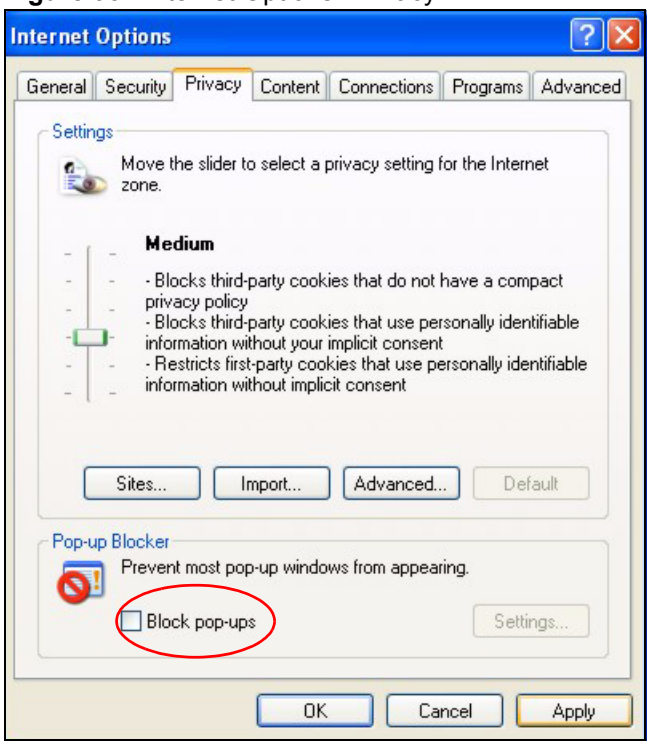


You can also check if pop-up blocking is disabled in the **Pop-up Blocker** section in the **Privacy** tab.

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 93 Internet Options: Privacy



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

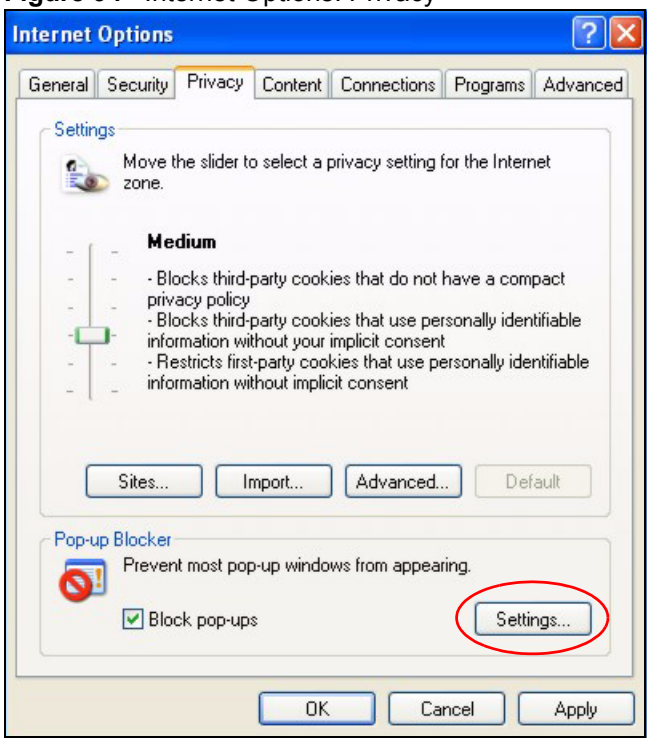
Enable pop-up Blockers with Exceptions

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.

