If the upload was not successful, the following screen will appear. Click **Return** to go back to the **Configuration** screen.

Figure 295 Configuration Upload Error

27.3.1 Reset to Factory Defaults

Click the **Reset** button to clear all user-entered configuration information and return the ZyXEL Device to its factory defaults. The following warning screen appears.

Figure 296 Reset Warning Message

Figure 297 Reset In Process Message

You can also press the **RESET** button on the rear panel to reset the factory defaults of your ZyXEL Device. Refer to Section 1.5 on page 30 for more information on the **RESET** button.

27.4 Restart

System restart allows you to reboot the ZyXEL Device without turning the power off.

Click **Maintenance > Tools** > **Restart**. Click **Restart** to have the ZyXEL Device reboot. This does not affect the ZyXEL Device's configuration.

Figure 298 Maintenance > Tools > Restart Screen

27.5 Using FTP or TFTP to Back Up Configuration

This section covers how to use FTP or TFTP to save your device's configuration file to your computer.

27.5.1 Using the FTP Commands to Back Up Configuration

1. Launch the FTP client on your computer.
2. Enter "open", followed by a space and the IP address of your ZyXEL Device.
3. Enter your username as requested (the default is "admin").
4. Press [ENTER] when prompted for a password.
5. Enter "`bin`" to set transfer mode to binary.
6. Use "`get`" to transfer files from the ZyXEL Device to the computer, for example, "`get rom-0 config.rom`" transfers the configuration file on the ZyXEL Device to your computer and renames it "`config.rom`". See earlier in this chapter for more information on filename conventions.
7. Enter "`quit`" to exit the ftp prompt.

27.5.2 FTP Command Configuration Backup Example

This figure gives an example of using FTP commands from the DOS command prompt to save your device's configuration onto your computer.

Figure 299 FTP Session Example

```
331 Enter PASS command
Password:
230 Logged in
ftp> bin
200 Type I OK
ftp> get rom-0 zyxel.rom
200 Port command okay
150 Opening data connection for STOR ras
226 File received OK
ftp: 16384 bytes sent in 1.10Seconds 297.89Kbytes/sec.
ftp> quit
```

27.5.3 Configuration Backup Using GUI-based FTP Clients

The following table describes some of the commands that you may see in GUI-based FTP clients.

Table 163 General Commands for GUI-based FTP Clients

COMMAND	DESCRIPTION
Host Address	Enter the address of the host server.
Login Type	Anonymous. This is when a user I.D. and password is automatically supplied to the server for anonymous access. Anonymous logins will work only if your ISP or service administrator has enabled this option. Normal. The server requires a unique User ID and Password to login.
Transfer Type	Transfer files in either ASCII (plain text format) or in binary mode.
Initial Remote Directory	Specify the default remote directory (path).
Initial Local Directory	Specify the default local directory (path).

27.5.4 Backup Configuration Using TFTP

The ZyXEL Device supports the up/downloading of the firmware and the configuration file using TFTP (Trivial File Transfer Protocol) over LAN. Although TFTP should work over WAN as well, it is not recommended.

To use TFTP, your computer must have both telnet and TFTP clients. To backup the configuration file, follow the procedure shown next.

1. Use telnet from your computer to connect to the ZyXEL Device and log in. Because TFTP does not have any security checks, the ZyXEL Device records the IP address of the telnet client and accepts TFTP requests only from this address.

2. Enter command "`sys stdio 0`" to disable the management idle timeout, so the TFTP transfer will not be interrupted. Enter command "`sys stdio 5`" to restore the five-minute management idle timeout (default) when the file transfer is complete.

3. Launch the TFTP client on your computer and connect to the ZyXEL Device. Set the transfer mode to binary before starting data transfer.

4. Use the TFTP client (see the example below) to transfer files between the ZyXEL Device and the computer. The file name for the configuration file is "`rom-0`" (rom-zero, not capital o).

   Note that the telnet connection must be active before and during the TFTP transfer. For details on TFTP commands (see following example), please consult the documentation of your TFTP client program. For UNIX, use "`get`" to transfer from the ZyXEL Device to the computer and "binary" to set binary transfer mode.

27.5.5 TFTP Command Configuration Backup Example

The following is an example TFTP command:

```
tftp [-i] host get rom-0 config.rom
```

where "`i`" specifies binary image transfer mode (use this mode when transferring binary files), "`host`" is the ZyXEL Device IP address, "`get`" transfers the file source on the ZyXEL Device (`rom-0`, name of the configuration file on the ZyXEL Device) to the file destination on the computer and renames it config.rom.

27.5.6 Configuration Backup Using GUI-based TFTP Clients

The following table describes some of the fields that you may see in GUI-based TFTP clients.

Table 164 General Commands for GUI-based TFTP Clients

COMMAND	DESCRIPTION
Host	Enter the IP address of the ZyXEL Device. 192.168.1.1 is the ZyXEL Device's default IP address when shipped.
Send/ Fetch	Use "Send" to upload the file to the ZyXEL Device and "Fetch" to back up the file on your computer.
Local File	Enter the path and name of the firmware file (*.bin extension) or configuration file (*.rom extension) on your computer.
Remote File	This is the filename on the ZyXEL Device. The filename for the firmware is "ras" and for the configuration file, is "rom-0".
Binary	Transfer the file in binary mode.
Abort	Stop transfer of the file.

Refer to Section on page 440 to read about configurations that disallow TFTP and FTP over WAN.

27.6 Using FTP or TFTP to Restore Configuration

This section shows you how to restore a previously saved configuration. Note that this function erases the current configuration before restoring a previous back up configuration; please do not attempt to restore unless you have a backup configuration file stored on disk.

FTP is the preferred method for restoring your current computer configuration to your device since FTP is faster. Please note that you must wait for the system to automatically restart after the file transfer is complete.

Do not interrupt the file transfer process as this may PERMANENTLY DAMAGE your device. When the Restore Configuration process is complete, the device automatically restarts.

27.6.1 Restore Using FTP Session Example

Figure 300 Restore Using FTP Session Example

```
ftp> put config.rom rom-0
200 Port command okay
150 Opening data connection for STOR rom-0
226 File received OK
221 Goodbye for writing flash
ftp: 16384 bytes sent in 0.06Seconds 273.07Kbytes/sec.
ftp>quit
```

Refer to Section on page 440 to read about configurations that disallow TFTP and FTP over WAN.

27.7 FTP and TFTP Firmware and Configuration File Uploads

This section shows you how to upload firmware and configuration files.

Do not interrupt the file transfer process as this may PERMANENTLY DAMAGE your device.

FTP is the preferred method for uploading the firmware and configuration. To use this feature, your computer must have an FTP client. The following sections give examples of how to upload the firmware and the configuration files.

27.7.1 FTP File Upload Command from the DOS Prompt Example

1. Launch the FTP client on your computer.
2. Enter “open”, followed by a space and the IP address of your device.
3. Enter your username as requested (the default is “admin”).
4. Press [ENTER] when prompted for a password.
5. Enter “bin” to set transfer mode to binary.

6 Use “put” to transfer files from the computer to the device, for example, “put firmware.bin ras” transfers the firmware on your computer (firmware.bin) to the device and renames it “ras”. Similarly, “put config.rom rom-0” transfers the configuration file on your computer (config.rom) to the device and renames it “rom-0”. Likewise “get rom-0 config.rom” transfers the configuration file on the device to your computer and renames it “config.rom.” See earlier in this chapter for more information on filename conventions.

7 Enter “quit” to exit the ftp prompt.

27.7.2 FTP Session Example of Firmware File Upload

Figure 301 FTP Session Example of Firmware File Upload

```
331 Enter PASS command
Password:
230 Logged in
ftp> bin
200 Type I OK
ftp> put firmware.bin ras
200 Port command okay
150 Opening data connection for STOR ras
226 File received OK
ftp: 1103936 bytes sent in 1.10Seconds 297.89Kbytes/sec.
ftp> quit
```

More commands (found in GUI-based FTP clients) are listed earlier in this chapter.

Refer to Section on page 440 to read about configurations that disallow TFTP and FTP over WAN.

27.7.3 TFTP File Upload

The device also supports the uploading of firmware files using TFTP (Trivial File Transfer Protocol) over LAN. Although TFTP should work over WAN as well, it is not recommended.

To use TFTP, your computer must have both telnet and TFTP clients. To transfer the firmware and the configuration file, follow the procedure shown next.

1 Use telnet from your computer to connect to the device and log in. Because TFTP does not have any security checks, the device records the IP address of the telnet client and accepts TFTP requests only from this address.

2 Enter the command “sys stdio 0” to disable the management idle timeout, so the TFTP transfer will not be interrupted. Enter “command sys stdio 5” to restore the five-minute management idle timeout (default) when the file transfer is complete.

3 Launch the TFTP client on your computer and connect to the device. Set the transfer mode to binary before starting data transfer.

4 Use the TFTP client (see the example below) to transfer files between the device and the computer. The file name for the firmware is “ras”.

Note that the telnet connection must be active and the device in CI mode before and during the TFTP transfer. For details on TFTP commands (see following example), please consult the documentation of your TFTP client program. For UNIX, use “get” to transfer from the device to the computer, “put” the other way around, and “binary” to set binary transfer mode.

27.7.4 TFTP Upload Command Example

The following is an example TFTP command:

```
tftp [-i] host put firmware.bin ras
```

Where “i” specifies binary image transfer mode (use this mode when transferring binary files), “host” is the device’s IP address, “put” transfers the file source on the computer (firmware.bin – name of the firmware on the computer) to the file destination on the remote host (ras - name of the firmware on the device).

Commands that you may see in GUI-based TFTP clients are listed earlier in this chapter.

28

Diagnostic

28.1 Overview

These read-only screens display information to help you identify problems with the ZyXEL Device.

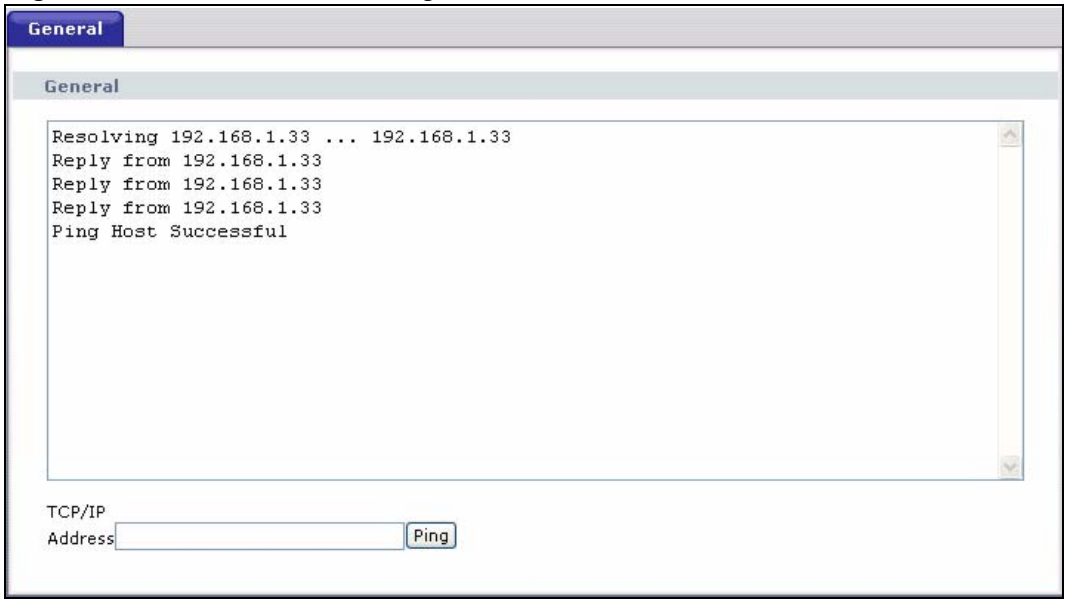
28.1.1 What You Can Do in the Diagnostic Screens

Use the **General Diagnostic** screen (Section 28.2 on page 459) to ping an IP address.

28.2 The General Diagnostic Screen

Click **Maintenance > Diagnostic** to open the screen shown next.

Figure 302 Maintenance > Diagnostic > General



The following table describes the fields in this screen.

Table 165 Maintenance > Diagnostic > General

LABEL	DESCRIPTION
TCP/IP Address	Type the IP address of a computer that you want to ping in order to test a connection.
Ping	Click this button to ping the IP address that you entered.

29

Troubleshooting

29.1 Overview

This chapter offers some suggestions to solve problems you might encounter. The potential problems are divided into the following categories.

- Power, Hardware Connections, and LEDs
- ZyXEL Device Access and Login
- Internet Access
- Phone Calls and VoIP
- Multiple SIP Accounts
- USB Device Connection

29.2 Power, Hardware Connections, and LEDs

The ZyXEL Device does not turn on. None of the LEDs turn on.

1. Make sure the ZyXEL Device is turned on.
2. Make sure you are using the power adaptor or cord included with the ZyXEL Device.
3. Make sure the power adaptor or cord is connected to the ZyXEL Device and plugged in to an appropriate power source. Make sure the power source is turned on.
4. Turn the ZyXEL Device off and on.
5. If the problem continues, contact the vendor.

One of the LEDs does not behave as expected.

1. Make sure you understand the normal behavior of the LED. See Section 1.4 on page 28.
2. Check the hardware connections. See the Quick Start Guide.
3. Inspect your cables for damage. Contact the vendor to replace any damaged cables.
4. Turn the ZyXEL Device off and on.
5. If the problem continues, contact the vendor.

29.3 ZyXEL Device Access and Login

I forgot the IP address for the ZyXEL Device.

1. The default IP address is 192.168.1.1.
2. If you changed the IP address and have forgotten it, you might get the IP address of the ZyXEL Device by looking up the IP address of the default gateway for your computer. To do this in most Windows computers, click **Start > Run**, enter **cmd**, and then enter **ipconfig**. The IP address of the **Default Gateway** might be the IP address of the ZyXEL Device (it depends on the network), so enter this IP address in your Internet browser.
3. If this does not work, you have to reset the device to its factory defaults. See Section 1.5 on page 30.

I cannot see or access the **Login** screen in the web configurator.

1. Make sure you are using the correct IP address.
   - The default IP address is 192.168.1.1.
   - If you changed the IP address (Section on page 127), use the new IP address.

- If you changed the IP address and have forgotten it, see the troubleshooting suggestions for I forgot the IP address for the ZyXEL Device.

2 Check the hardware connections, and make sure the LEDs are behaving as expected. See the Quick Start Guide.

3 Make sure your Internet browser does not block pop-up windows and has JavaScripts and Java enabled. See Appendix B on page 511.

4 If you disabled **Any IP** (Section 7.2.1 on page 120), make sure your computer is in the same subnet as the ZyXEL Device. (If you know that there are routers between your computer and the ZyXEL Device, skip this step.)

- If there is a DHCP server on your network, make sure your computer is using a dynamic IP address. See Appendix A on page 485. Your ZyXEL Device is a DHCP server by default.
- If there is no DHCP server on your network, make sure your computer's IP address is in the same subnet as the ZyXEL Device. See Appendix A on page 485.

5 Reset the device to its factory defaults, and try to access the ZyXEL Device with the default IP address. See Section 1.5 on page 30.

6 If the problem continues, contact the network administrator or vendor, or try one of the advanced suggestions.

Advanced Suggestions

- Try to access the ZyXEL Device using another service, such as Telnet. If you can access the ZyXEL Device, check the remote management settings and firewall rules to find out why the ZyXEL Device does not respond to HTTP.
- If your computer is connected to the **WAN** port or is connected wirelessly, use a computer that is connected to a **ETHERNET** port.

I can see the **Login** screen, but I cannot log in to the ZyXEL Device.

1 Make sure you have entered the user name and password correctly. The default user name is **admin**. These fields are case-sensitive, so make sure [Caps Lock] is not on.

2 You cannot log in to the web configurator while someone is using Telnet to access the ZyXEL Device. Log out of the ZyXEL Device in the other session, or ask the person who is logged in to log out.

3 Turn the ZyXEL Device off and on.

4 If this does not work, you have to reset the device to its factory defaults. See Section 29.2 on page 461.

I cannot Telnet to the ZyXEL Device.

See the troubleshooting suggestions for I cannot see or access the Login screen in the web configurator. Ignore the suggestions about your browser.

I cannot use FTP to upload / download the configuration file. / I cannot use FTP to upload new firmware.

See the troubleshooting suggestions for I cannot see or access the Login screen in the web configurator. Ignore the suggestions about your browser.

29.4 Internet Access

I cannot access the Internet.

1 Check the hardware connections, and make sure the LEDs are behaving as expected. See the Quick Start Guide and Section 1.4 on page 28.

2 Make sure you entered your ISP account information correctly in the wizard. These fields are case-sensitive, so make sure [Caps Lock] is not on.

3 If you are trying to access the Internet wirelessly, make sure the wireless settings in the wireless client are the same as the settings in the AP.

4 Disconnect all the cables from your device, and follow the directions in the Quick Start Guide again.

5 If the problem continues, contact your ISP.

I cannot access the Internet anymore. I had access to the Internet (with the ZyXEL Device), but my Internet connection is not available anymore.

1 Check the hardware connections, and make sure the LEDs are behaving as expected. See the Quick Start Guide and Section 1.4 on page 28.

2 Turn the ZyXEL Device off and on.

3 If the problem continues, contact your ISP.

The Internet connection is slow or intermittent.

1 There might be a lot of traffic on the network. Look at the LEDs, and check Section 1.4 on page 28. If the ZyXEL Device is sending or receiving a lot of information, try closing some programs that use the Internet, especially peer-to-peer applications.

2 Check the signal strength. If the signal strength is low, try moving the ZyXEL Device closer to the AP if possible, and look around to see if there are any devices that might be interfering with the wireless network (for example, microwaves, other wireless networks, and so on).

3 Turn the ZyXEL Device off and on.

4 If the problem continues, contact the network administrator or vendor, or try one of the advanced suggestions.

Advanced Suggestions

- Check the settings for bandwidth management. If it is disabled, you might consider activating it. If it is enabled, you might consider changing the allocations.
- Check the settings for QoS. If it is disabled, you might consider activating it. If it is enabled, you might consider raising or lowering the priority for some applications.

29.5 Phone Calls and VoIP

The telephone port won't work or the telephone lacks a dial tone.

1 Check the telephone connections and telephone wire.

I can access the Internet, but cannot make VoIP calls.

1 The **PHONE** light should come on. Make sure that your telephone is connected to the **PHONE** port.

2 You can also check the VoIP status in the **Status** screen.

3 If the VoIP settings are correct, use speed dial to make peer-to-peer calls. If you can make a call using speed dial, there may be something wrong with the SIP server, contact your VoIP service provider.