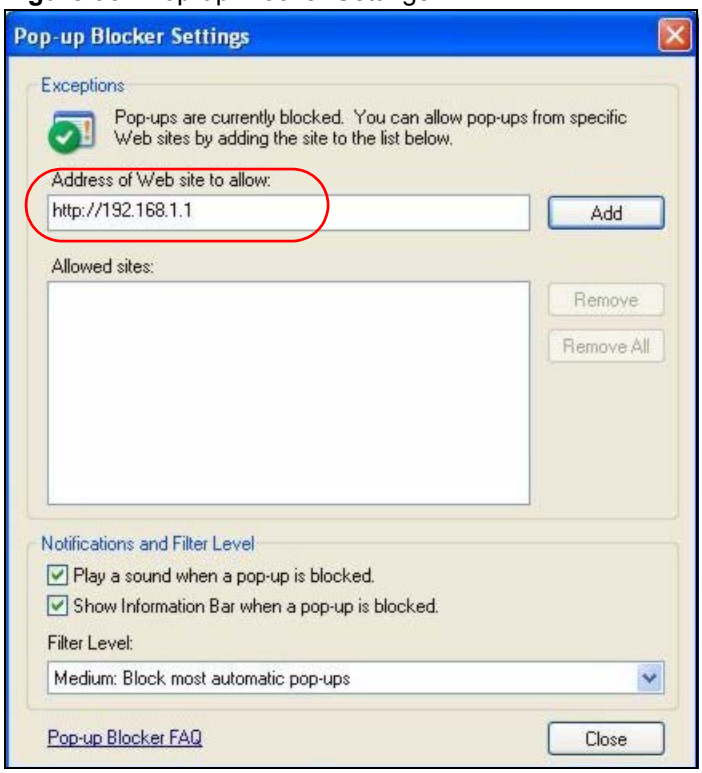
Figure 94 Internet Options: Privacy



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 95 Pop-up Blocker Settings



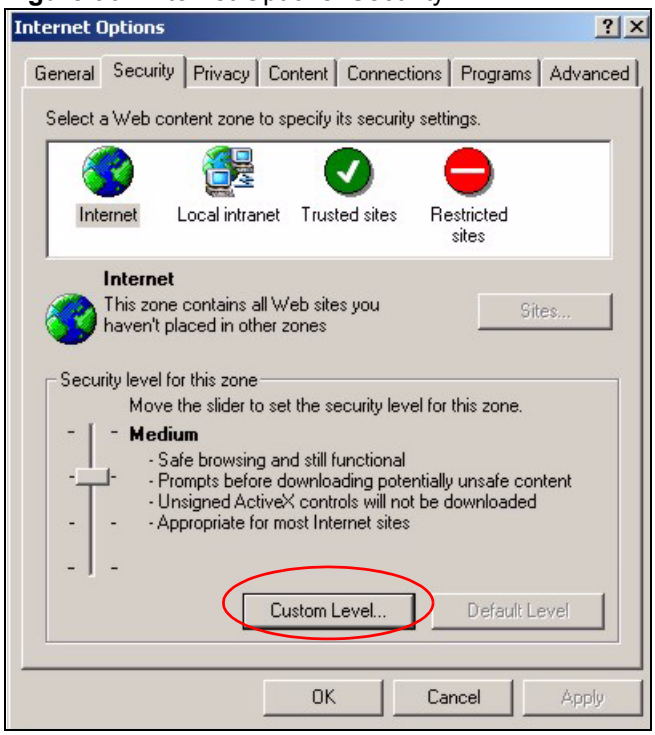
5 Click **Close** to return to the **Privacy** screen.
6 Click **Apply** to save this setting.

JavaScripts

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

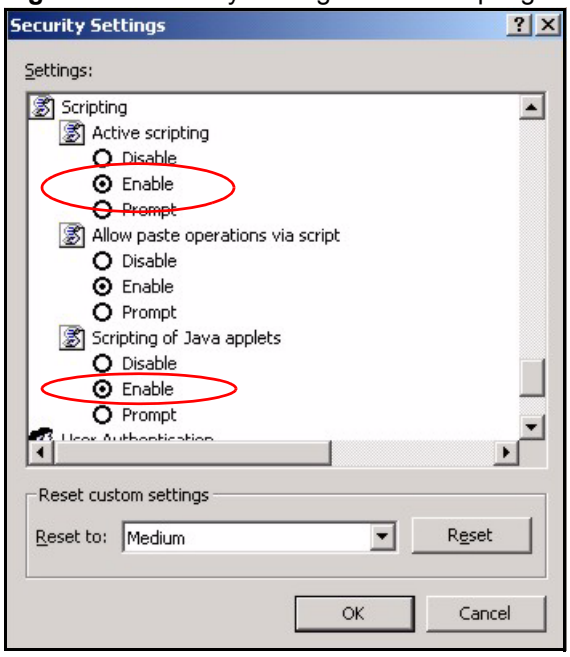
1 In Internet Explorer, click **Tools**, **Internet Options** and then the **Security** tab.

Figure 96 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.

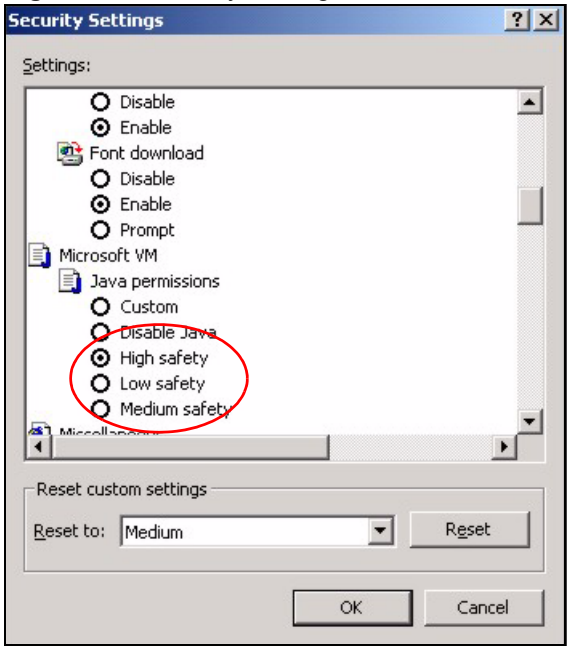
Figure 97 Security Settings - Java Scripting



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.

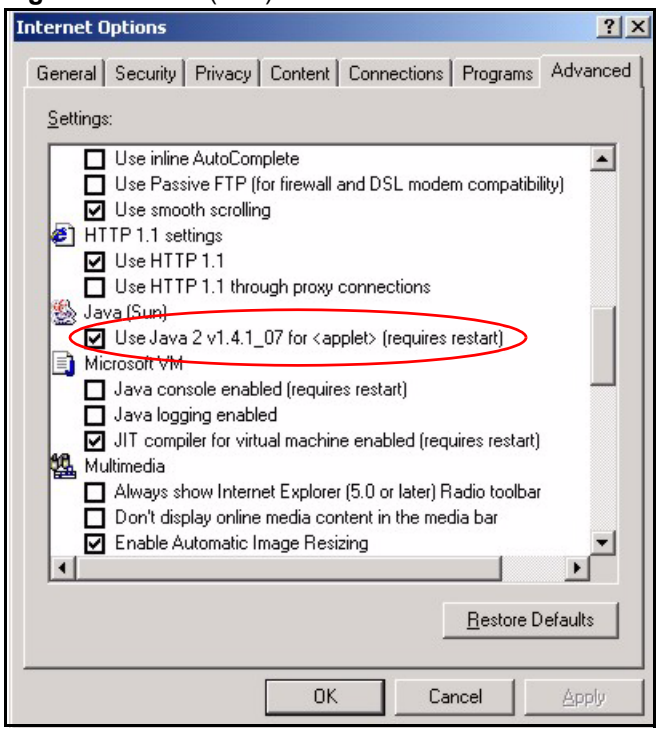
Figure 98 Security Settings - Java



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 99 Java (Sun)



G

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.