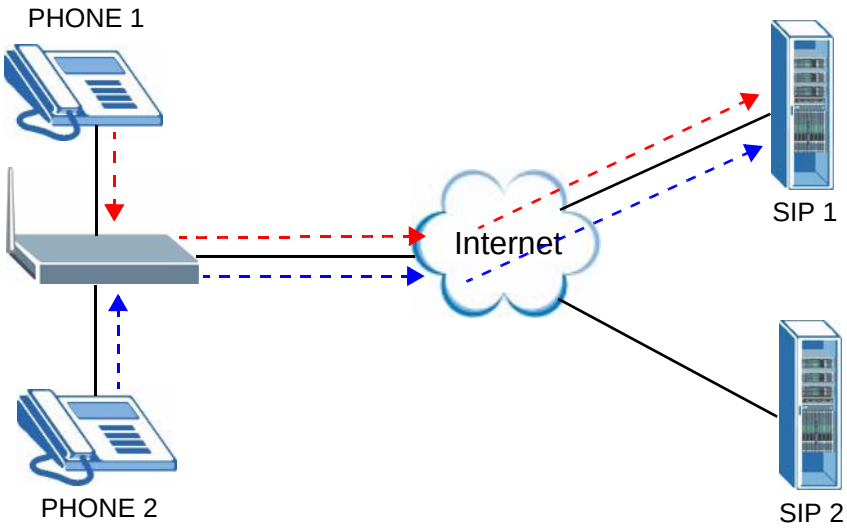
29.6 Multiple SIP Accounts

You can set up two SIP accounts on your ZyXEL Device and your ZyXEL Device is equipped with two phone ports. By default your ZyXEL Device uses SIP account 1 with both phone ports for outgoing calls, and it uses SIP accounts 1 and 2 for incoming calls. With this setting, you always use SIP account 1 for your outgoing calls and you cannot distinguish which SIP account the calls are coming in through. If you want to control the use of different dialing plans for accounting purposes or other reasons, you need to configure your phone ports in order to control which SIP account you are using when placing or receiving calls.

29.6.1 Outgoing Calls

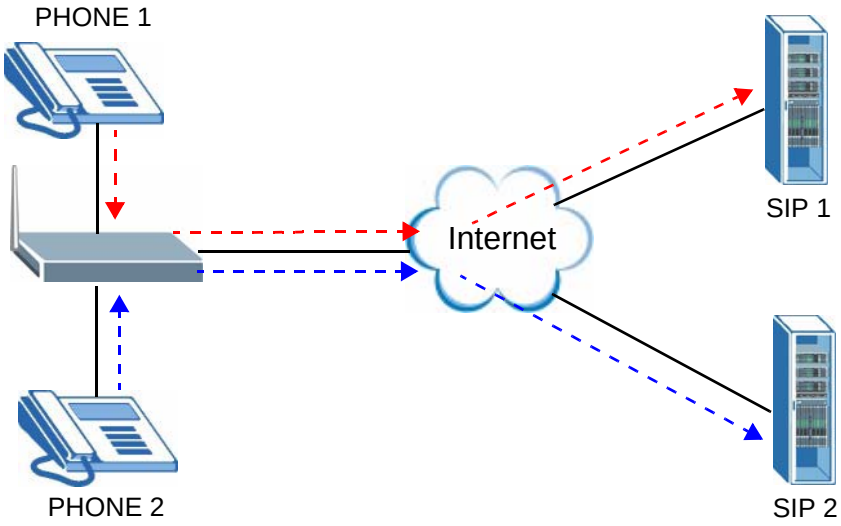
The following figure represents the default behavior of your ZyXEL Device when two SIP accounts are configured and you are using two phones. When you place a call from phone port 1 or phone port 2, the ZyXEL Device will use SIP account 1.

Figure 303 Outgoing Calls: Default



In the next example, phone port 1 is configured to use SIP account 1 and phone port 2 is configured to use SIP account 2. In this case, every time you place a call through phone port 1, you are using your SIP account 1. Similarly, every time you place a call through phone port 2, you are using your SIP account 2. To apply these configuration changes you need to configure the **Analog Phone** screen. See Section 10.5 on page 190.

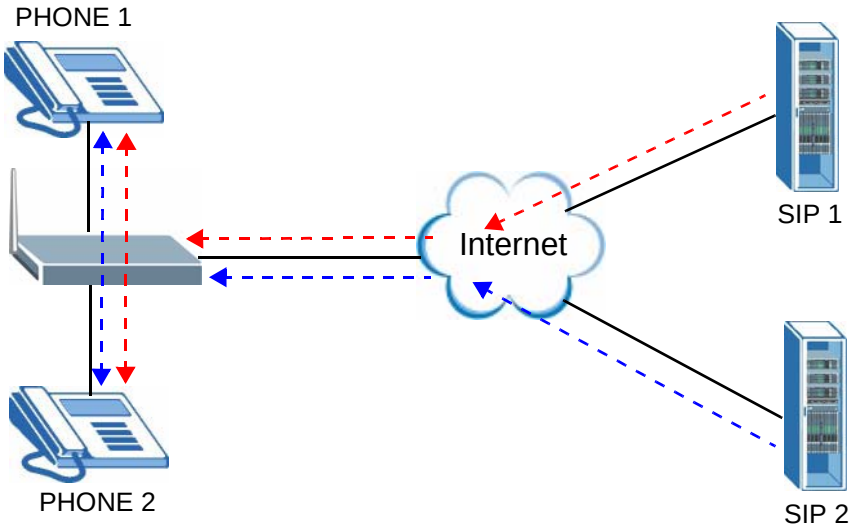
Figure 304 Outgoing Calls: Individual Configuration



29.6.2 Incoming Calls

The following example shows the default behavior of your ZyXEL Device for incoming calls when two SIP accounts are configured and you are using two phones. When a call comes in from your SIP account 1, the phones connected to both phone port 1 and phone port 2 ring. Similarly, when a call comes in from your SIP account 2, the phones connected to both phone port 1 and phone port 2 ring. In either case you are not sure which SIP account the call is coming from.

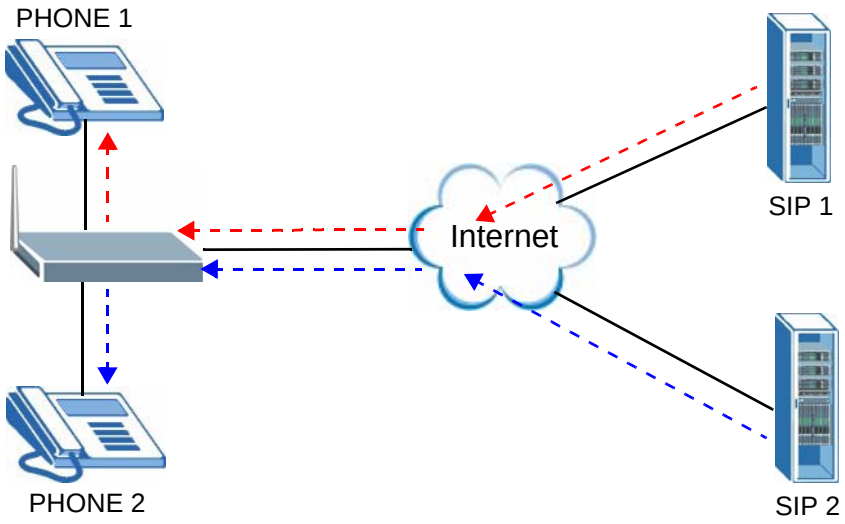
Figure 305 Incoming Calls: Default



In the next example, phone port 1 is configured to use SIP account 1 and phone port 2 is configured to use SIP account 2 for incoming calls. In this case, every time you receive a call from your SIP account 1, the phone connected to phone port 1 rings. Similarly, every time you receive a call from your SIP account 2,

phone port 2 rings. To apply these configuration changes you need to configure the **Analog Phone** screen. See Section 10.5 on page 190.

Figure 306 Incoming Calls: Individual Configuration



29.7 USB Device Connection

The ZyXEL Device fails to detect my USB device.

1. Disconnect the USB device.
2. Reboot the ZyXEL Device.
3. If you are connecting a USB hard drive that comes with an external power supply, make sure it is connected to an appropriate power source that is on.
4. Re-connect your USB device to the ZyXEL Device.

30

Product Specifications

The following tables summarize the ZyXEL Device's hardware and firmware features.

Hardware Specifications

Table 166 Hardware Specifications

Dimensions	(218 W) x (144 D) x (40 H) mm
Weight	460 g
Power Specification	18V 1A DC
Built-in Switch	Four auto-negotiating, auto MDI/MDI-X 10/100 Mbps RJ-45 Ethernet ports
DSL Port	One RJ11 DSL port
WAN Port	One RJ45 WAN port
PHONE Ports	2 RJ-11 FXS POTS ports
RESET Button	Restores factory defaults
WLAN Button	1 second: Turn on or off WLAN 5 seconds: Start WPS
USB Port	One USB v2.0 port for file sharing or print server setup
Antenna	One attached external dipole antenna, 2.9 dBi
Operation Temperature	0º C ~ 40º C
Storage Temperature	-20º ~ 60º C
Operation Humidity	20% ~ 85% RH
Storage Humidity	20% ~ 90% RH
Distance between the centers of the holes (for wall-mounting) on the device's back	137.20mm
Screw size for wall-mounting	M4 tap

Firmware Specifications

Table 167 Firmware Specifications

Default IP Address	192.168.1.1
Default Subnet Mask	255.255.255.0 (24 bits)
Default User Name	adminpldt
Default Password	1234567890
DHCP Server IP Pool	Starting Address: 192.168.1.33 Size: 32
Static DHCP Addresses	10
Content Filtering	Web page blocking by URL keyword.
Static Routes	16
Device Management	Use the web configurator to easily configure the rich range of features on the ZyXEL Device.
Wireless Functionality (wireless devices only)	Allow the IEEE 802.11b and/or IEEE 802.11g wireless clients to connect to the ZyXEL Device wirelessly. Enable wireless security (WEP, WPA(2), WPA(2)-PSK) and/or MAC filtering to protect your wireless network.
Firmware Upgrade	Download new firmware (when available) from the ZyXEL web site and use the web configurator, an FTP or a TFTP tool to put it on the ZyXEL Device. Note: Only upload firmware for your specific model!
Configuration Backup & Restoration	Make a copy of the ZyXEL Device's configuration. You can put it back on the ZyXEL Device later if you decide to revert back to an earlier configuration.
Network Address Translation (NAT)	Each computer on your network must have its own unique IP address. Use NAT to convert your public IP address(es) to multiple private IP addresses for the computers on your network.
Port Forwarding	If you have a server (mail or web server for example) on your network, you can use this feature to let people access it from the Internet.
IEEE 802.1Q and IEEE 802.1P	Use IEEE 802.1Q VLAN and IEEE 802.1P priority tags in implementing QoS. Configure VLANs based on port, PVC, and SSID. Specify a PVID to assign to untagged frames or priority-tagged frames received on this port, SSID, or PVC. Assign a priority for the traffic transmitted through a port, SSID, or PVC.
DHCP (Dynamic Host Configuration Protocol)	Use this feature to have the ZyXEL Device assign IP addresses, an IP default gateway and DNS servers to computers on your network. Your device can also act as a surrogate DHCP server (DHCP Relay) where it relays IP address assignment from the actual real DHCP server to the clients.

Table 167 Firmware Specifications (continued)

Dynamic DNS Support	With Dynamic DNS (Domain Name System) support, you can use a fixed URL, www.zyxel.com for example, with a dynamic IP address. You must register for this service with a Dynamic DNS service provider.
IP Multicast	IP multicast is used to send traffic to a specific group of computers. The ZyXEL Device supports versions 1 and 2 of IGMP (Internet Group Management Protocol) used to join multicast groups (see RFC 2236).
Time and Date	Get the current time and date from an external server when you turn on your ZyXEL Device. You can also set the time manually. These dates and times are then used in logs.
Logs	Use logs for troubleshooting. You can send logs from the ZyXEL Device to an external syslog server.
Universal Plug and Play (UPnP)	A UPnP-enabled device can dynamically join a network, obtain an IP address and convey its capabilities to other devices on the network.
Firewall	Your device has a stateful inspection firewall with DoS (Denial of Service) protection. By default, when the firewall is activated, all incoming traffic from the WAN to the LAN is blocked unless it is initiated from the LAN. The firewall supports TCP/UDP inspection, DoS detection and prevention, real time alerts, reports and logs.
Content Filtering	Content filtering allows you to block access to Internet web sites that contain key words (that you specify) in the URL. You can also schedule when to perform the filtering and give trusted LAN IP addresses unfiltered Internet access.
QoS (Quality of Service)	You can efficiently manage traffic on your network by reserving bandwidth and giving priority to certain types of traffic and/or to particular computers.
Remote Management	This allows you to decide whether a service (HTTP or FTP traffic for example) from a computer on a network (LAN or WAN for example) can access the ZyXEL Device.
Any IP	The Any IP feature allows a computer to access the Internet and the ZyXEL Device without changing the network settings (such as IP address and subnet mask) of the computer, when the IP addresses of the computer and the ZyXEL Device are not in the same subnet.
PPPoE Support (RFC2516)	PPPoE (Point-to-Point Protocol over Ethernet) emulates a dial-up connection. It allows your ISP to use their existing network configuration with newer broadband technologies such as ADSL. The PPPoE driver on your device is transparent to the computers on the LAN, which see only Ethernet and are not aware of PPPoE thus saving you from having to manage PPPoE clients on individual computers.
IPSec VPN Capability	Establish a Virtual Private Network (VPN) to connect with business partners and branch offices using data encryption and the Internet to provide secure communications without the expense of leased site-to-site lines. The ZyXEL Device VPN is based on the IPSec standard and is interoperable with other IPSec-based VPN products. The ZyXEL Device supports up to two simultaneous IPSec connections.

Table 167 Firmware Specifications (continued)

Other PPPoE Features	PPPoE idle time out PPPoE dial on demand
Multiple PVC (Permanent Virtual Circuits) Support	Your device supports one Permanent Virtual Circuits (PVCs).
IP Alias	IP alias allows you to partition a physical network into logical networks over the same Ethernet interface. Your device supports three logical LAN interfaces via its single physical Ethernet interface with the your device itself as the gateway for each LAN network.
Packet Filters	Your device's packet filtering function allows added network security and management.
ADSL Standards	Support ITU G.992.1 G.dmt EOC specified in ITU-T G.992.1 ADSL2 G.dmt.bis (G.992.3) ADSL2 G.lite.bis (G.992.4) ADSL 2/2+ AnnexM ADSL2+ (G.992.5) Reach-Extended ADSL (RE ADSL) SRA (Seamless Rate Adaptation) Auto-negotiating rate adaptation ADSL physical connection AAL5 (ATM Adaptation Layer type 5) Multi-protocol over AAL5 (RFC 2684/1483) PPP over ATM AAL5 (RFC 2364) PPP over Ethernet (RFC 2516) Multiple PPPoE VC-based and LLC-based multiplexing I.610 F4/F5 OAM

Table 167 Firmware Specifications (continued)

Other Protocol Support	PPP (Point-to-Point Protocol) link layer protocol Transparent bridging for unsupported network layer protocols RIP I/RIP II ICMP ATM QoS SNMP v1 and v2c with MIB II support (RFC 1213) IP Multicasting IGMP v1 and v2 IGMP Proxy
Management	Embedded Web Configurator CLI (Command Line Interpreter) SNMP v1 & v2c with MIB II Embedded FTP/TFTP Server for firmware upgrade and configuration file backup and restore Telnet for remote management Remote Management Control: Telnet, FTP, Web, SNMP and DNS. Remote Firmware Upgrade Syslog

Voice Specifications

Note: To take full advantage of the supplementary phone services available through the ZyXEL Device's phone port, you may need to subscribe to the services from your VoIP service provider.

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

Table 168 Voice Features

Call Park and Pickup	Call park and pickup lets you put a call on hold (park) and then continue the call (pickup). The caller must still pay while the call is parked. When you park the call, you enter a number of your choice (up to eight digits), which you must enter again when you pick up the call. If you do not enter the correct number, you cannot pickup the call. This means that only someone who knows the number you have chosen can pick up the call. You can have more than one call on hold at the same time, but you must give each call a different number.
Call Return	With call return, you can place a call to the last number that called you (either answered or missed). The last incoming call can be through either SIP or PSTN.
Country Code	Phone standards and settings differ from one country to another, so the settings on your ZyXEL Device must be configured to match those of the country you are in. The country code feature allows you to do this by selecting the country from a list rather than changing each setting manually. Configure the country code feature when you move the ZyXEL Device from one country to another.
Do not Disturb (DnD)	This feature allows you to set your phone not to ring when someone calls you. You can set each phone independently using its keypad, or configure global settings for all phones using the command line interpreter.
Auto Dial	You can set the ZyXEL Device to automatically dial a specified number immediately whenever you lift a phone off the hook. Use the Web Configurator to set the specified number. Use the command line interpreter to have the ZyXEL Device wait a specified length of time before dialing the number.
Phone config	The phone config table allows you to customize the phone keypad combinations you use to access certain features on the ZyXEL Device, such as call waiting, call return, and call forward. The phone config table is configurable in command interpreter mode.
HTTP pincode	If your service provider uses an auto provisioning server, you need to enter a personal identification number (supplied by your service provider) before you first use the feature.
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 ZyXEL Device. Enter *99# in your phone's keypad to have the ZyXEL Device 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.

Table 168 Voice Features

Call forwarding	With this feature, you can set the ZyXEL Device 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 ZyXEL Device 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.
Dynamic Jitter Buffer	The built-in adaptive buffer helps to smooth out the variations in delay (jitter) for voice traffic. This helps ensure good voice quality for your conversations.
Multiple SIP Accounts	You can simultaneously use multiple voice (SIP) accounts and assign them to the telephone port.
Multiple Voice Channels	Your device can simultaneously handle multiple voice channels (telephone calls). Additionally you can answer an incoming phone call on a VoIP account, even while someone else is using the account for a phone call.
Voice Activity Detection/Silence Suppression	Voice Activity Detection (VAD) reduces the bandwidth that a call uses by not transmitting when you are not speaking.
Comfort Noise Generation	Your device generates background noise to fill moments of silence when the other device in a call stops transmitting because the other party is not speaking (as total silence could easily be mistaken for a lost connection).
Echo Cancellation	You device supports G.168, an ITU-T standard for eliminating the echo caused by the sound of your voice reverberating in the telephone receiver while you talk.
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.

Table 168 Voice Features

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	SIP version 2 (Session Initiatiion Protocol RFC 3261) SDP (Session Description Protocol RFC 2327) RTP (RFC 1889) RTCP (RFC 1890) Voice codecs (coder/decoders) G.711, G.729 Fax and data modem discrimination DTMF Detection and Generation DTMF: In-band and Out-band traffic (RFC 2833),(PCM), (SIP INFO) Point-to-point call establishment between two IADs Quick dialing through predefined phone book, which maps the phone dialing number and destination URL. Flexible Dial Plan (RFC3525 section 7.1.14)

Wireless Features

Table 169 Wireless Features

External Antenna	The ZyXEL Device is equipped with an attached antenna to provide a clear radio signal between the wireless stations and the access points.
Multiple SSID	Multiple SSID allows the ZyXEL Device to operate up to 4 different wireless networks simultaneously, each with independently configurable wireless and security settings.
WDS	WDS (Wireless Distribution System) lets the ZyXEL Device act as a bridge with other ZyXEL access points.
Wireless LAN MAC Address Filtering	Your device can check the MAC addresses of wireless stations against a list of allowed or denied MAC addresses.
WEP Encryption	WEP (Wired Equivalent Privacy) encrypts data frames before transmitting over the wireless network to help keep network communications private.
Wi-Fi Protected Access	Wi-Fi Protected Access (WPA) is a subset of the IEEE 802.11i security standard. Key differences between WPA and WEP are user authentication and improved data encryption.
WPA2	WPA 2 is a wireless security standard that defines stronger encryption, authentication and key management than WPA.