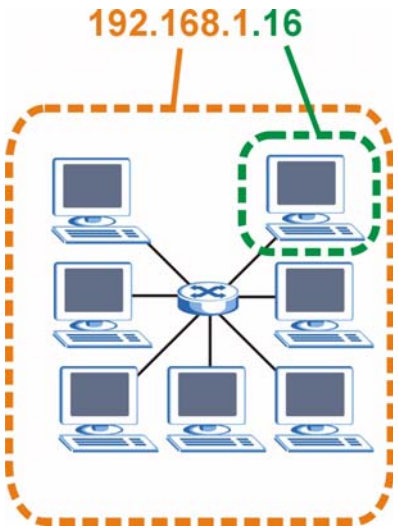
Structure

An IP address is made up of four parts, written in dotted decimal notation (for example, 192.168.1.1). 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 100 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 57 Subnet Masks

	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 58 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 59 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

Notation

Since the mask is always a continuous number of ones beginning from the left, followed by a continuous number of zeros for the remainder of the 32 bit mask, you can simply specify the number of ones instead of writing the value of each octet. This is usually specified by writing a "/" followed by the number of bits in the mask after the address.

For example, 192.1.1.0 /25 is equivalent to saying 192.1.1.0 with subnet mask 255.255.255.128.

The following table shows some possible subnet masks using both notations.

Table 60 Alternative Subnet Mask Notation

SUBNET MASK	ALTERNATIVE NOTATION	LAST OCTET (BINARY)	LAST OCTET (DECIMAL)
255.255.255.0	/24	0000 0000	0
255.255.255.128	/25	1000 0000	128

Table 60 Alternative Subnet Mask Notation (continued)

SUBNET MASK	ALTERNATIVE NOTATION	LAST OCTET (BINARY)	LAST OCTET (DECIMAL)
255.255.255.192	/26	1100 0000	192
255.255.255.224	/27	1110 0000	224
255.255.255.240	/28	1111 0000	240
255.255.255.248	/29	1111 1000	248
255.255.255.252	/30	1111 1100	252

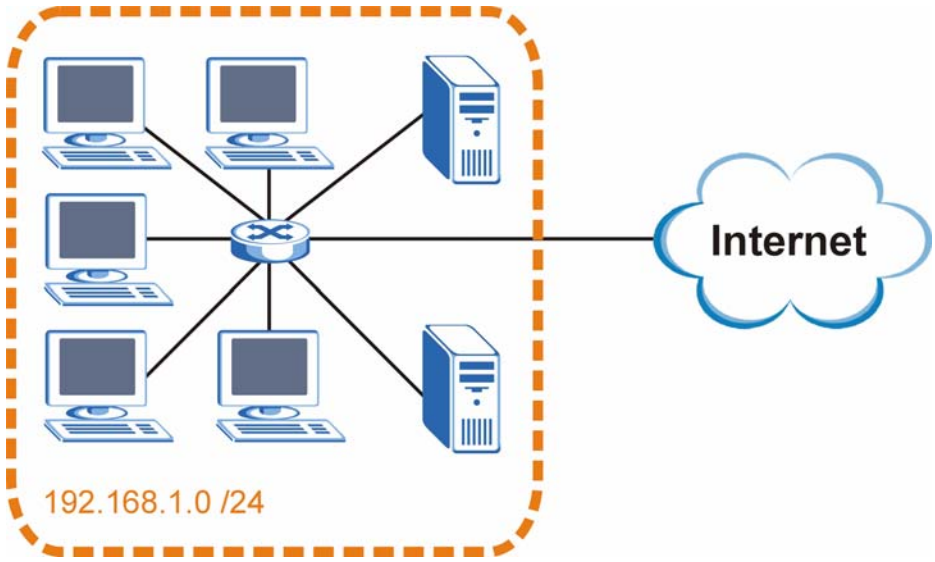
Subnetting

You can use subnetting to divide one network into multiple sub-networks. In the following example a network administrator creates two sub-networks to isolate a group of servers from the rest of the company network for security reasons.

In this example, the company network address is 192.168.1.0. The first three octets of the address (192.168.1) are the network number, and the remaining octet is the host ID, allowing a maximum of $2^8 - 2$ or 254 possible hosts.

The following figure shows the company network before subnetting.