Table 169 Wireless Features

WPS	Wi-Fi Protected Setup
Other Wireless Features	IEEE 802.11g Compliance Frequency Range: 2.4 GHz ISM Band Advanced Orthogonal Frequency Division Multiplexing (OFDM) Data Rates: 54Mbps, 11Mbps, 5.5Mbps, 2Mbps, and 1 Mbps Auto Fallback Turn on-off WLAN by **WLAN** button (press the **WLAN** button for one second to turn the WLAN on or turn off; five seconds to turn on WPS) IEEE 802.11i IEEE 802.11e Wired Equivalent Privacy (WEP) Data Encryption 64/128/256 bit. WLAN bridge to LAN Up to 32 MAC Address filters IEEE 802.1x External RADIUS server using EAP-MD5, TLS, TTLS Scheduling lets you set when the WLAN is on.

The following list, which is not exhaustive, illustrates the standards supported in the ZyXEL Device.

Table 170 Standards Supported

STANDARD	DESCRIPTION
RFC 867	Daytime Protocol
RFC 868	Time Protocol.
RFC 1058	RIP-1 (Routing Information Protocol)
RFC 1112	IGMP v1
RFC 1157	SNMPv1: Simple Network Management Protocol version 1
RFC 1305	Network Time Protocol (NTP version 3)
RFC 1441	SNMPv2 Simple Network Management Protocol version 2
RFC 1483	Multiprotocol Encapsulation over ATM Adaptation Layer 5
RFC 1631	IP Network Address Translator (NAT)
RFC 1661	The Point-to-Point Protocol (PPP)
RFC 1723	RIP-2 (Routing Information Protocol)
RFC 1901	SNMPv2c Simple Network Management Protocol version 2c
RFC 2236	Internet Group Management Protocol, Version 2.
RFC 2364	PPP over AAL5 (PPP over ATM over ADSL)

Table 170 Standards Supported (continued)

STANDARD	DESCRIPTION
RFC 2408	Internet Security Association and Key Management Protocol (ISAKMP)
RFC 2516	A Method for Transmitting PPP Over Ethernet (PPPoE)
RFC 2684	Multiprotocol Encapsulation over ATM Adaptation Layer 5.
RFC 2766	Network Address Translation - Protocol
IEEE 802.11	Also known by the brand Wi-Fi, denotes a set of Wireless LAN/ WLAN standards developed by working group 11 of the IEEE LAN/MAN Standards Committee (IEEE 802).
IEEE 802.11b	Uses the 2.4 gigahertz (GHz) band
IEEE 802.11g	Uses the 2.4 gigahertz (GHz) band
IEEE 802.11d	Standard for Local and Metropolitan Area Networks: Media Access Control (MAC) Bridges
IEEE 802.11x	Port Based Network Access Control.
IEEE 802.11e QoS	IEEE 802.11 e Wireless LAN for Quality of Service
ANSI T1.413, Issue 2	Asymmetric Digital Subscriber Line (ADSL) standard.
G dmt(G.992.1)	G.992.1 Asymmetrical Digital Subscriber Line (ADSL) Transceivers
ITU G.992.1 (G.DMT)	ITU standard for ADSL using discrete multitone modulation.
ITU G.992.2 (G. Lite)	ITU standard for ADSL using discrete multitone modulation.
ITU G.992.3 (G.dmt.bis)	ITU standard (also referred to as ADSL2) that extends the capability of basic ADSL in data rates.
ITU G.992.4 (G.lite.bis)	ITU standard (also referred to as ADSL2) that extends the capability of basic ADSL in data rates.
ITU G.992.5 (ADSL2+)	ITU standard (also referred to as ADSL2+) that extends the capability of basic ADSL by doubling the number of downstream bits.
Microsoft PPTP	MS PPTP (Microsoft's implementation of Point to Point Tunneling Protocol)
RFC 2383	ST2+ over ATM Protocol Specification - UNI 3.1 Version
TR-069	TR-069 DSL Forum Standard for CPE Wan Management.
1.363.5	Compliant AAL5 SAR (Segmentation And Re-assembly)

Power Adaptor Specifications

Table 171 Power Adaptor Specifications

NORTH AMERICAN PLUG STANDARDS	
AC Power Adapter Model	MT18-Y180100-A1
Input Power	120V~60Hz 0.5A

Table 171 Power Adaptor Specifications (continued)

EUROPEAN PLUG STANDARDS	
AC Power Adapter Model	MV18-Y180100-C5
Input Power	230V~50Hz 0.5A
UNITED KINGDOM PLUG STANDARDS	
AC Power Adapter Model	MV18-Y180100-B2
Input Power	230V~50Hz 0.5A

Wall-mounting Instructions

Do the following to hang your ZyXEL Device on a wall.

Note: See Table 166 on page 471 for the size of screws to use and how far apart to place them.

1 Locate a high position on a wall that is free of obstructions. Use a sturdy wall.

2 Drill two holes for the screws. Make sure the distance between the centers of the holes matches what is listed in the product specifications appendix.

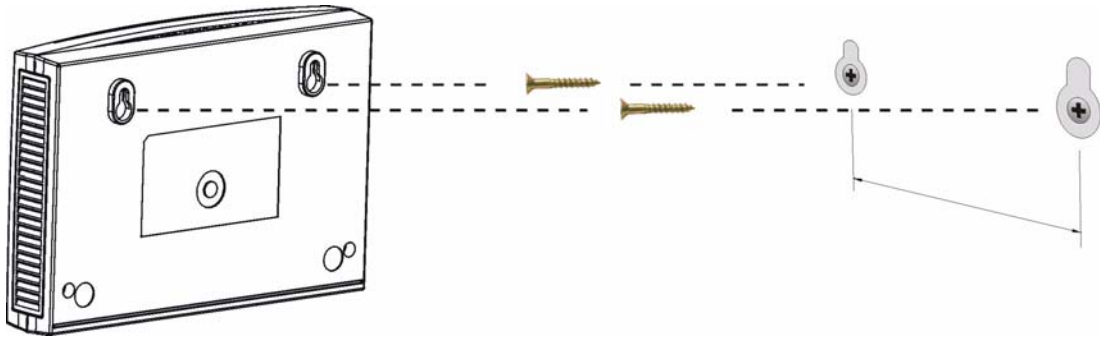
Be careful to avoid damaging pipes or cables located inside the wall when drilling holes for the screws.

3 Do not screw the screws all the way into the wall. Leave a small gap of about 0.5 cm between the heads of the screws and the wall.

4 Make sure the screws are snugly fastened to the wall. They need to hold the weight of the ZyXEL Device with the connection cables.

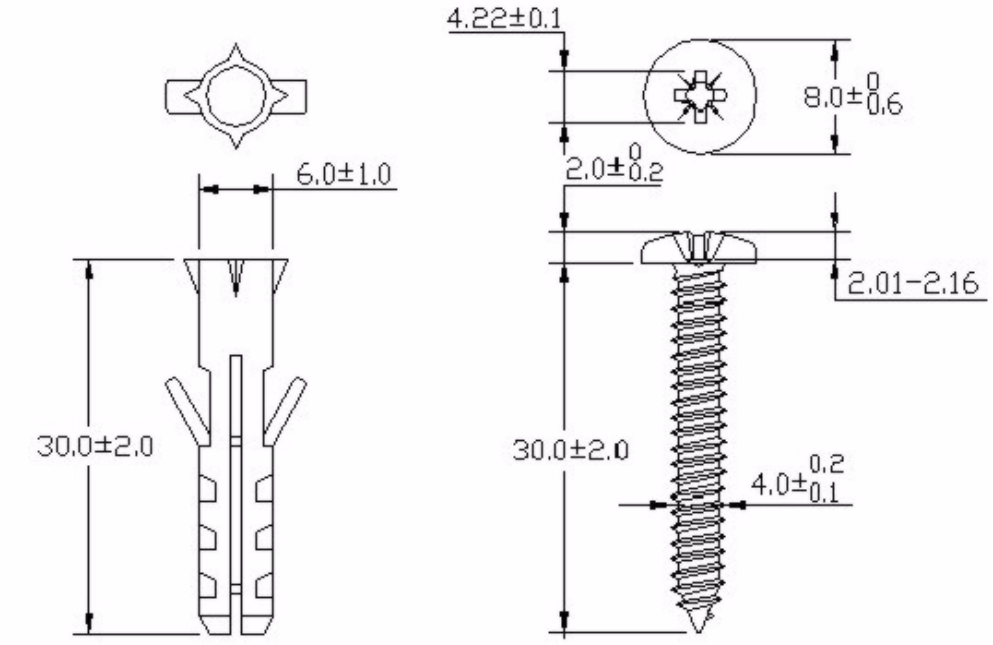
5 Align the holes on the back of the ZyXEL Device with the screws on the wall. Hang the ZyXEL Device on the screws.

Figure 307 Wall-mounting Example



The following are dimensions of an M4 tap screw and masonry plug used for wall mounting. All measurements are in millimeters (mm).

Figure 308 Masonry Plug and M4 Tap Screw



PART IV
Appendices and Index

A

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.

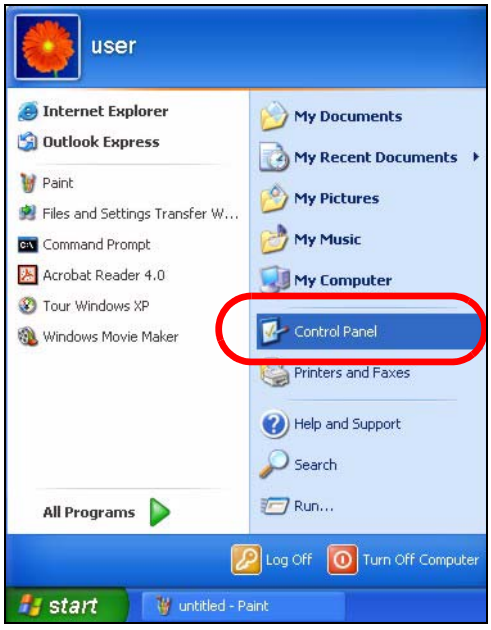
In this appendix, you can set up an IP address for:

Windows XP/NT/2000

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 309 Windows XP: Start Menu

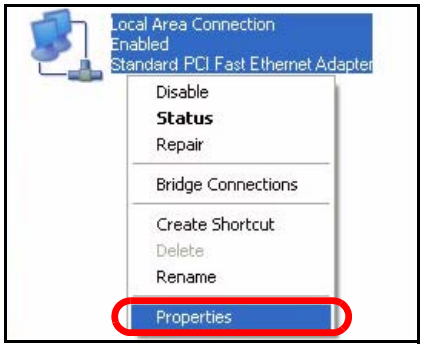


2 In the **Control Panel**, click the **Network Connections** icon.

Figure 310 Windows XP: Control Panel

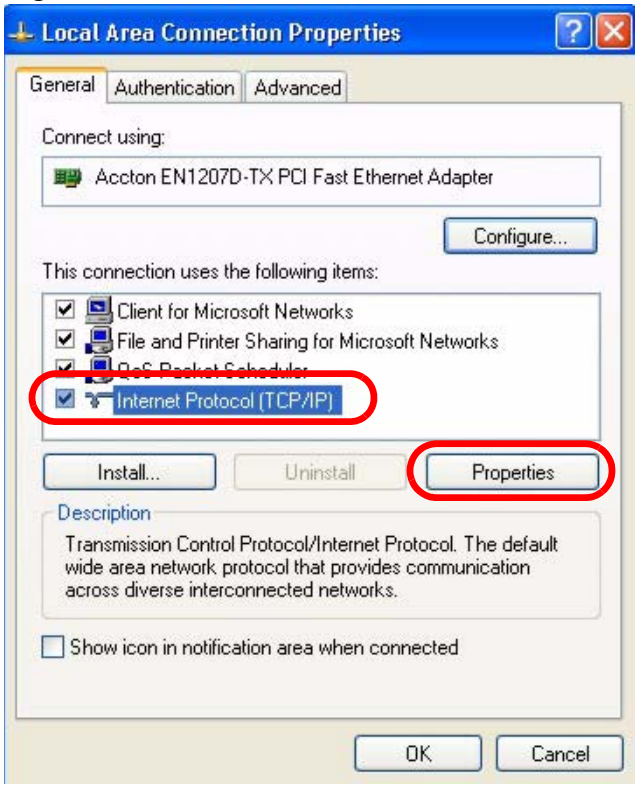
3 Right-click **Local Area Connection** and then select **Properties**.

Figure 311 Windows XP: Control Panel > Network Connections > Properties



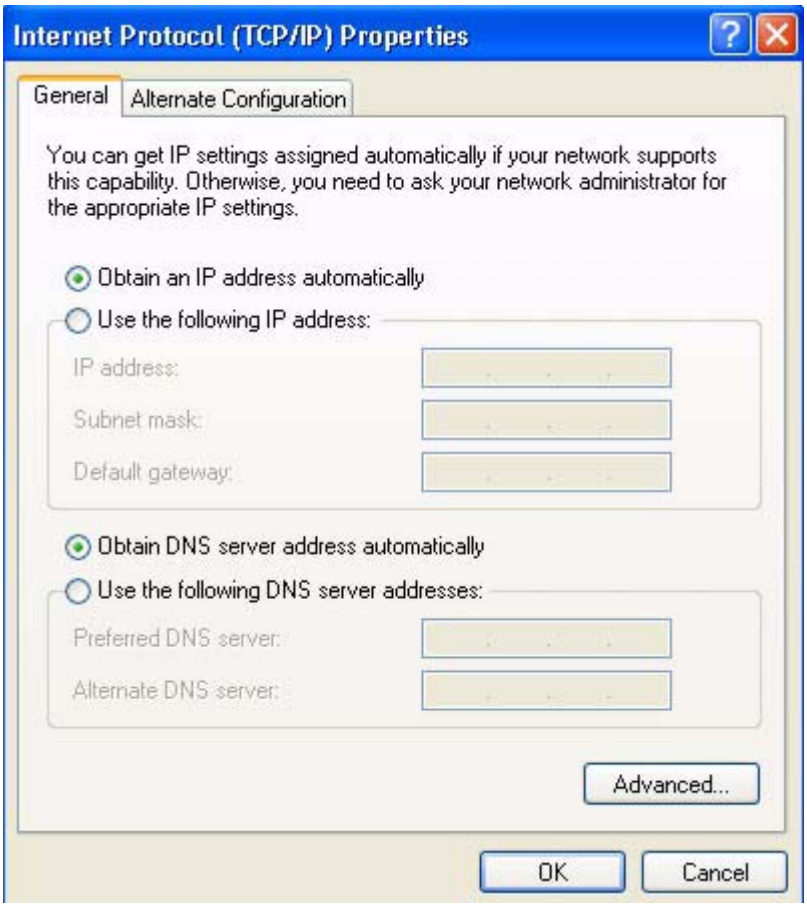
4 On the **General** tab, select **Internet Protocol (TCP/IP)** and then click **Properties**.

Figure 312 Windows XP: Local Area Connection Properties



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

Figure 313 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.

8 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].

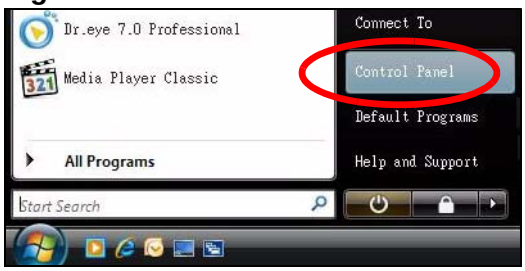
You can also go to **Start > Control Panel > Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab to view your IP address and connection information.

Windows Vista

This section shows screens from Windows Vista Professional.

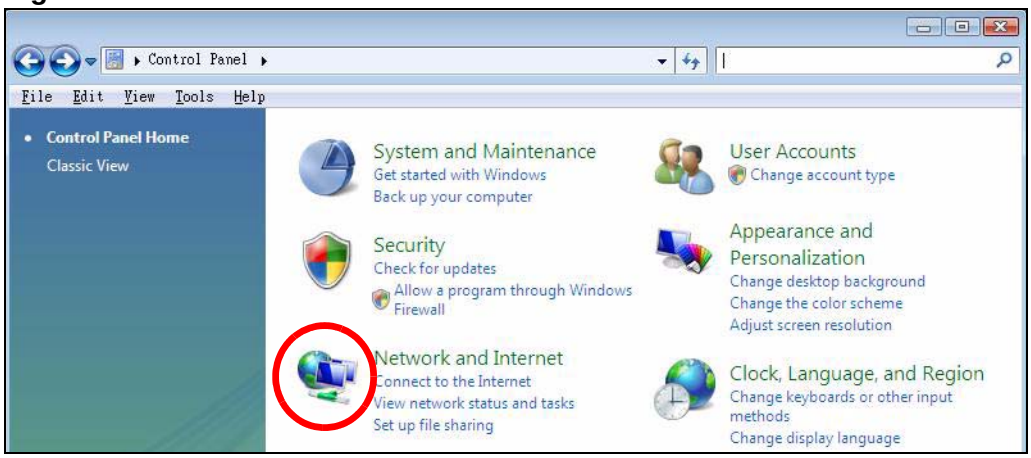
1 Click **Start** > **Control Panel**.

Figure 314 Windows Vista: Start Menu



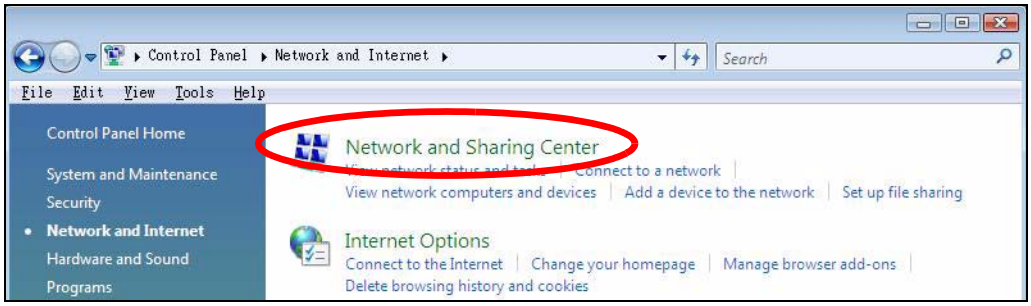
2 In the **Control Panel**, click the **Network and Internet** icon.

Figure 315 Windows Vista: Control Panel



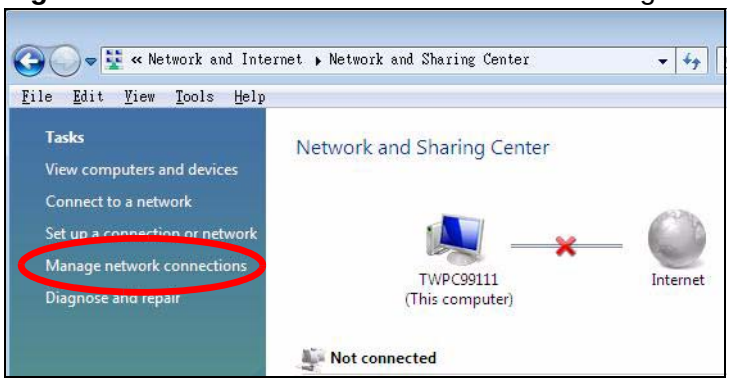
3 Click the **Network and Sharing Center** icon.