Figure 101 Subnetting Example: Before Subnetting

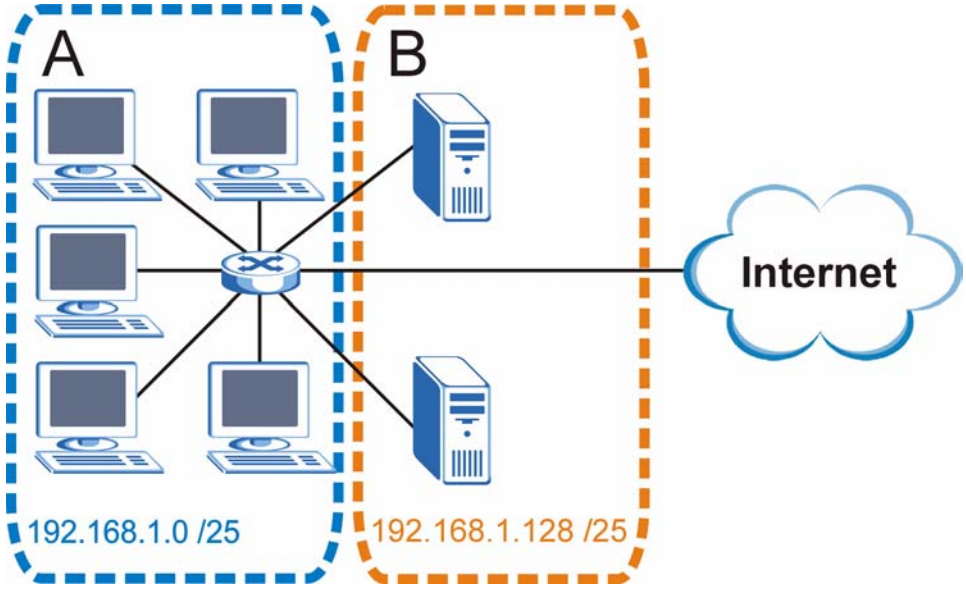


You can "borrow" one of the host ID bits to divide the network 192.168.1.0 into two separate sub-networks. The subnet mask is now 25 bits (255.255.255.128 or /25).

The "borrowed" host ID bit can have a value of either 0 or 1, allowing two subnets; 192.168.1.0 /25 and 192.168.1.128 /25.

The following figure shows the company network after subnetting. There are now two sub-networks, **A** and **B**.

Figure 102 Subnetting Example: After Subnetting



In a 25-bit subnet the host ID has 7 bits, so each sub-network has a maximum of $2^7 - 2$ or 126 possible hosts (a host ID of all zeroes is the subnet's address itself, all ones is the subnet's broadcast address).

192.168.1.0 with mask 255.255.255.128 is subnet **A** itself, and 192.168.1.127 with mask 255.255.255.128 is its broadcast address. Therefore, the lowest IP address that can be assigned to an actual host for subnet **A** is 192.168.1.1 and the highest is 192.168.1.126.

Similarly, the host ID range for subnet **B** is 192.168.1.129 to 192.168.1.254.

Example: Four Subnets

The previous example illustrated using a 25-bit subnet mask to divide a 24-bit address into two subnets. Similarly, to divide a 24-bit address into four subnets, you need to "borrow" two host ID bits to give four possible combinations (00, 01, 10 and 11). The subnet mask is 26 bits (11111111.11111111.11111111.**11**000000) or 255.255.255.192.

Each subnet contains 6 host ID bits, giving 2^6 - 2 or 62 hosts for each subnet (a host ID of all zeroes is the subnet itself, all ones is the subnet's broadcast address).

Table 61 Subnet 1

IP/SUBNET MASK	NETWORK NUMBER	LAST OCTET BIT VALUE
IP Address (Decimal)	192.168.1.	0
IP Address (Binary)	11000000.10101000.00000001.	**00**000000
Subnet Mask (Binary)	11111111.11111111.11111111.	**11**000000
Subnet Address: 192.168.1.0	Lowest Host ID: 192.168.1.1	
Broadcast Address: 192.168.1.63	Highest Host ID: 192.168.1.62	

Table 62 Subnet 2

IP/SUBNET MASK	NETWORK NUMBER	LAST OCTET BIT VALUE
IP Address	192.168.1.	64
IP Address (Binary)	11000000.10101000.00000001.	**01**000000
Subnet Mask (Binary)	11111111.11111111.11111111.	**11**000000
Subnet Address: 192.168.1.64	Lowest Host ID: 192.168.1.65	
Broadcast Address: 192.168.1.127	Highest Host ID: 192.168.1.126	

Table 63 Subnet 3

IP/SUBNET MASK	NETWORK NUMBER	LAST OCTET BIT VALUE
IP Address	192.168.1.	128
IP Address (Binary)	11000000.10101000.00000001.	**10**000000
Subnet Mask (Binary)	11111111.11111111.11111111.	**11**000000
Subnet Address: 192.168.1.128	Lowest Host ID: 192.168.1.129	
Broadcast Address: 192.168.1.191	Highest Host ID: 192.168.1.190	

Table 64 Subnet 4

IP/SUBNET MASK	NETWORK NUMBER	LAST OCTET BIT VALUE
IP Address	192.168.1.	192
IP Address (Binary)	11000000.10101000.00000001.	**11**000000
Subnet Mask (Binary)	11111111.11111111.11111111.	**11**000000
Subnet Address: 192.168.1.192	Lowest Host ID: 192.168.1.193	
Broadcast Address: 192.168.1.255	Highest Host ID: 192.168.1.254	

Example: Eight Subnets

Similarly, use a 27-bit mask to create eight subnets (000, 001, 010, 011, 100, 101, 110 and 111).

The following table shows IP address last octet values for each subnet.

Table 65 Eight Subnets

SUBNET	SUBNET ADDRESS	FIRST ADDRESS	LAST ADDRESS	BROADCAST ADDRESS
1	0	1	30	31
2	32	33	62	63
3	64	65	94	95
4	96	97	126	127

Table 65 Eight Subnets (continued)

SUBNET	SUBNET ADDRESS	FIRST ADDRESS	LAST ADDRESS	BROADCAST ADDRESS
5	128	129	158	159
6	160	161	190	191
7	192	193	222	223
8	224	225	254	255

Subnet Planning

The following table is a summary for subnet planning on a network with a 24-bit network number.