Figure 316 Windows Vista: Network And Internet



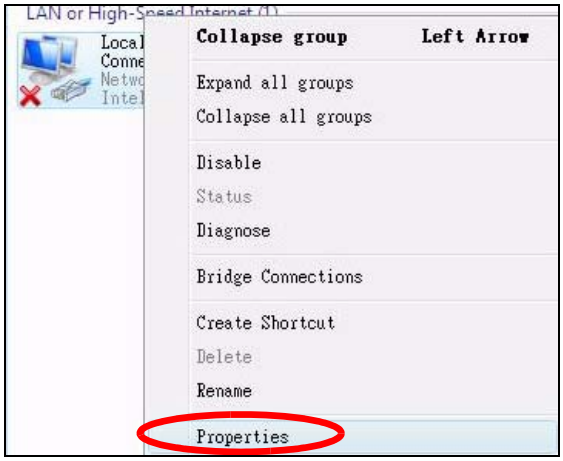
4 Click **Manage network connections**.

Figure 317 Windows Vista: Network and Sharing Center



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

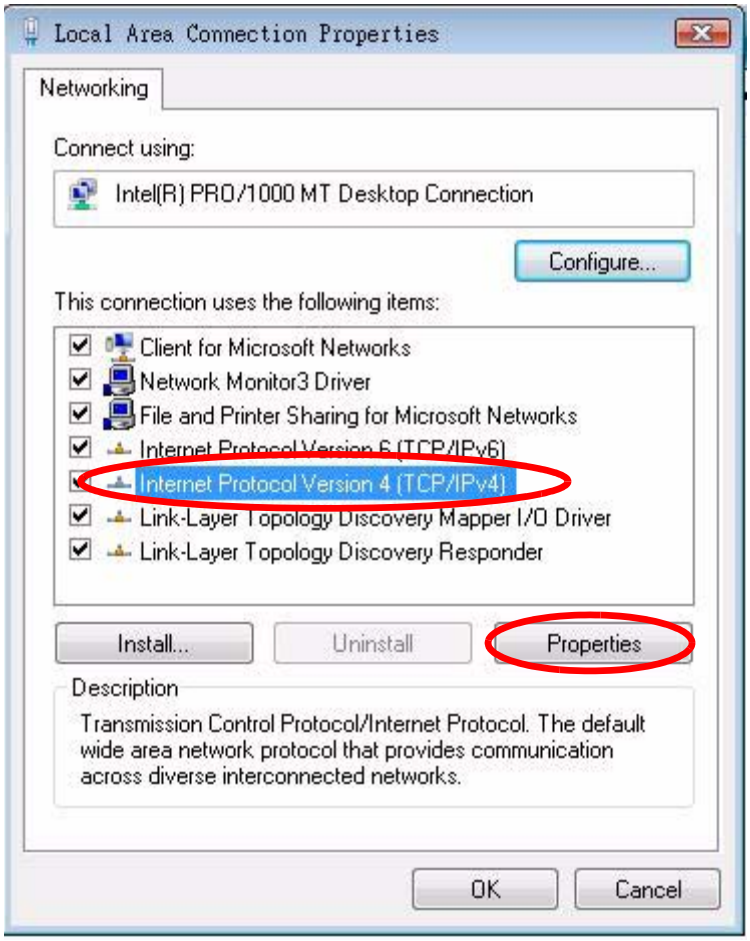
Figure 318 Windows Vista: Network and Sharing Center



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

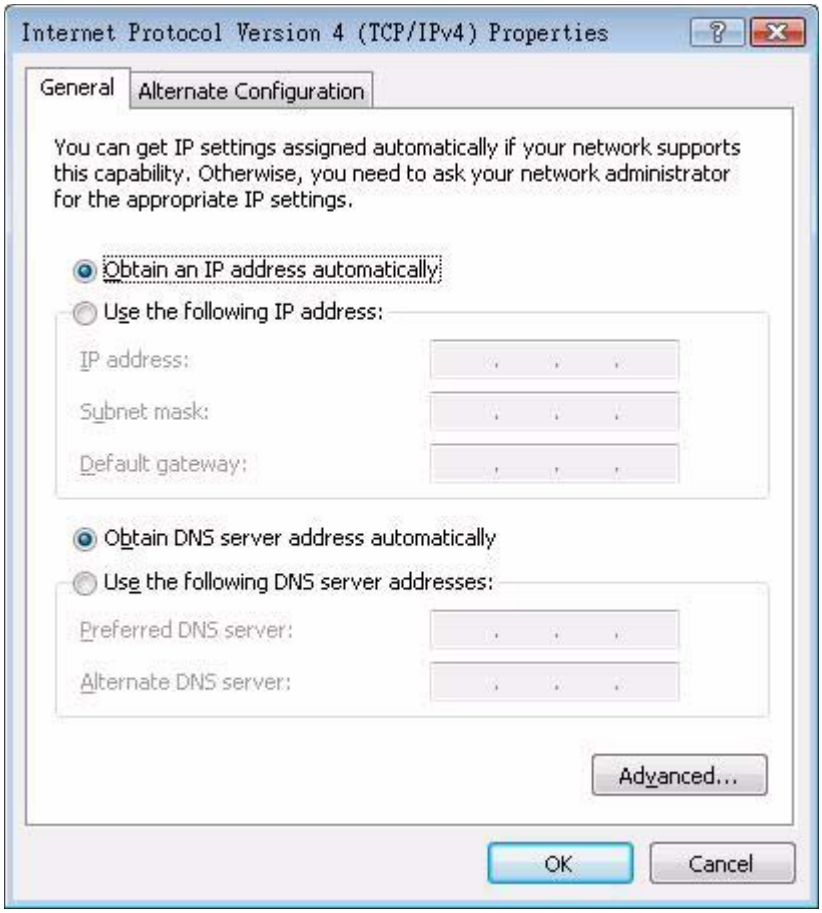
6 Select **Internet Protocol Version 4 (TCP/IPv4)** and then select **Properties**.

Figure 319 Windows Vista: Local Area Connection Properties



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

Figure 320 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.

10 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].

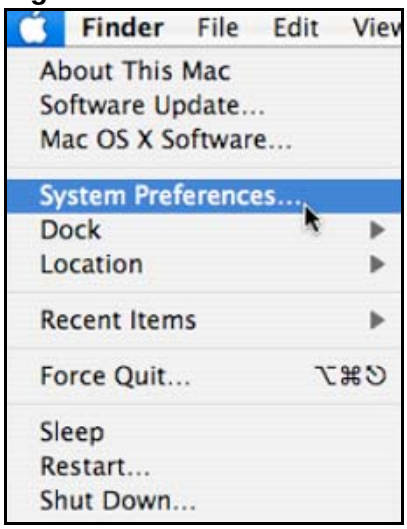
You can also go to **Start > Control Panel > Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab to view your IP address and connection information.

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 321 Mac OS X 10.4: Apple Menu

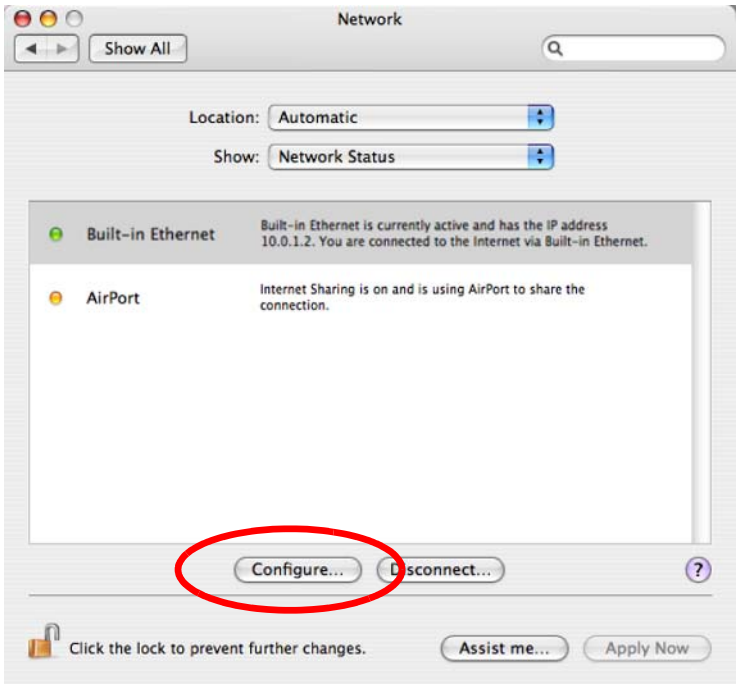


2 In the **System Preferences** window, click the **Network** icon.

Figure 322 Mac OS X 10.4: System Preferences

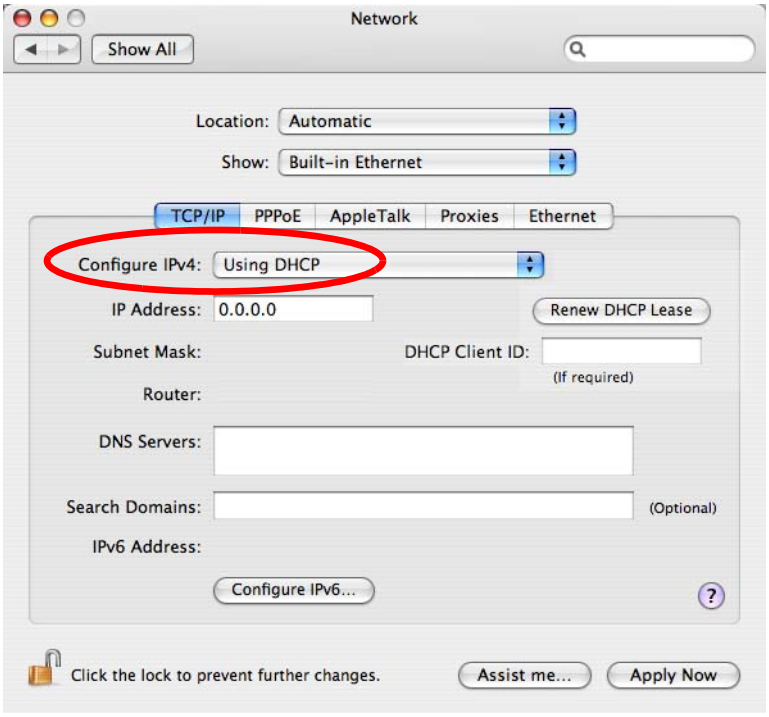
3 When the **Network** preferences pane opens, select **Built-in Ethernet** from the network connection type list, and then click **Configure.**

Figure 323 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 324 Mac OS X 10.4: Network Preferences > TCP/IP Tab.

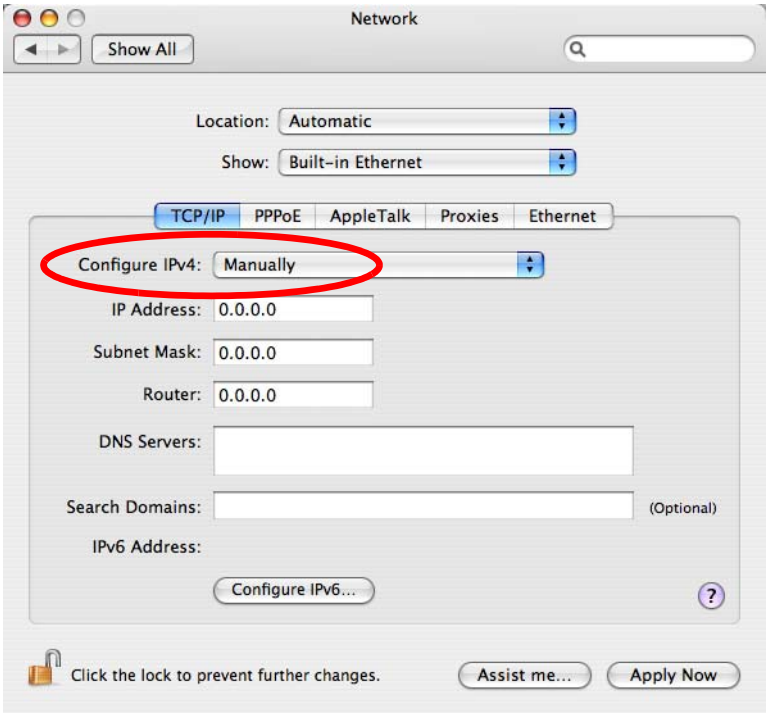


5 For statically assigned settings, do the following:

- 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 325 Mac OS X 10.4: Network Preferences > Ethernet

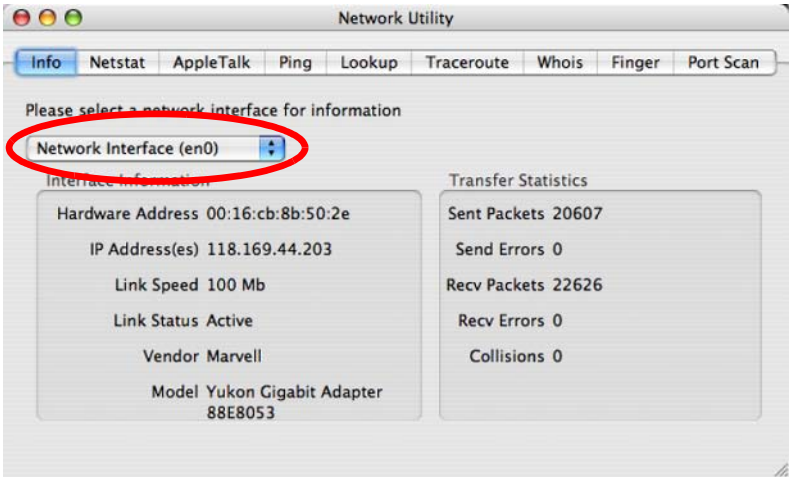


6 Click **Apply Now** and close the window.

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 326 Mac OS X 10.4: Network Utility

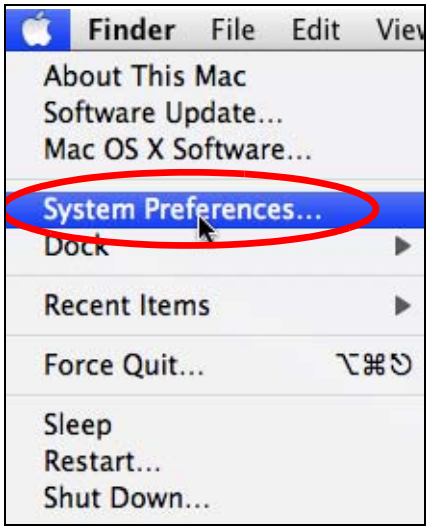


Mac OS X: 10.5

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

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

Figure 327 Mac OS X 10.5: Apple Menu

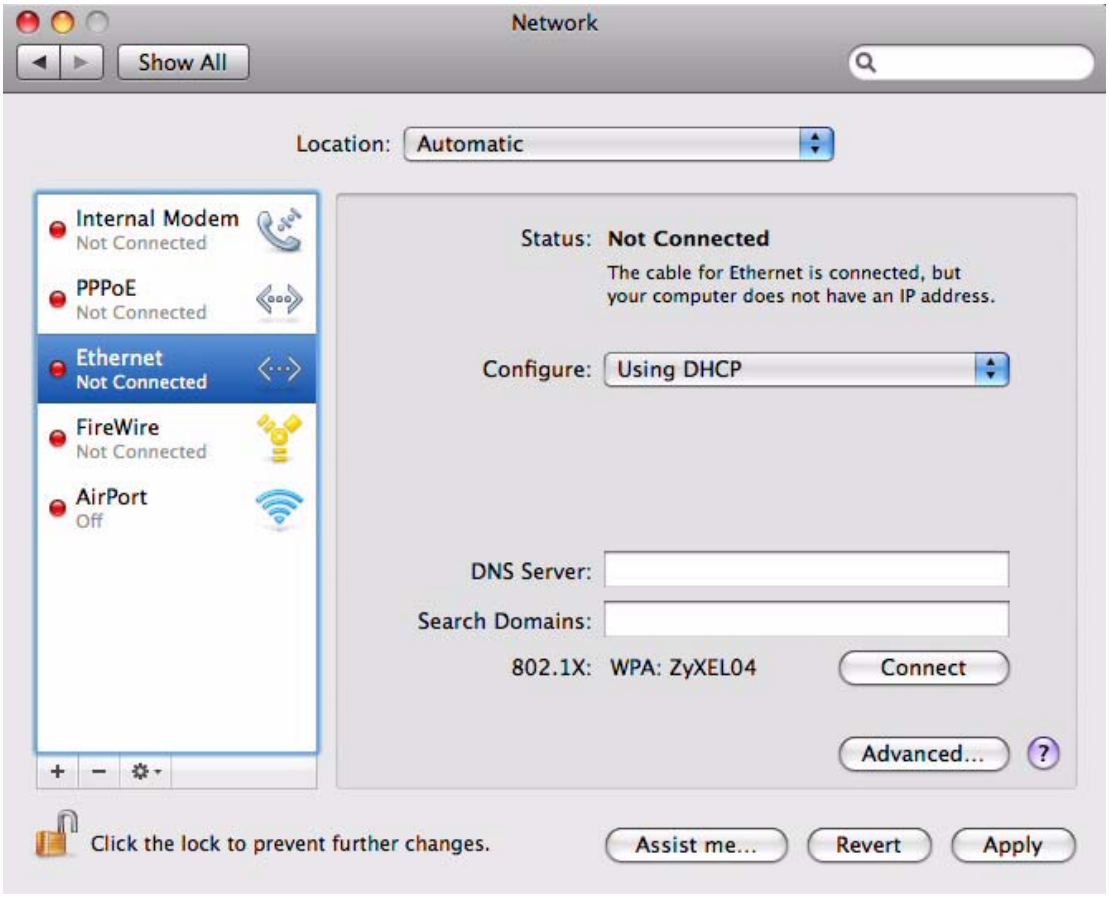


2 In **System Preferences**, click the **Network** icon.

Figure 328 Mac OS X 10.5: Systems Preferences

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

Figure 329 Mac OS X 10.5: Network Preferences > Ethernet



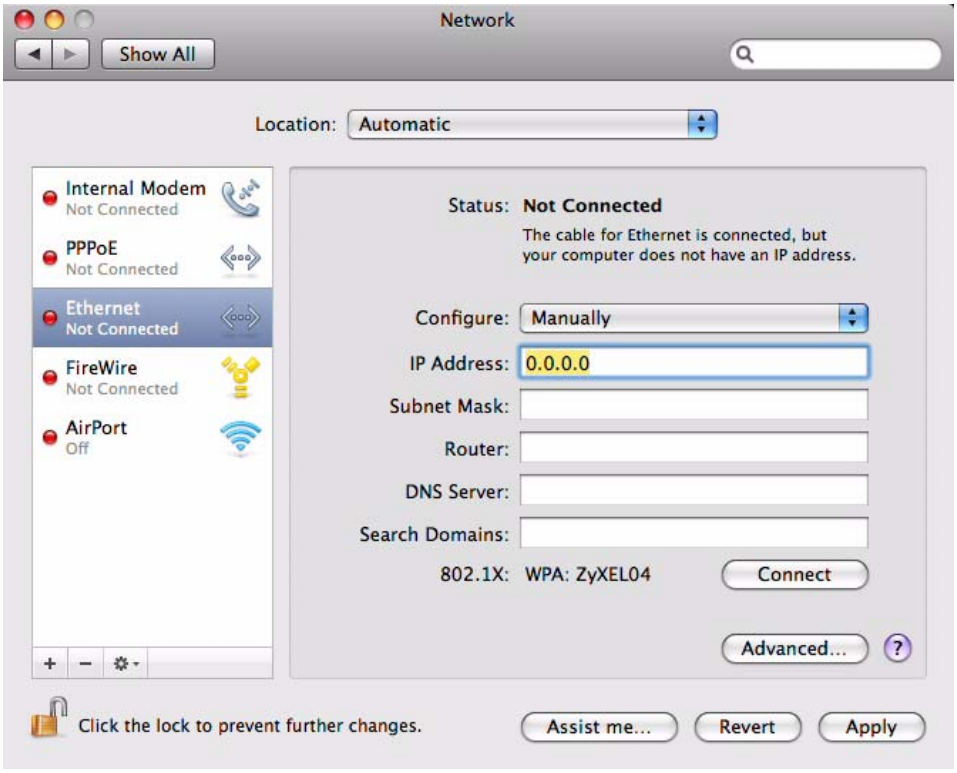
4 From the **Configure** list, select **Using DHCP** for dynamically assigned settings.

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 ZyXEL Device.

Figure 330 Mac OS X 10.5: Network Preferences > Ethernet

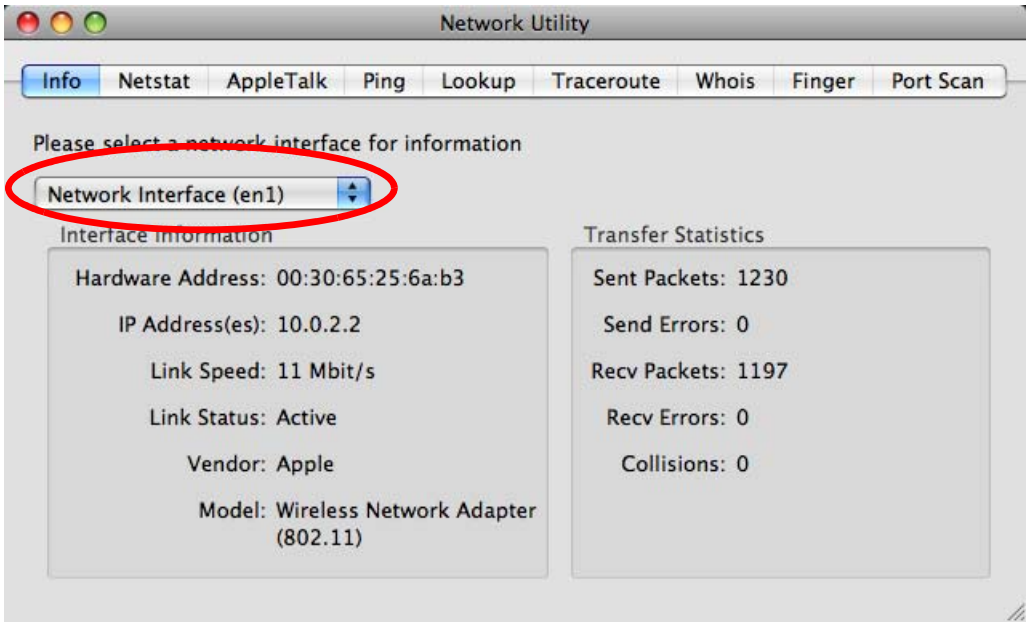


6 Click **Apply** and close the window.

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 331 Mac OS X 10.5: Network Utility



Linux: Ubuntu 8 (GNOME)

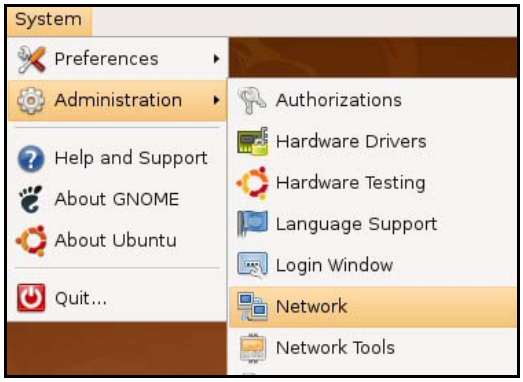
This section shows you how to configure your computer's TCP/IP settings in the GNU Object Model Environment (GNOME) using the Ubuntu 8 Linux distribution. The procedure, screens and file locations may vary depending on your specific distribution, release version, and individual configuration. The following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

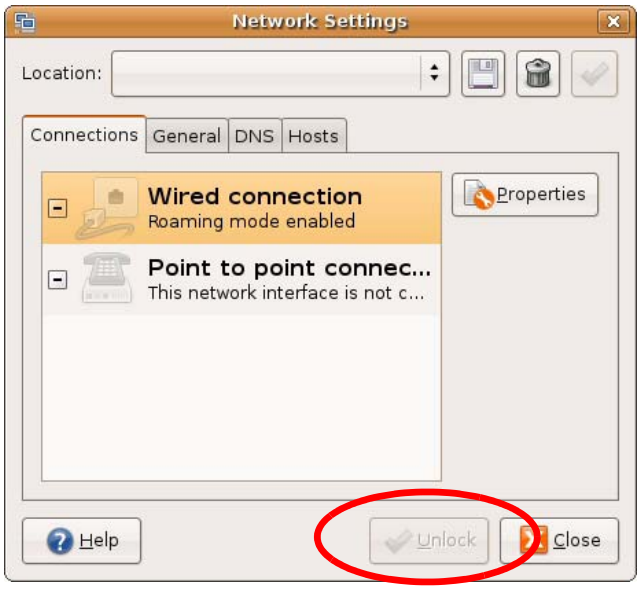
1 Click **System > Administration > Network**.

Figure 332 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 333 Ubuntu 8: Network Settings > Connections



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

Figure 334 Ubuntu 8: Administrator Account Authentication

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

Figure 335 Ubuntu 8: Network Settings > Connections

5 The **Properties** dialog box opens.

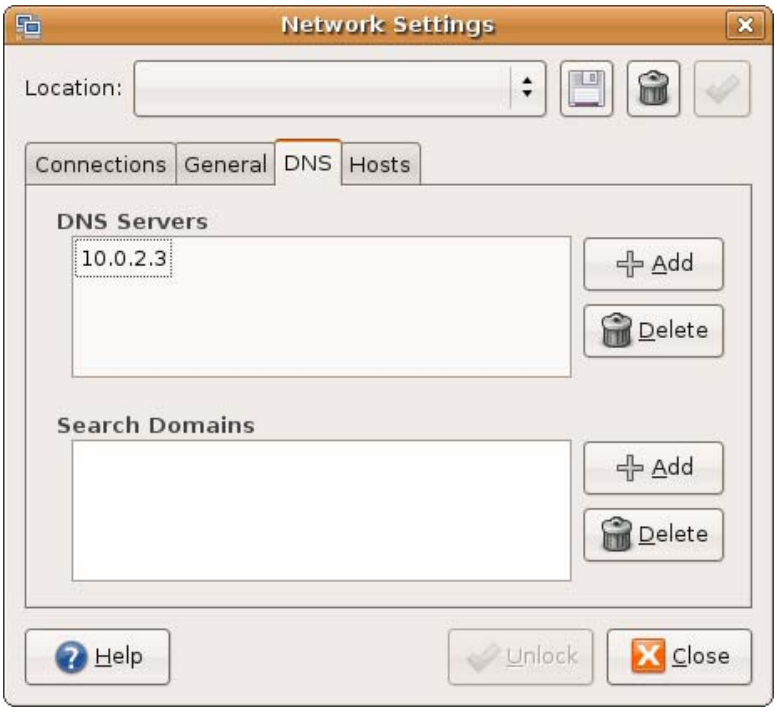
Figure 336 Ubuntu 8: Network Settings > Properties

- 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 337 Ubuntu 8: Network Settings > DNS



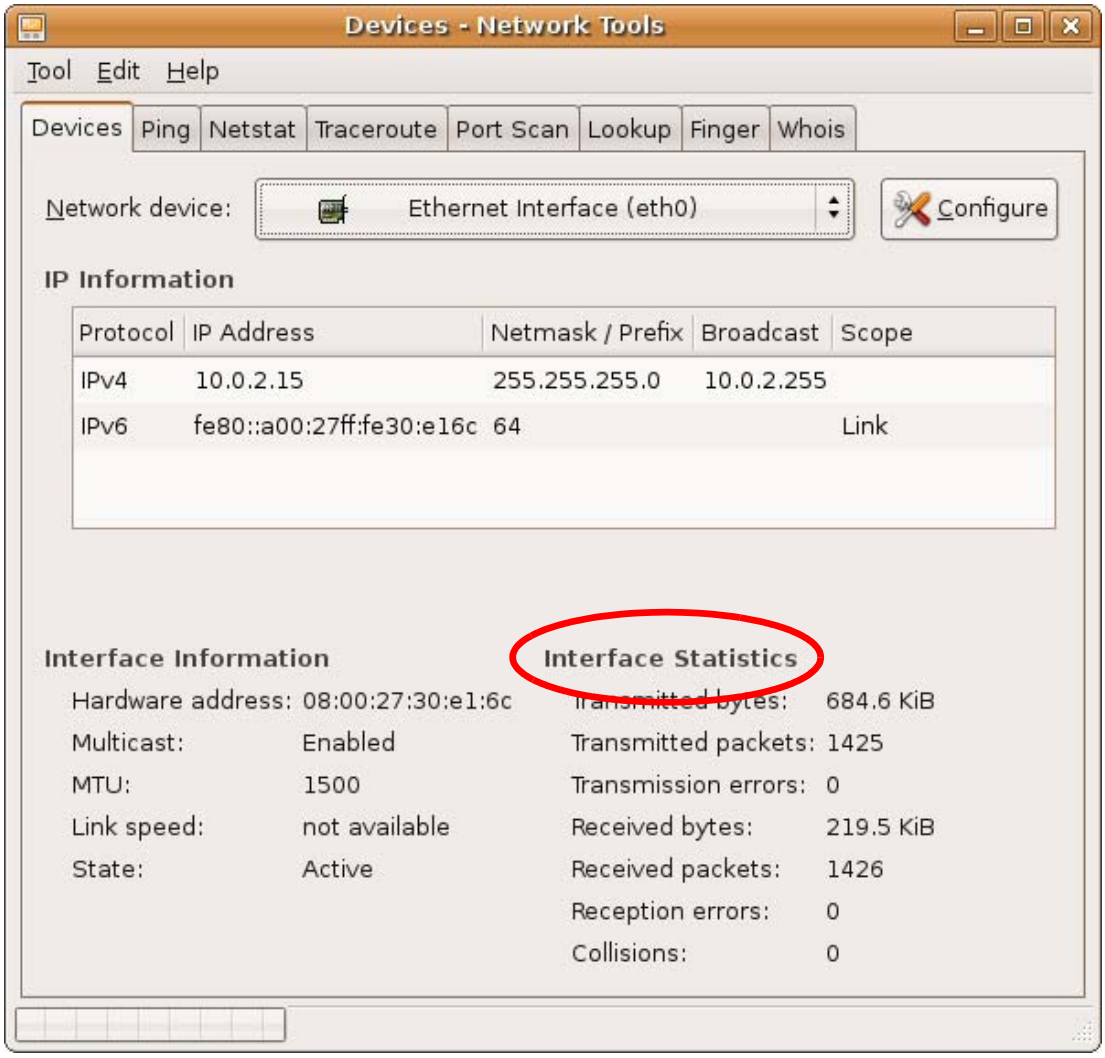
8 Click the **Close** button to apply the changes.

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 338 Ubuntu 8: Network Tools



Linux: openSUSE 10.3 (KDE)

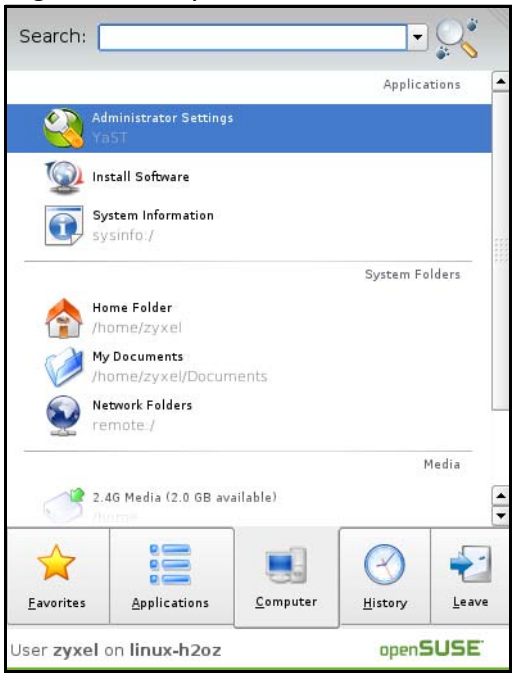
This section shows you how to configure your computer's TCP/IP settings in the K Desktop Environment (KDE) using the openSUSE 10.3 Linux distribution. The procedure, screens and file locations may vary depending on your specific distribution, release version, and individual configuration. The following 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 339 openSUSE 10.3: K Menu > Computer Menu

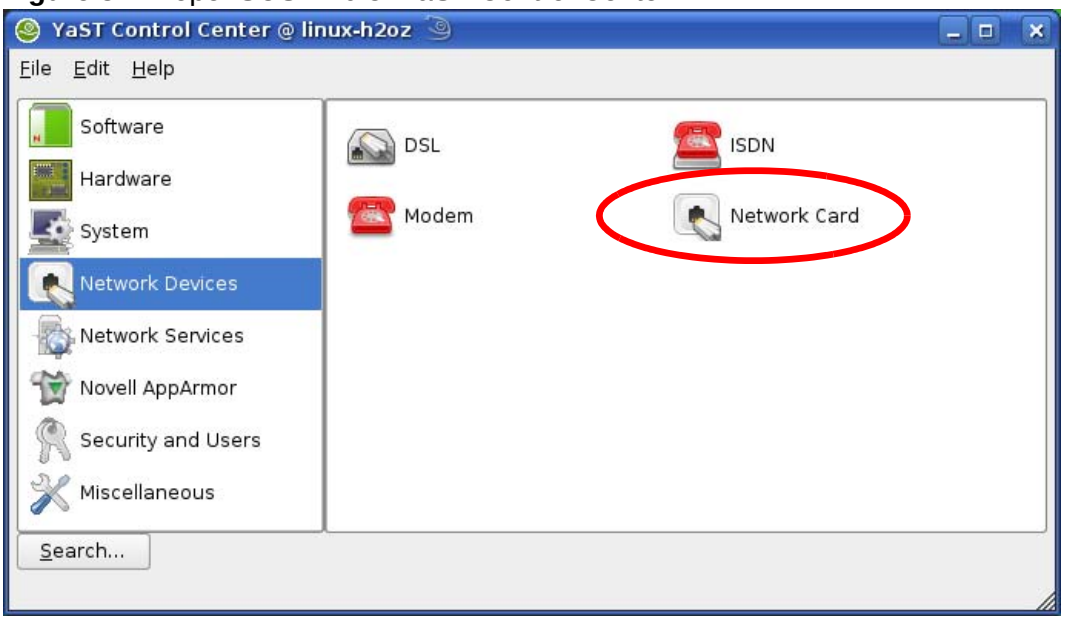


2 When the **Run as Root - KDE su** dialog opens, enter the admin password and click **OK**.

Figure 340 openSUSE 10.3: K Menu > Computer Menu

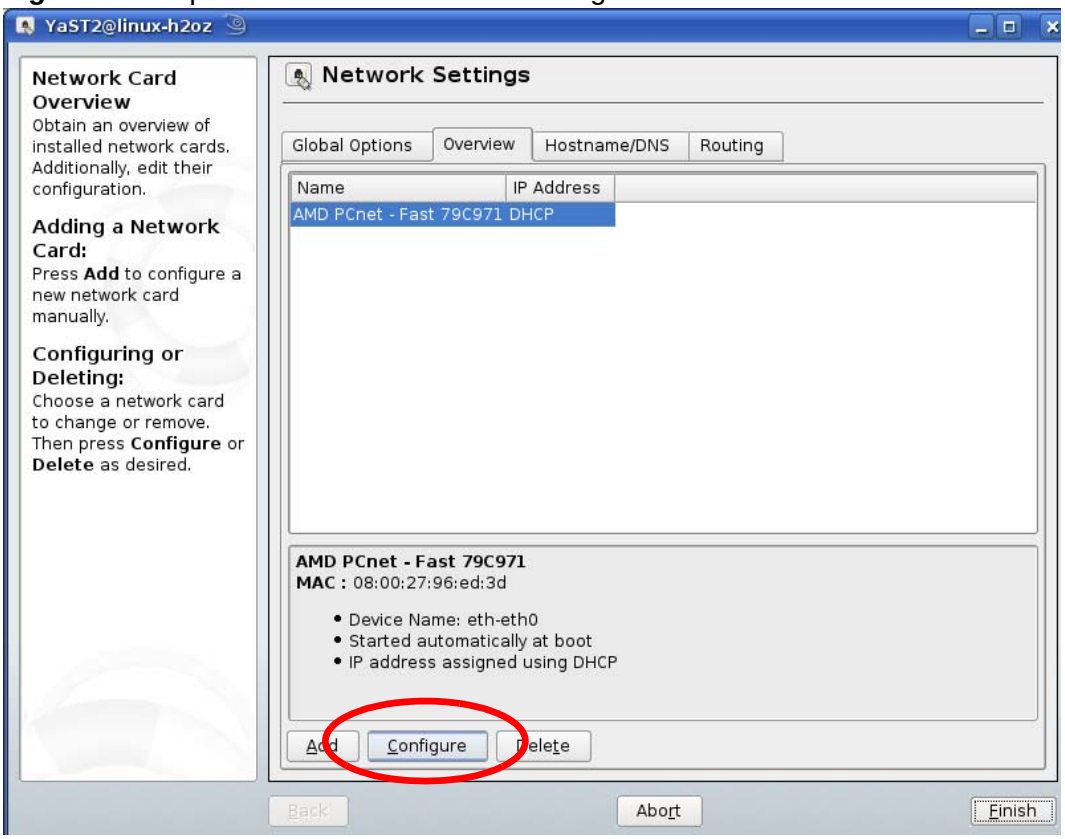
3 When the **YaST Control Center** window opens, select **Network Devices** and then click the **Network Card** icon.