Table 66 24-bit Network Number Subnet Planning

NO. "BORROWED" HOST BITS	SUBNET MASK	NO. SUBNETS	NO. HOSTS PER SUBNET
1	255.255.255.128 (/25)	2	126
2	255.255.255.192 (/26)	4	62
3	255.255.255.224 (/27)	8	30
4	255.255.255.240 (/28)	16	14
5	255.255.255.248 (/29)	32	6
6	255.255.255.252 (/30)	64	2
7	255.255.255.254 (/31)	128	1

The following table is a summary for subnet planning on a network with a 16-bit network number.

Table 67 16-bit Network Number Subnet Planning

NO. "BORROWED" HOST BITS	SUBNET MASK	NO. SUBNETS	NO. HOSTS PER SUBNET
1	255.255.128.0 (/17)	2	32766
2	255.255.192.0 (/18)	4	16382
3	255.255.224.0 (/19)	8	8190
4	255.255.240.0 (/20)	16	4094
5	255.255.248.0 (/21)	32	2046
6	255.255.252.0 (/22)	64	1022
7	255.255.254.0 (/23)	128	510
8	255.255.255.0 (/24)	256	254
9	255.255.255.128 (/25)	512	126
10	255.255.255.192 (/26)	1024	62
11	255.255.255.224 (/27)	2048	30
12	255.255.255.240 (/28)	4096	14
13	255.255.255.248 (/29)	8192	6

Table 67 16-bit Network Number Subnet Planning (continued)

NO. "BORROWED" HOST BITS	SUBNET MASK	NO. SUBNETS	NO. HOSTS PER SUBNET
14	255.255.255.252 (/30)	16384	2
15	255.255.255.254 (/31)	32768	1

Configuring IP Addresses

Where you obtain your network number depends on your particular situation. If the ISP or your network administrator assigns you a block of registered IP addresses, follow their instructions in selecting the IP addresses and the subnet mask.

If the ISP did not explicitly give you an IP network number, then most likely you have a single user account and the ISP will assign you a dynamic IP address when the connection is established. If this is the case, it is recommended that you select a network number from 192.168.0.0 to 192.168.255.0. The Internet Assigned Number Authority (IANA) reserved this block of addresses specifically for private use; please do not use any other number unless you are told otherwise. You must also enable Network Address Translation (NAT) on the ZyXEL Device.

Once you have decided on the network number, pick an IP address for your ZyXEL Device that is easy to remember (for instance, 192.168.1.1) but make sure that no other device on your network is using that IP address.

The subnet mask specifies the network number portion of an IP address. Your ZyXEL Device will compute the subnet mask automatically based on the IP address that you entered. You don't need to change the subnet mask computed by the ZyXEL Device unless you are instructed to do otherwise.

Private IP Addresses

Every machine on the Internet must have a unique address. If your networks are isolated from the Internet (running only between two branch offices, for example) you can assign any IP addresses to the hosts without problems. However, the Internet Assigned Numbers Authority (IANA) has reserved the following three blocks of IP addresses specifically for private networks:

- 10.0.0.0 — 10.255.255.255
- 172.16.0.0 — 172.31.255.255
- 192.168.0.0 — 192.168.255.255

You can obtain your IP address from the IANA, from an ISP, or it can be assigned from a private network. If you belong to a small organization and your Internet access is through an ISP, the ISP can provide you with the Internet addresses for your local networks. On the other hand, if you are part of a much larger organization, you should consult your network administrator for the appropriate IP addresses.

Regardless of your particular situation, do not create an arbitrary IP address; always follow the guidelines above. For more information on address assignment, please refer to RFC 1597, *Address Allocation for Private Internets* and RFC 1466, *Guidelines for Management of IP Address Space.*

H

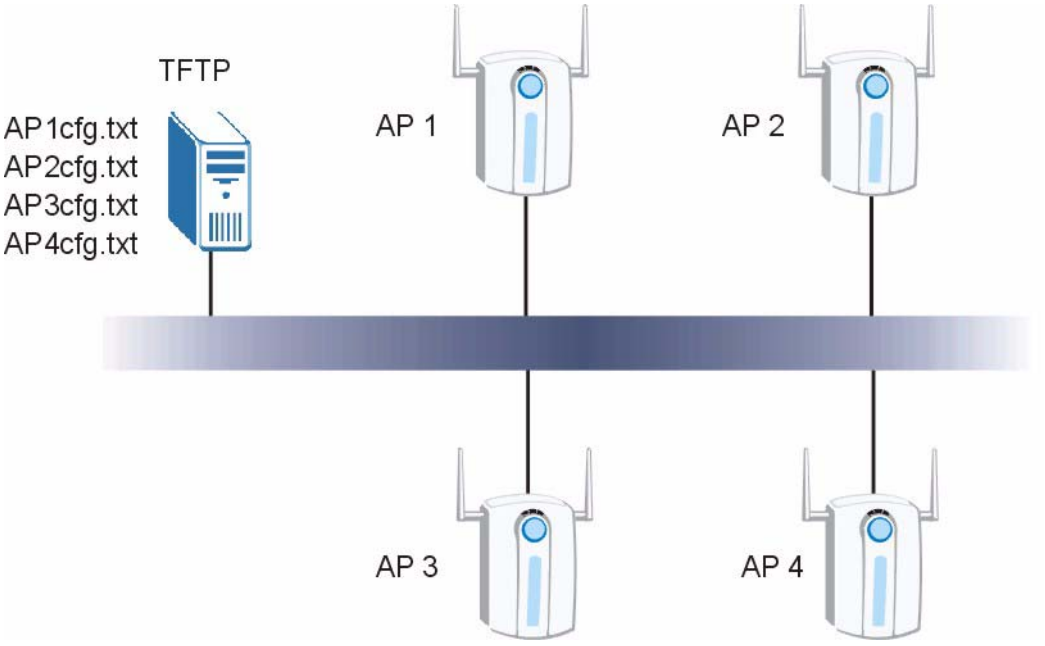
Text File Based Auto Configuration

This chapter describes how administrators can use text configuration files to configure the wireless LAN settings for multiple APs.