Figure 341 openSUSE 10.3: YaST Control Center



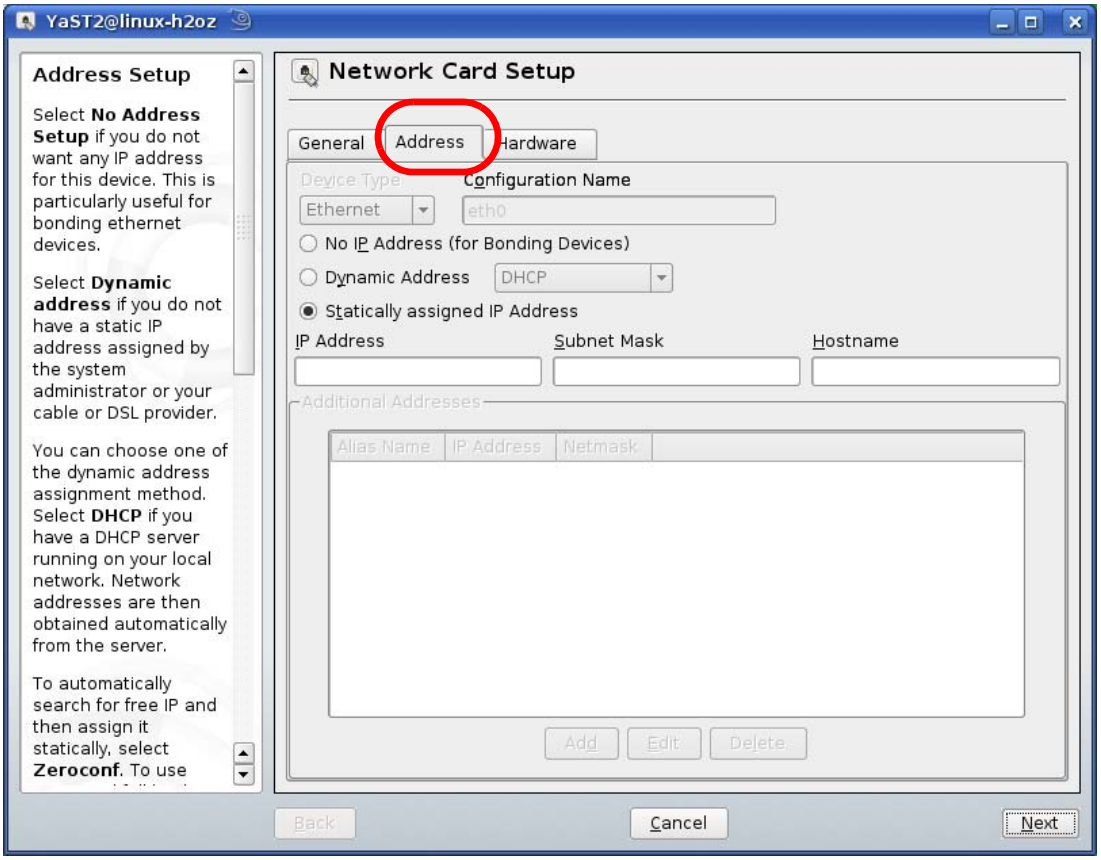
4 When the **Network Settings** window opens, click the **Overview** tab, select the appropriate connection **Name** from the list, and then click the **Configure** button.

Figure 342 openSUSE 10.3: Network Settings



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

Figure 343 openSUSE 10.3: Network Card Setup



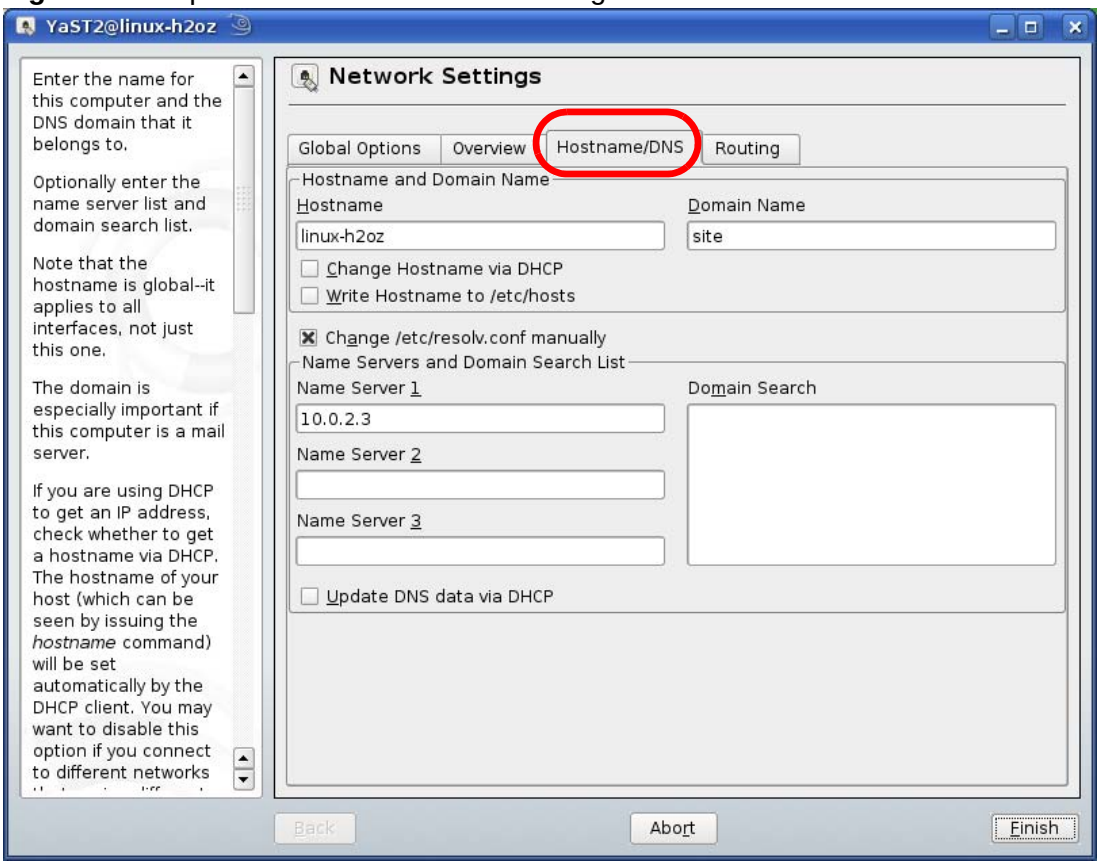
6 Select **Dynamic Address (DHCP)** if you have a dynamic IP address.

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 344 openSUSE 10.3: Network Settings



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

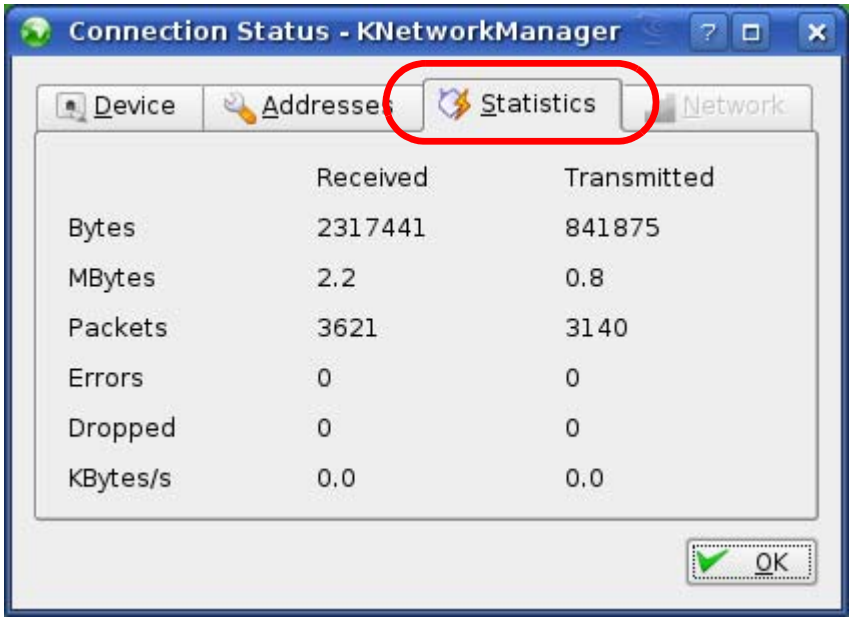
Verifying Settings

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 345 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 346 openSUSE: Connection Status - KNetwork Manager



B

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

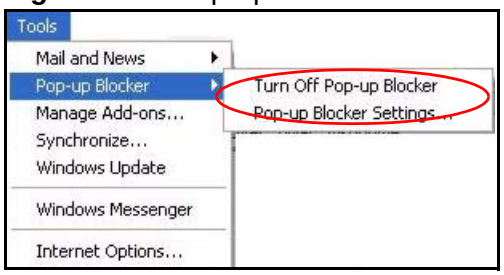
You may have to disable pop-up blocking to log into your device.

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 347 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 348 Internet Options: Privacy

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

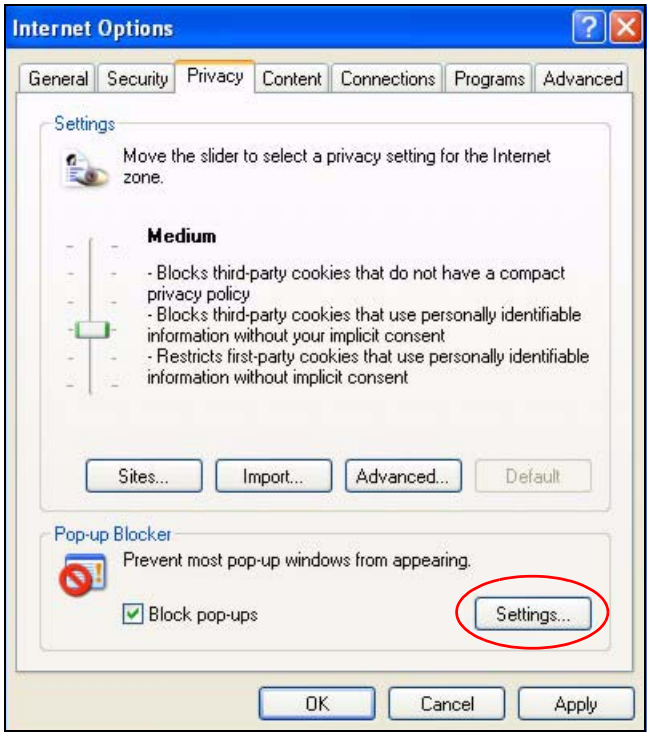
Enable Pop-up Blockers with Exceptions

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 349 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 350 Pop-up Blocker Settings

5 Click **Close** to return to the **Privacy** screen.

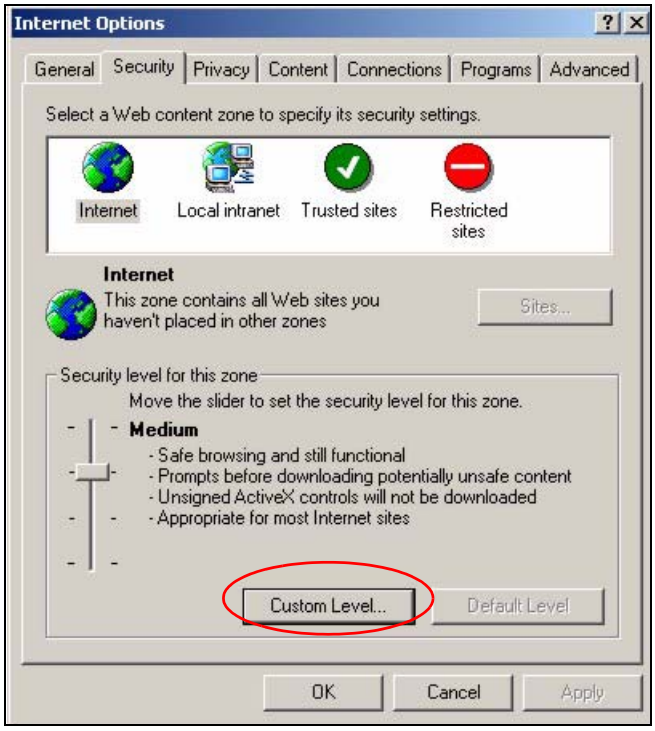
6 Click **Apply** to save this setting.

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 351 Internet Options: Security



2 Click the **Custom Level...** button.

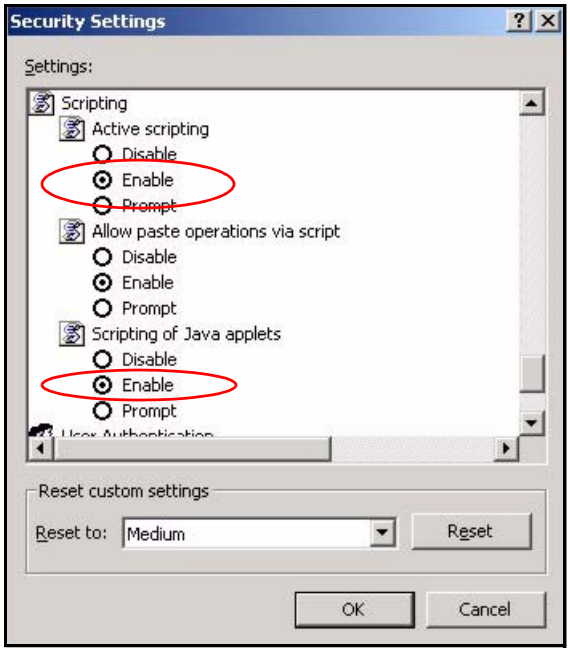
3 Scroll down to **Scripting**.

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 352 Security Settings - Java Scripting



Java Permissions

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

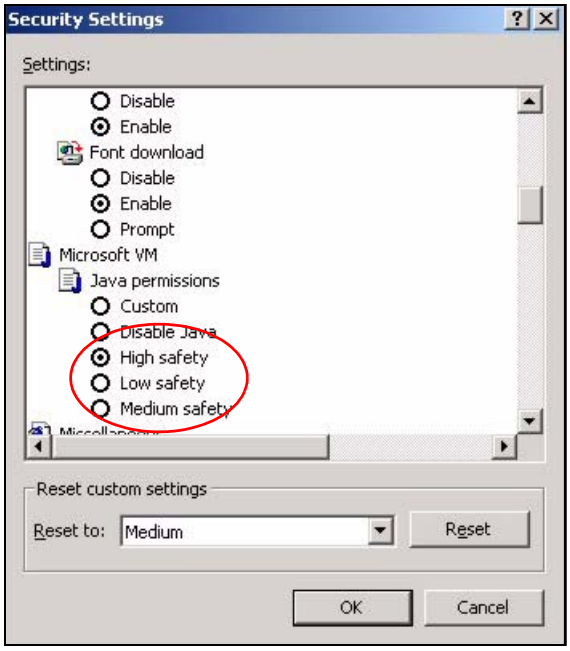
2 Click the **Custom Level...** button.

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 353 Security Settings - Java



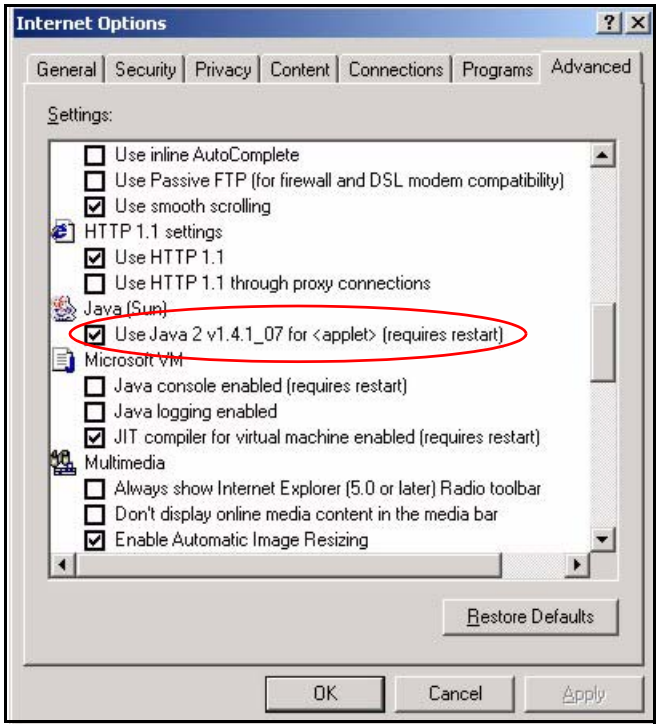
JAVA (Sun)

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 354 Java (Sun)

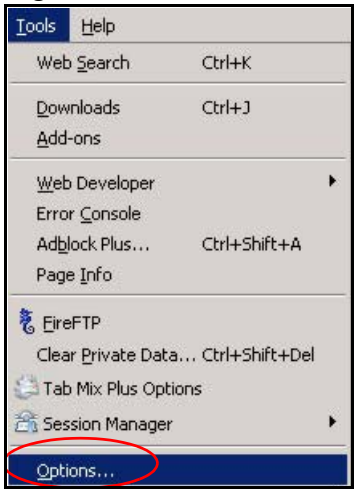


Mozilla Firefox

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

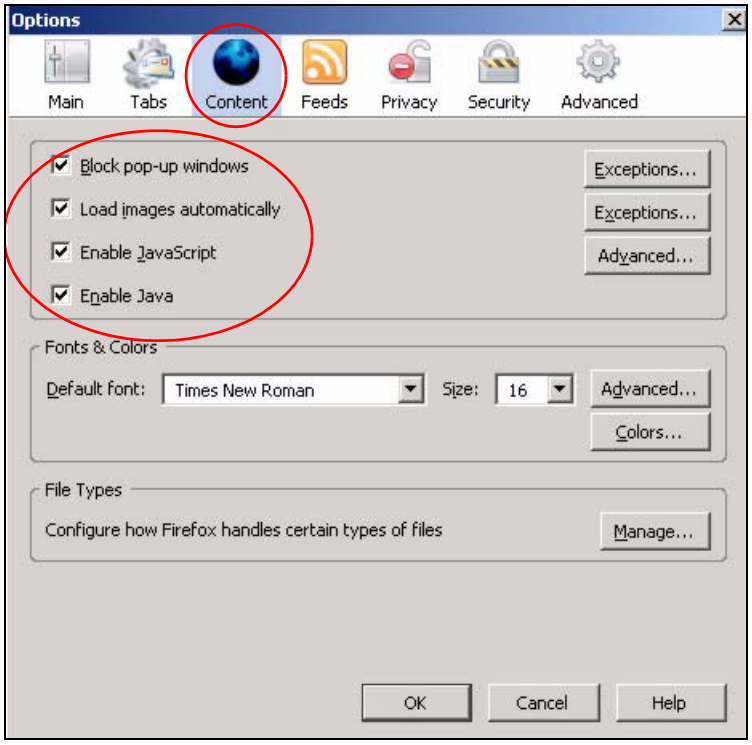
You can enable Java, Javascripts and pop-ups in one screen. Click **Tools,** then click **Options** in the screen that appears.

Figure 355 Mozilla Firefox: Tools > Options



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

Figure 356 Mozilla Firefox Content Security



C

IP Addresses and Subnetting

This appendix introduces IP addresses and subnet masks.

IP addresses identify individual devices on a network. Every networking device (such as computers, servers, routers, and printers) 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.

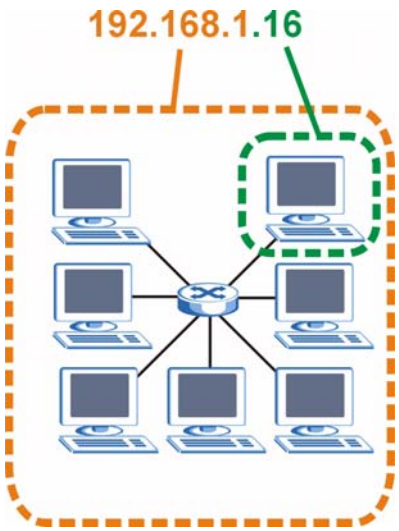
Structure

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 357 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 172 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 173 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 174 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 175 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
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

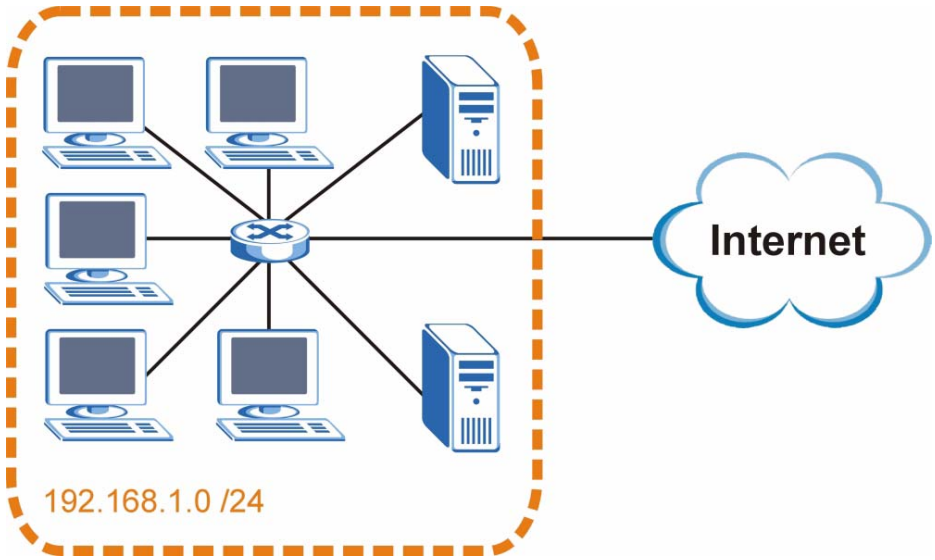
Subnetting

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 358 Subnetting Example: Before Subnetting

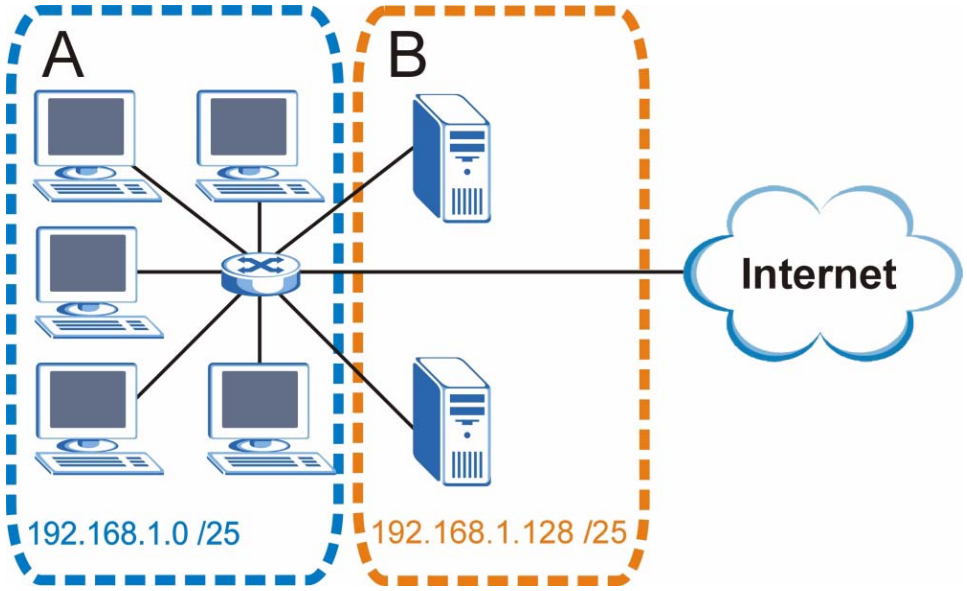


You can “borrow” one of the host ID bits to divide the network 192.168.1.0 into two separate sub-networks. The subnet mask is now 25 bits (255.255.255.128 or /25).

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 359 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 176 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 177 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 178 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 179 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 180 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
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 181 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 182 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

Table 182 16-bit Network Number Subnet Planning (continued)

NO. "BORROWED" HOST BITS	SUBNET MASK	NO. SUBNETS	NO. HOSTS PER SUBNET
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
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.

IP Address Conflicts

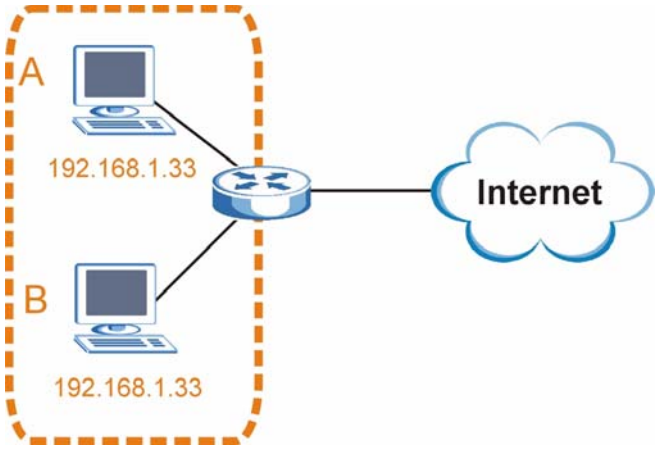
Each device on a network must have a unique IP address. Devices with duplicate IP addresses on the same network will not be able to access the Internet or other resources. The devices may also be unreachable through the network.

Conflicting Computer IP Addresses Example

More than one device can not use the same IP address. In the following example computer **A** has a static (or fixed) IP address that is the same as the IP address that a DHCP server assigns to computer **B** which is a DHCP client. Neither can access the Internet. This problem can be solved by assigning a different static IP

address to computer **A** or setting computer **A** to obtain an IP address automatically.

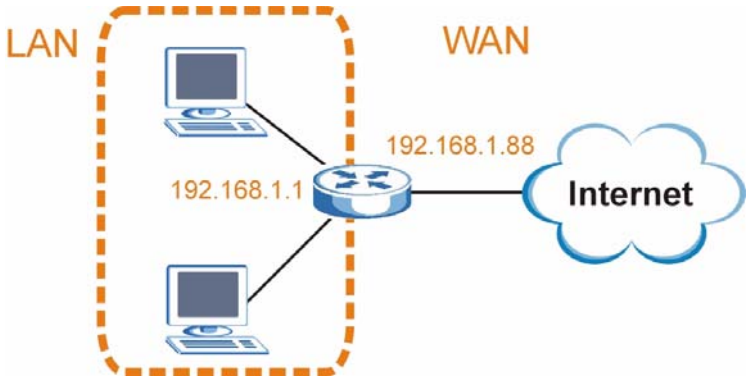
Figure 360 Conflicting Computer IP Addresses Example



Conflicting Router IP Addresses Example

Since a router connects different networks, it must have interfaces using different network numbers. For example, if a router is set between a LAN and the Internet (WAN), the router's LAN and WAN addresses must be on different subnets. In the following example, the LAN and WAN are on the same subnet. The LAN computers cannot access the Internet because the router cannot route between networks.

Figure 361 Conflicting Computer IP Addresses Example

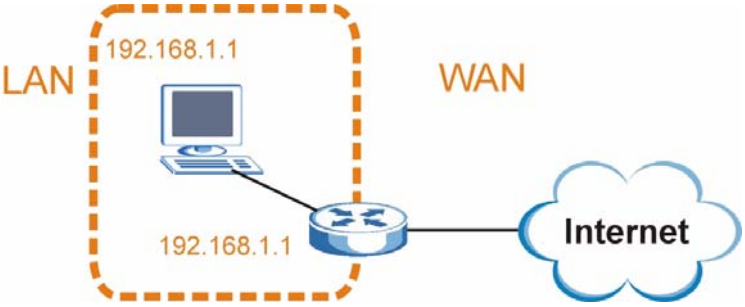


Conflicting Computer and Router IP Addresses Example

More than one device can not use the same IP address. In the following example, the computer and the router's LAN port both use 192.168.1.1 as the IP address.

The computer cannot access the Internet. This problem can be solved by assigning a different IP address to the computer or the router's LAN port.

Figure 362 Conflicting Computer and Router IP Addresses Example



D

Wireless LANs

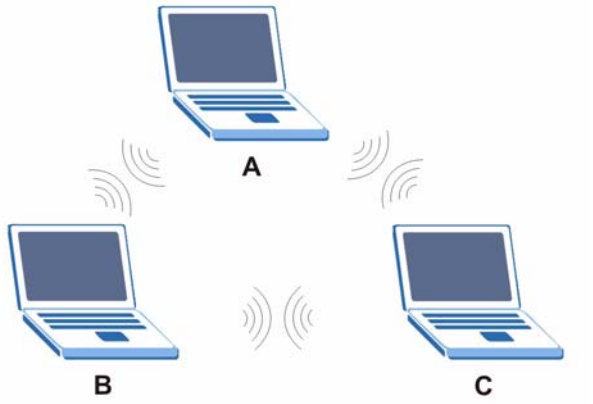
Wireless LAN Topologies

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 363 Peer-to-Peer Communication in an Ad-hoc Network



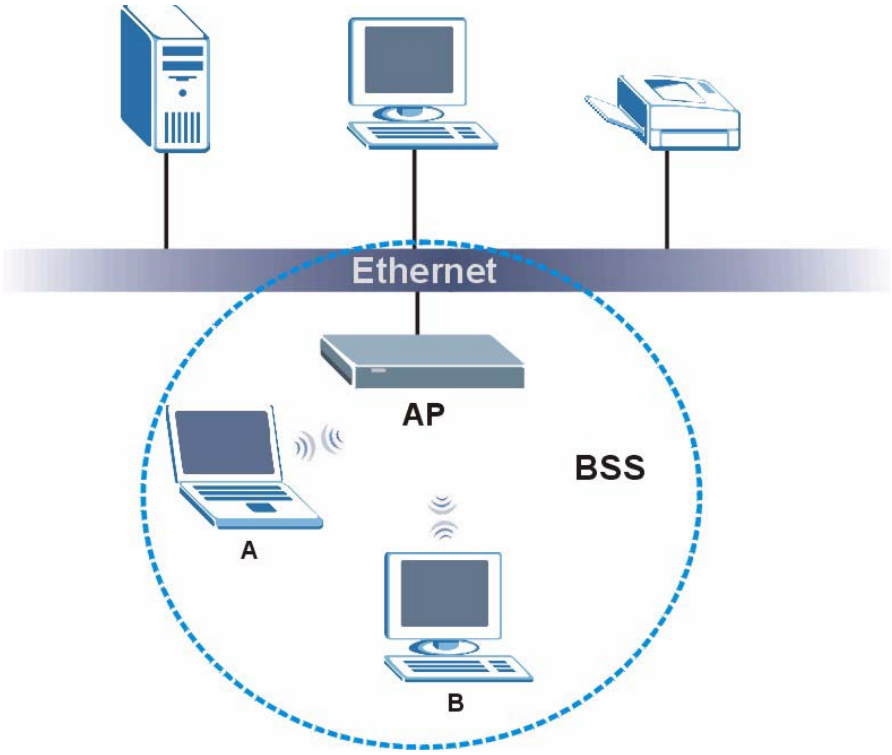
BSS

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 364 Basic Service Set



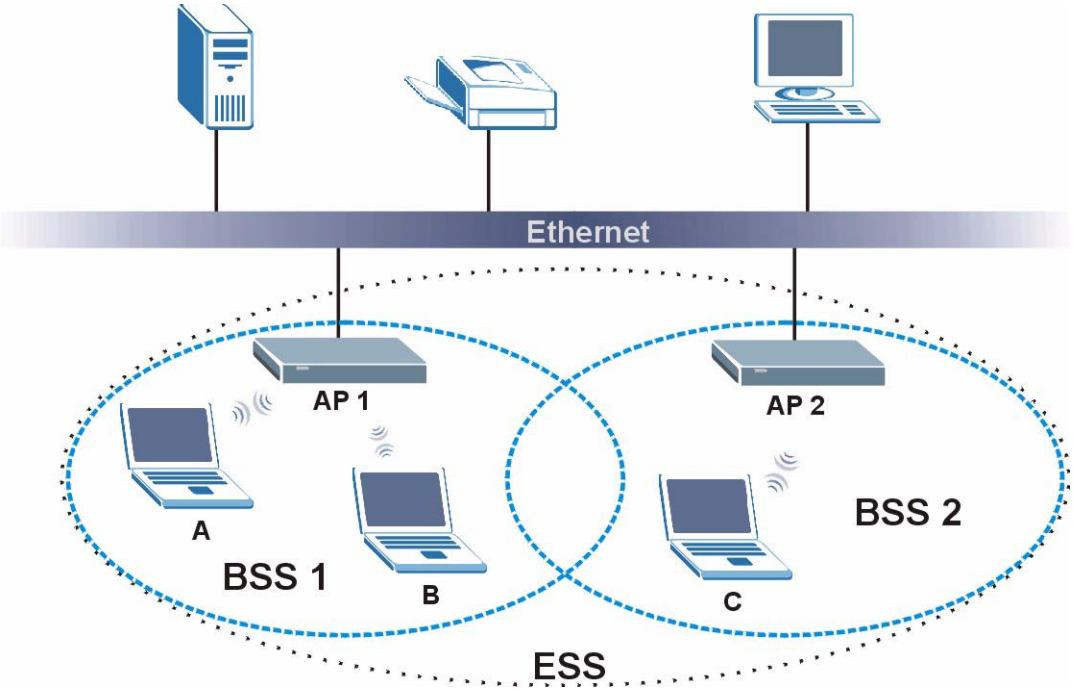
ESS

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 365 Infrastructure WLAN



Channel

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

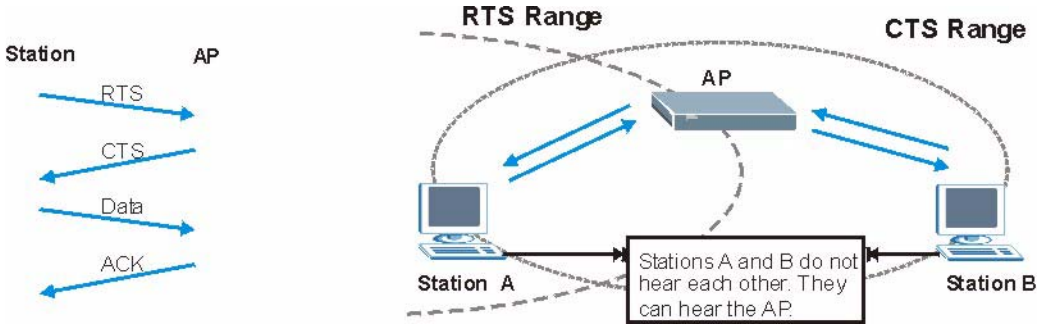
Adjacent channels partially overlap however. To avoid interference due to overlap, your AP should be on a channel at least five channels away from a channel that an adjacent AP is using. For example, if your region has 11 channels and an adjacent AP is using channel 1, then you need to select a channel 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 366 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 0 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.

Note: 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 802.11 compliant wireless adapters support long preamble, but not all support short preamble.

Use long preamble if you are unsure what preamble mode other wireless devices on the network support, and to provide more reliable communications in busy wireless networks.

Use short preamble if you are sure all wireless devices on the network support it, and to provide more efficient communications.

Use the dynamic setting to automatically use short preamble when all wireless devices on the network support it, otherwise the ZyXEL Device uses long preamble.

Note: The wireless devices 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 183 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 184 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

Note: 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 security configuration screen. You may still configure and store keys, but they will not be used while dynamic WEP is enabled.

Note: 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 185 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.

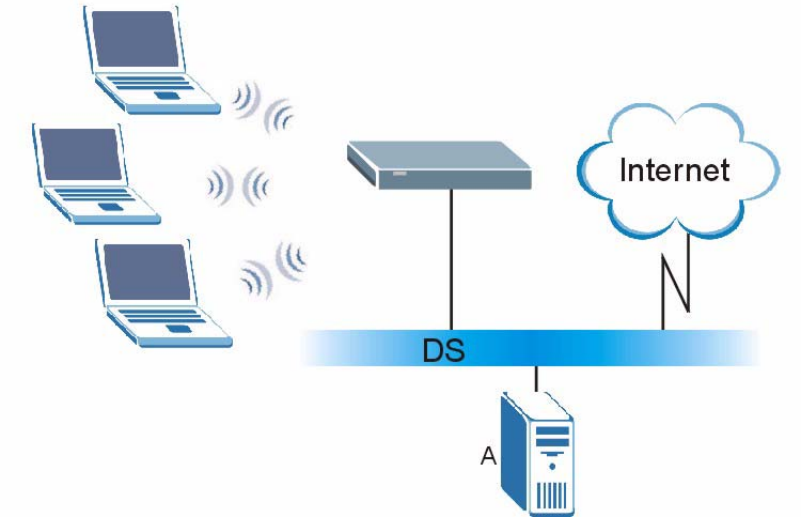
WPA(2) with RADIUS Application Example

To set up WPA(2), 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. A 256-bit Pairwise Master Key (PMK) is derived from the authentication process by the RADIUS server and the client.

4 The RADIUS server distributes the PMK to the AP. The AP then sets up a key hierarchy and management system, using the PMK to dynamically generate unique data encryption keys. The keys are used to encrypt every data packet that is wirelessly communicated between the AP and the wireless clients.

Figure 367 WPA(2) with RADIUS Application Example



WPA(2)-PSK Application Example

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

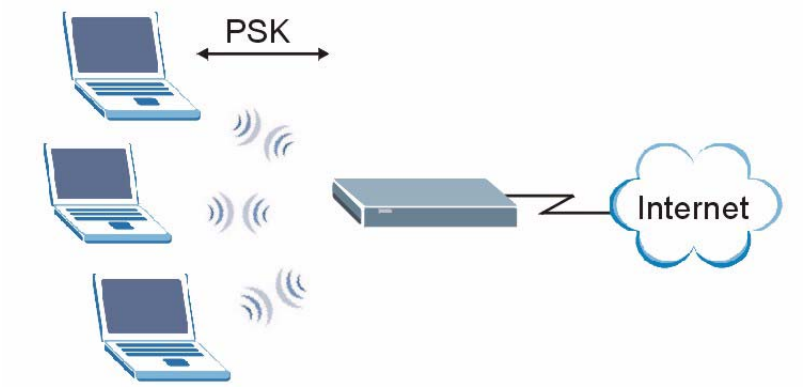
1 First enter identical passwords into the AP and all wireless clients. The Pre-Shared Key (PSK) must consist of between 8 and 63 ASCII characters or 64 hexadecimal characters (including spaces and symbols).