Text File Based Auto Configuration Overview

You can use plain text configuration files to configure the wireless LAN settings on multiple APs. The AP can automatically get a configuration file from a TFTP server at startup or after renewing DHCP client information.

Figure 103 Text File Based Auto Configuration



Use one of the following methods to give the AP the IP address of the TFTP server where you store the configuration files and the name of the configuration file that it should download.

You can have a different configuration file for each AP. You can also have multiple APs use the same configuration file.

If adjacent APs use the same configuration file, you should leave out the channel setting since they could interfere with each other's wireless traffic.

Auto Configuration by DHCP

A DHCP response can use options 66 and 67 to assign a TFTP server IP address and a filename. If the AP is configured as a DHCP client, these settings can be used to perform auto configuration.

Table 68 Auto Configuration by DHCP

COMMAND	DESCRIPTION
`wcfg autocfg dhcp [enable | disable]`	Turn configuration of TFTP server IP address and filename through DHCP on or off.

If this feature is enabled and the DHCP response provides a TFTP server IP address and a filename, the AP will try to download the file from the specified TFTP server. The AP then uses the file to configure wireless LAN settings.

Not all DHCP servers allow you to specify options 66 and 67.

Configuration Via SNMP

You can configure and trigger the auto configuration remotely via SNMP.

Use the following procedure to have the AP download the configuration file.

Table 69 Configuration via SNMP

STEPS	MIB VARIABLE	VALUE
Step 1	pwTftpServer	Set the IP address of the TFTP server.
Step 2	pwTftpFileName	Set the file name, for example, g3000hcfg.txt.
Step 3	pwTftpFileType	Set to 3 (text configuration file).
Step 4	pwTftpOpCommand	Set to 2 (download).

Verifying Your Configuration File Upload Via SNMP

You can use SNMP management software to display the configuration file version currently on the device by using the following MIB.

Table 70 Displaying the File Version

ITEM	OBJECT ID	DESCRIPTION
pwCfgVersion	1.3.6.1.4.1.890.1.9.1.2	This displays the current configuration file version.

Troubleshooting Via SNMP

If you have any difficulties with the configuration file upload, you can try using the following MIB 10 to 20 seconds after using SNMP to have the AP download the configuration file.

Table 71 Displaying the File Version

ITEM	OBJECT ID	DESCRIPTION
pwTftpOpStatus	1.3.6.1.4.1.890.1.9.1.6	This displays the current operating status of the TFTP client.

Configuration File Format

The text based configuration file must use the following format.

Figure 104 Configuration File Format

```
!#ZYXEL PROWLAN
!#VERSION 12
wcfg security 1 xxx
wcfg security save
wcfg ssid 1 xxx
wcfg ssid save
```

The first line must be `!#ZYXEL PROWLAN`.

The second line must specify the file version. The AP compares the file version with the version of the last configuration file that it downloaded. If the version of the downloaded file is the same or smaller (older), the AP ignores the file. If the version of the downloaded file is larger (newer), the AP uses the file.

Configuration File Rules

You can only use the `wlan` and `wcfg` commands in the configuration file. The AP ignores other ZyNOS commands but continues to check the next command.

The AP ignores any improperly formatted commands and continues to check the next line.

If there are any errors while processing the configuration file, the AP generates a message with the line number and reason for the first error (subsequent errors during the processing of an individual configuration file are not recorded). You can use SNMP management software to display the message by using the following MIB.

Table 72 Displaying the Auto Configuration Status

ITEM	OBJECT ID	DESCRIPTION
pwAutoCfgMessage	1.3.6.1.4.1.890.1.9.1.9	Auto configuration status message string

The commands will be executed line by line just like if you entered them in a console or Telnet CI session. Be careful to ensure the integrity of the whole AP configuration. If there are existing settings in the AP, the newly loaded configuration file will either coexist with the previous settings or replace them.

You can zip each configuration file. You must use the store compression method and a .zip file extension. When zipping a configuration file, you can also add password protection using the same password that you use to log into the AP.

Wcfg Command Configuration File Examples

These example configuration files use the `wcfg` command to configure security and SSID profiles.

Figure 105 WEP Configuration File Example

```
!#ZYXEL PROWLAN
!#VERSION 11
wcfg security 1 name Test-wep
wcfg security 1 security wep
wcfg security 1 wep keysize 64 ascii
wcfg security 1 wep key1 abcde
wcfg security 1 wep key2 bcdef
wcfg security 1 wep key3 cdefg
wcfg security 1 wep key4 defgh
wcfg security 1 wep keyindex 1
wcfg security save
wcfg ssid 1 name ssid-wep
wcfg ssid 1 security Test-wep
wcfg ssid 1 l2iolation disable
wcfg ssid 1 macfilter disable
wcfg ssid save
```

Figure 106 802.1X Configuration File Example

```
!#ZYXEL PROWLAN
!#VERSION 12
wcfg security 2 name Test-8021x
wcfg security 2 mode  8021x-static128
wcfg security 2 wep key1 abcdefghijklm
wcfg security 2 wep key2 bcdefghijklmn
wcfg security 2 wep keyindex 1
wcfg security 2 reauthtime 1800
wcfg security 2 idletime 3600
wcfg security save
wcfg radius 2 name radius-rd
wcfg radius 2 primary 172.23.3.4 1812 1234 enable
wcfg radius 2 backup 172.23.3.5 1812 1234 enable
wcfg radius save
wcfg ssid 2 name ssid-8021x
wcfg ssid 2 security Test-8021x
wcfg ssid 2 radius radius-rd
wcfg ssid 2 qos 4
wcfg ssid 2 l2isolation disable
wcfg ssid 2 macfilter disable
wcfg ssid save
```

Figure 107 WPA-PSK Configuration File Example

```
!#ZYXEL PROWLAN
!#VERSION 13
wcfg security 3 name Test-wpapsk
wcfg security 3 mode wpapsk
wcfg security 3 passphrase qwertyuiop
wcfg security 3 reauthtime 1800
wcfg security 3 idletime 3600
wcfg security 3 groupkeytime 1800
wcfg security save
wcfg ssid 3 name ssid-wpapsk
wcfg ssid 3 security Test-wpapsk
wcfg ssid 3 qos 4
wcfg ssid 3 l2siolation disable
wcfg ssid 3 macfilter disable
wcfg ssid save
```

Figure 108 WPA Configuration File Example

```
!#ZYXEL PROWLAN
!#VERSION 14
wcfg security 4 name Test-wpa
wcfg security 4 mode wpa
wcfg security 4 reauthtime 1800
wcfg security 4 idletime 3600
wcfg security 4 groupkeytime 1800
wcfg security save
wcfg radius 4 name radius-rd1
wcfg radius 4 primary 172.0.20.38 1812 20 enable
wcfg radius 4 backup 172.0.20.39 1812 20 enable
wcfg radius save
wcfg ssid 4 name ssid-wpa
wcfg ssid 4 security Test-wpa
wcfg ssid 4 qos 4
wcfg ssid 4 l2isolation disable
wcfg ssid 4 macfilter disable
wcfg ssid save
```

Wlan Command Configuration File Example

This example configuration file uses the `wlan` command to configure the AP to use the security and SSID profiles from the `wcfg` command configuration file examples and general wireless settings. You could actually combine all of this chapter's example configuration files into a single configuration file. Remember that the commands are applied in order. So for example, you would place the commands that create security and SSID profiles before the commands that tell the AP to use those profiles.

Figure 109 Wlan Configuration File Example

```
!#ZYXEL PROWLAN
!#VERSION 15
wcfg ssid 1 name ssid-wep
wcfg ssid 1 security Test-wep
wcfg ssid 2 name ssid-8021x
wcfg ssid 2 security Test-8021x
wcfg ssid 2 radius radius-rd
wcfg ssid 3 name ssid-wpapsk
wcfg ssid 3 security Test-wpapsk
wcfg ssid 4 name ssid-wpa2psk
wcfg ssid 4 security Test-wpa2psk
wcfg ssid save
!line starting with '!' is comment
!change to channel 8
wlan chid 8
!change operating mode -> AP mode,
!then select ssid-wep as running WLAN profile
wlan opmode 0
wlan ssidprofile ssid-wep
!change operating mode -> MBSSID mode,
!then select ssid-wpapsk, ssid-wpa2psk as running WLAN profiles
wlan opmode 3
wlan ssidprofile ssid-wpapsk ssid-wpa2psk
! set output power level to 50%
wlan output power 2
```

How to Access and Use the CLI

This chapter introduces the command line interface (CLI).

Accessing the CLI

Use **Telnet** to access the CLI.

1. Connect your computer to one of the Ethernet ports.
2. Open a Telnet session to the ZyXEL Device's IP address. If this is your first login, use the default values.

Table 73 Default Management IP Address

SETTING	DEFAULT VALUE
IP Address	192.168.1.1
Subnet Mask	255.255.255.0

Make sure your computer IP address is in the same subnet, unless you are accessing the ZyXEL Device through one or more routers. In the latter case, make sure remote management of the ZyXEL Device is allowed via Telnet.

Logging in

Use the administrator username and password. If this is your first login, use the default values. in some ZyXEL Device models you may not need to enter the user name.

Table 74 Default User Name and Password

SETTING	DEFAULT VALUE
User Name	admin
Password	1234

The ZyXEL Device automatically logs you out of the management interface after five minutes of inactivity. If this happens, simply log back in again. Use the `sys stdio set` command to extend the idle timeout. For example, the ZyXEL Device automatically logs you out of the management interface after 60 minutes of inactivity after you use the `sys stdio set 60` command. Use the `sys stdio show` command to display the current idle timeout setting.

Command Conventions

Command descriptions follow these conventions:

- Commands are in `courier new font`.
- Required input values are in angle brackets <>; for example, `ping <ip-address>` means that you must specify an IP address for this command.
- Optional fields are in square brackets []; for instance in the `show logins [name]` command, the *name* field is optional.

  The following is an example of a required field within an optional field: `snmp-server [contact <system contact>]`, the `contact` field is optional. However, if you use `contact`, then you must provide the *system contact* information.
- The | (bar) symbol means "or".
- *italic* terms represent user-defined input values; for example, in `sys datetime date [year month date]`, *year month date* can be replaced by the actual year month and date that you want to set, for example, 2007 08 15.
- A key stroke is denoted by square brackets and uppercase text, for example, [ENTER] means the "Enter" or "Return" key on your keyboard.
- <cr> means press the [ENTER] key.
- An arrow (--->) indicates that this line is a continuation of the previous line.

A long list of pre-defined values may be replaced by a command input value 'variable' so as to avoid a very long command in the description table. Refer to the command input values table if you are unsure of what to enter.

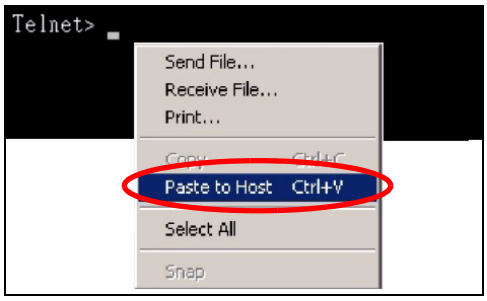
Table 75 Common Command Input Values

LABEL	DESCRIPTION
description	Used when a command has a description field in order to add more detail.
ip-address	An IP address in dotted decimal notation. For example, 192.168.1.3.
mask	The subnet mask in dotted decimal notation, for example, 255.255.255.0.
mask-bits	The number of bits in an address's subnet mask. For example type /24 for a subnet mask of 255.255.255.0.
port	A port number.
hostname	The hostname can be an IP address or domain name.
name	Used for the name of a rule, policy, set, group and so on.
number	Used for a number, for example 10, that you have to enter.

Commands are case sensitive! Enter commands exactly as seen in the command interface. Remember to also include underscores if required.

Copy and Paste Commands

You can copy and paste commands directly from this document into your terminal emulation console window (such as HyperTerminal). Use right-click (not [CTRL]-[V]) to paste your command into the console window as shown next.



Using Shortcuts and Getting Help

This table identifies some shortcuts in the CLI, as well as how to get help.

Table 76 CLI Shortcuts and Help

COMMAND / KEY(S)	DESCRIPTION
▲▼ (up/down arrow keys)	Scrolls through the list of recently-used commands. You can edit any command or press [ENTER] to run it again.
?	Displays the keywords and/or input values that are allowed in place of the ?.
help	Displays the (full) commands that are allowed in place of help.

Use of undocumented commands or misconfiguration can damage the unit and possibly render it unusable.

Use the help command to view the executable commands on the ZyXEL Device. Follow these steps to create a list of supported commands:

1. Log into the CLI.
2. Type help and press [ENTER]. A list comes up which shows all the commands available for this device.

```
ras> help
alarm           chsh            config
exit            ip              statistics      switch
sys             voip
ras>
```

Saving Your Configuration

In the ZyXEL Device some commands are saved as you run them and others require you to run a save command. See the related section of this guide to see if a save command is required.

Unsaved configuration changes are lost once you restart the ZyXEL Device

Logging Out

Use the `exit` command to log out of the CLI.

J

Legal Information

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Certifications

Federal Communications Commission (FCC) Interference Statement

The device complies with Part 15 of FCC rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operations.

This device has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this device does cause harmful interference to radio/television reception, which can be determined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and the receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

FCC Radiation Exposure Statement

- This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.
- IEEE 802.11b or 802.11g operation of this product in the U.S.A. is firmware-limited to channels 1 through 11.
- To comply with FCC RF exposure compliance requirements, a separation distance of at least 20 cm must be maintained between the antenna of this device and all persons.

注意！

依據 低功率電波輻射性電機管理辦法

第十二條 經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。

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前項合法通信，指依電信規定作業之無線電信。低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾。

本機限在不干擾合法電臺與不受被干擾保障條件下於室內使用。

Notices

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device has been designed for the WLAN 2.4 GHz and 5 GHz networks throughout the EC region and Switzerland, with restrictions in France.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Viewing Certifications

1. Go to http://www.zyxel.com.
2. Select your product on the ZyXEL home page to go to that product's page.

3 Select the certification you wish to view from this page.

ZyXEL Limited Warranty

ZyXEL warrants to the original end user (purchaser) that this product is free from any defects in materials or workmanship for a period of up to two years from the date of purchase. During the warranty period, and upon proof of purchase, should the product have indications of failure due to faulty workmanship and/or materials, ZyXEL will, at its discretion, repair or replace the defective products or components without charge for either parts or labor, and to whatever extent it shall deem necessary to restore the product or components to proper operating condition. Any replacement will consist of a new or re-manufactured functionally equivalent product of equal or higher value, and will be solely at the discretion of ZyXEL. This warranty shall not apply if the product has been modified, misused, tampered with, damaged by an act of God, or subjected to abnormal working conditions.

Note

Repair or replacement, as provided under this warranty, is the exclusive remedy of the purchaser. This warranty is in lieu of all other warranties, express or implied, including any implied warranty of merchantability or fitness for a particular use or purpose. ZyXEL shall in no event be held liable for indirect or consequential damages of any kind to the purchaser.

To obtain the services of this warranty, contact ZyXEL's Service Center for your Return Material Authorization number (RMA). Products must be returned Postage Prepaid. It is recommended that the unit be insured when shipped. Any returned products without proof of purchase or those with an out-dated warranty will be repaired or replaced (at the discretion of ZyXEL) and the customer will be billed for parts and labor. All repaired or replaced products will be shipped by ZyXEL to the corresponding return address, Postage Paid. This warranty gives you specific legal rights, and you may also have other rights that vary from country to country.

Registration

Register your product online to receive e-mail notices of firmware upgrades and information at www.zyxel.com for global products, or at www.us.zyxel.com for North American products.

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Customer Support

In the event of problems that cannot be solved by using this manual, you should contact your vendor. If you cannot contact your vendor, then contact a ZyXEL office for the region in which you bought the device. Regional offices are listed below (see also http://www.zyxel.com/web/contact_us.php). Please have the following information ready when you contact an office.

Required Information

- Product model and serial number.
- Warranty Information.
- Date that you received your device.
- Brief description of the problem and the steps you took to solve it.

"+" is the (prefix) number you dial to make an international telephone call.

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Index

Numbers

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

W

Z