2 The AP checks each wireless client's password and allows it to join the network only if the password matches.

3 The AP and wireless clients generate a common PMK (Pairwise Master Key). The key itself is not sent over the network, but is derived from the PSK and the SSID.

4 The AP and wireless clients use the TKIP or AES encryption process, the PMK and information exchanged in a handshake to create temporal encryption keys. They use these keys to encrypt data exchanged between them.

Figure 368 WPA(2)-PSK Authentication



Security Parameters Summary

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

Table 186 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 and IEEE 802.11g) 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.

WiFi Protected Setup

Your ZyXEL Device supports WiFi Protected Setup (WPS), which is an easy way to set up a secure wireless network. WPS is an industry standard specification, defined by the WiFi Alliance.

WPS allows you to quickly set up a wireless network with strong security, without having to configure security settings manually. Each WPS connection works between two devices. Both devices must support WPS (check each device's documentation to make sure).

Depending on the devices you have, you can either press a button (on the device itself, or in its configuration utility) or enter a PIN (a unique Personal Identification Number that allows one device to authenticate the other) in each of the two devices. When WPS is activated on a device, it has two minutes to find another device that also has WPS activated. Then, the two devices connect and set up a secure network by themselves.

Push Button Configuration

WPS Push Button Configuration (PBC) is initiated by pressing a button on each WPS-enabled device, and allowing them to connect automatically. You do not need to enter any information.

Not every WPS-enabled device has a physical WPS button. Some may have a WPS PBC button in their configuration utilities instead of or in addition to the physical button.

Take the following steps to set up WPS using the button.

1. Ensure that the two devices you want to set up are within wireless range of one another.
2. Look for a WPS button on each device. If the device does not have one, log into its configuration utility and locate the button (see the device's User's Guide for how to do this - for the ZyXEL Device, see Section 8.6 on page 149).
3. Press the button on one of the devices (it doesn't matter which).
4. Within two minutes, press the button on the other device. The registrar sends the network name (SSID) and security key through an secure connection to the enrollee.

   If you need to make sure that WPS worked, check the list of associated wireless clients in the AP's configuration utility. If you see the wireless client in the list, WPS was successful.

PIN Configuration

Each WPS-enabled device has its own PIN (Personal Identification Number). This may either be static (it cannot be changed) or dynamic (you can change it to a new random number by clicking on a button in the configuration interface).

When you use the PIN method, you must enter the enrollee's PIN into the registrar. Then, when WPS is activated on the enrollee, it presents its PIN to the registrar. If the PIN matches, the registrar sends the network and security information to the enrollee, allowing it to join the network.

The advantage of using the PIN method rather than the PBC method is that you can ensure that the connection is established between the devices you specify, not just the first two devices to activate WPS in the area. However, you need to log into the configuration interfaces of both devices.

Take the following steps to set up WPS using the PIN method.

1 Decide which device you want to be the registrar (usually the AP) and which you want to be the enrollee (usually the client).

2 Look for the enrollee's WPS PIN; it may be displayed on the device. If you don't see it, log into the enrollee's configuration interface and locate the PIN. Select the PIN connection mode (not PBC connection mode). See the device's User's Guide for how to do this - for the ZyXEL Device, see Section 8.5 on page 148.

3 Log into the configuration utility of the registrar. Select the PIN connection mode (not the PBC connection mode). Locate the place where you can enter the enrollee's PIN (if you are using the ZyXEL Device, see Section 8.6 on page 149). Enter the PIN from the enrollee device.

4 Activate WPS on both devices within two minutes.

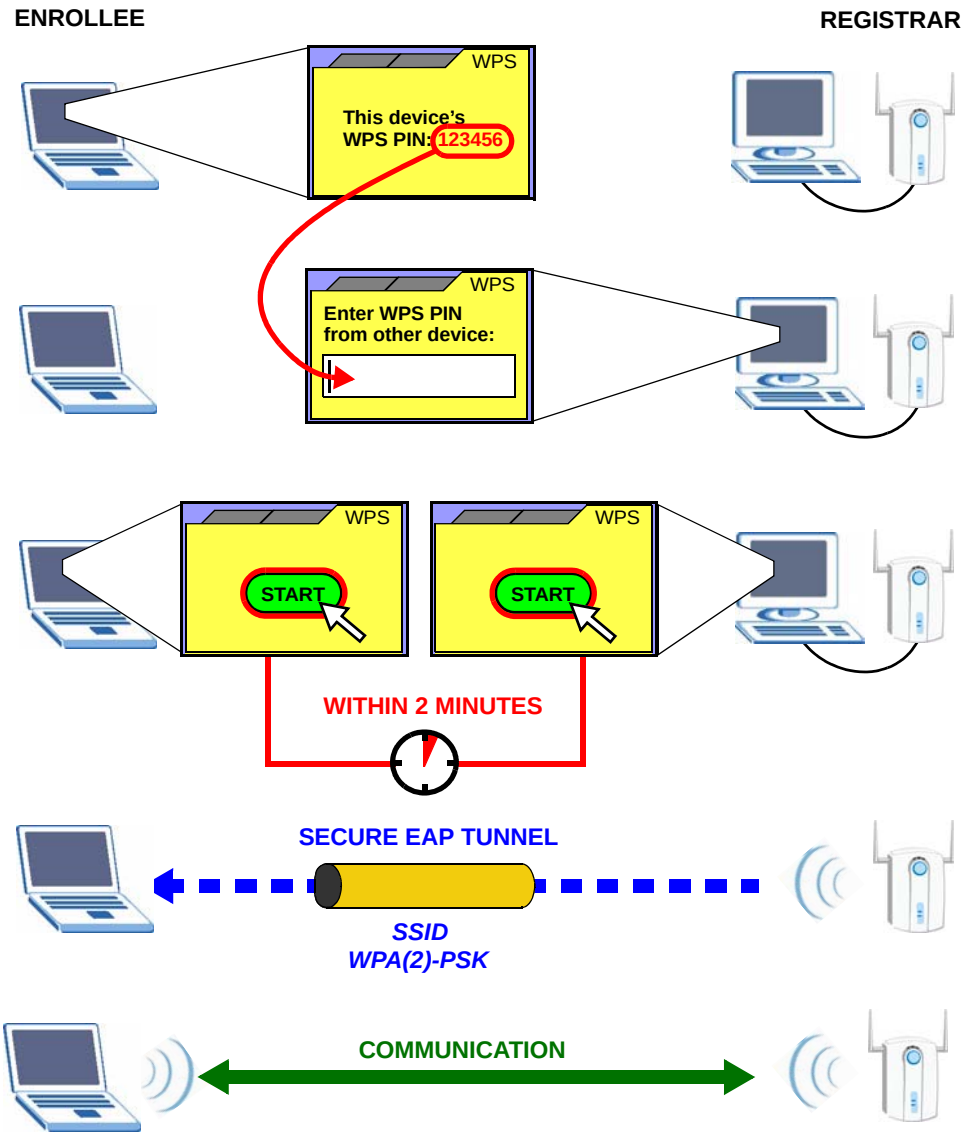
Note: Use the configuration utility to activate WPS, not the push-button on the device itself.

5 On a computer connected to the wireless client, try to connect to the Internet. If you can connect, WPS was successful.

If you cannot connect, check the list of associated wireless clients in the AP's configuration utility. If you see the wireless client in the list, WPS was successful.

The following figure shows a WPS-enabled wireless client (installed in a notebook computer) connecting to the WPS-enabled AP via the PIN method.

Figure 369 Example WPS Process: PIN Method



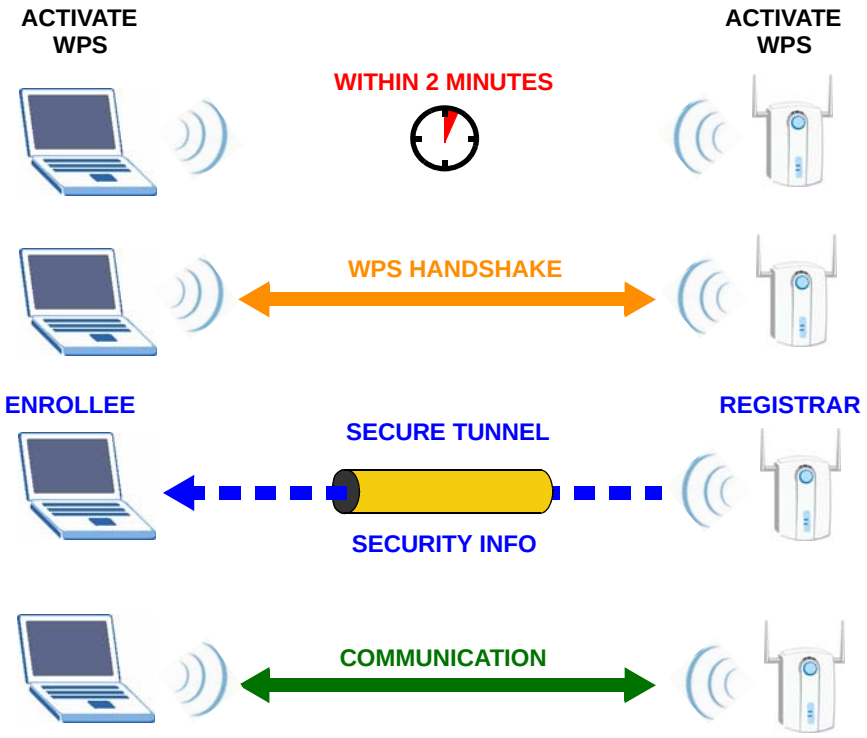
How WPS Works

When two WPS-enabled devices connect, each device must assume a specific role. One device acts as the registrar (the device that supplies network and security settings) and the other device acts as the enrollee (the device that receives network and security settings. The registrar creates a secure EAP (Extensible Authentication Protocol) tunnel and sends the network name (SSID) and the WPA-PSK or WPA2-PSK pre-shared key to the enrollee. Whether WPA-PSK or WPA2-PSK is used depends on the standards supported by the devices. If the registrar is

already part of a network, it sends the existing information. If not, it generates the SSID and WPA(2)-PSK randomly.

The following figure shows a WPS-enabled client (installed in a notebook computer) connecting to a WPS-enabled access point.

Figure 370 How WPS works



The roles of registrar and enrollee last only as long as the WPS setup process is active (two minutes). The next time you use WPS, a different device can be the registrar if necessary.

The WPS connection process is like a handshake; only two devices participate in each WPS transaction. If you want to add more devices you should repeat the process with one of the existing networked devices and the new device.

Note that the access point (AP) is not always the registrar, and the wireless client is not always the enrollee. All WPS-certified APs can be a registrar, and so can some WPS-enabled wireless clients.

By default, a WPS devices is “unconfigured”. This means that it is not part of an existing network and can act as either enrollee or registrar (if it supports both functions). If the registrar is unconfigured, the security settings it transmits to the enrollee are randomly-generated. Once a WPS-enabled device has connected to another device using WPS, it becomes “configured”. A configured wireless client can still act as enrollee or registrar in subsequent WPS connections, but a configured access point can no longer act as enrollee. It will be the registrar in all

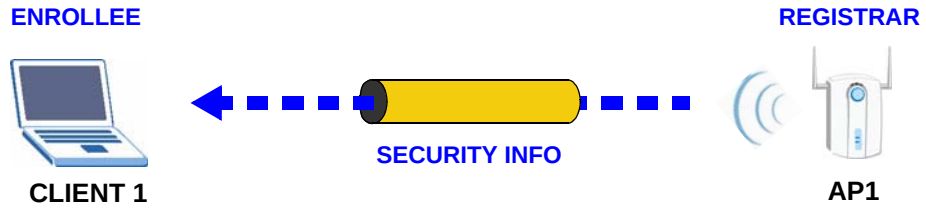
subsequent WPS connections in which it is involved. If you want a configured AP to act as an enrollee, you must reset it to its factory defaults.

Example WPS Network Setup

This section shows how security settings are distributed in an example WPS setup.

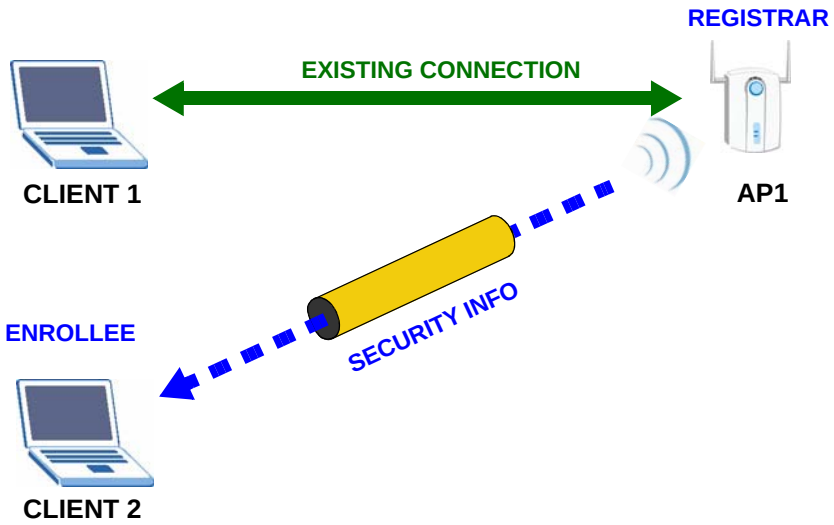
The following figure shows an example network. In step **1**, both **AP1** and **Client 1** are unconfigured. When WPS is activated on both, they perform the handshake. In this example, **AP1** is the registrar, and **Client 1** is the enrollee. The registrar randomly generates the security information to set up the network, since it is unconfigured and has no existing information.

Figure 371 WPS: Example Network Step 1



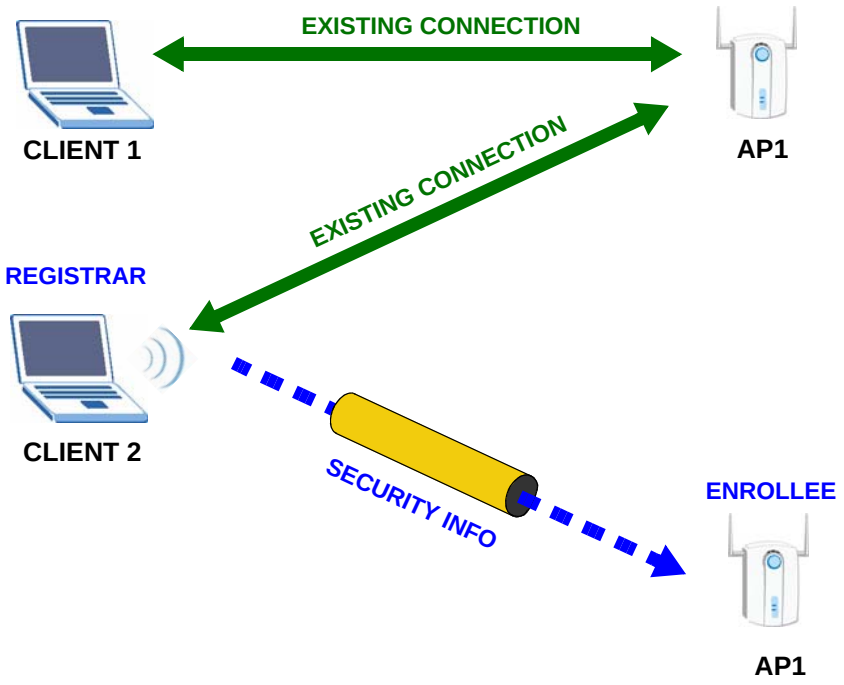
In step **2**, you add another wireless client to the network. You know that **Client 1** supports registrar mode, but it is better to use **AP1** for the WPS handshake with the new client since you must connect to the access point anyway in order to use the network. In this case, **AP1** must be the registrar, since it is configured (it already has security information for the network). **AP1** supplies the existing security information to **Client 2**.

Figure 372 WPS: Example Network Step 2



In step 3, you add another access point (**AP2**) to your network. **AP2** is out of range of **AP1**, so you cannot use **AP1** for the WPS handshake with the new access point. However, you know that **Client 2** supports the registrar function, so you use it to perform the WPS handshake instead.

Figure 373 WPS: Example Network Step 3



Limitations of WPS

WPS has some limitations of which you should be aware.

- WPS works in Infrastructure networks only (where an AP and a wireless client communicate). It does not work in Ad-Hoc networks (where there is no AP).
- When you use WPS, it works between two devices only. You cannot enroll multiple devices simultaneously, you must enroll one after the other.

  For instance, if you have two enrollees and one registrar you must set up the first enrollee (by pressing the WPS button on the registrar and the first enrollee, for example), then check that it successfully enrolled, then set up the second device in the same way.
- WPS works only with other WPS-enabled devices. However, you can still add non-WPS devices to a network you already set up using WPS.

  WPS works by automatically issuing a randomly-generated WPA-PSK or WPA2-PSK pre-shared key from the registrar device to the enrollee devices. Whether the network uses WPA-PSK or WPA2-PSK depends on the device. You can check the configuration interface of the registrar device to discover the key the network is using (if the device supports this feature). Then, you can enter the key into the non-WPS device and join the network as normal (the non-WPS device must also support WPA-PSK or WPA2-PSK).

- When you use the PBC method, there is a short period (from the moment you press the button on one device to the moment you press the button on the other device) when any WPS-enabled device could join the network. This is because the registrar has no way of identifying the “correct” enrollee, and cannot differentiate between your enrollee and a rogue device. This is a possible way for a hacker to gain access to a network.

  You can easily check to see if this has happened. WPS works between only two devices simultaneously, so if another device has enrolled your device will be unable to enroll, and will not have access to the network. If this happens, open the access point’s configuration interface and look at the list of associated clients (usually displayed by MAC address). It does not matter if the access point is the WPS registrar, the enrollee, or was not involved in the WPS handshake; a rogue device must still associate with the access point to gain access to the network. Check the MAC addresses of your wireless clients (usually printed on a label on the bottom of the device). If there is an unknown MAC address you can remove it or reset the AP.

E

Common Services

The following table lists some commonly-used services and their associated protocols and port numbers. For a comprehensive list of port numbers, ICMP type/code numbers and services, visit the IANA (Internet Assigned Number Authority) web site.

- **Name**: This is a short, descriptive name for the service. You can use this one or create a different one, if you like.
- **Protocol**: This is the type of IP protocol used by the service. If this is **TCP/UDP**, then the service uses the same port number with TCP and UDP. If this is **USER-DEFINED**, the **Port(s)** is the IP protocol number, not the port number.
- **Port(s)**: This value depends on the **Protocol**. Please refer to RFC 1700 for further information about port numbers.
  - If the **Protocol** is **TCP**, **UDP**, or **TCP/UDP**, this is the IP port number.
  - If the **Protocol** is **USER**, this is the IP protocol number.
- **Description**: This is a brief explanation of the applications that use this service or the situations in which this service is used.

Table 187 Commonly Used Services

NAME	PROTOCOL	PORT(S)	DESCRIPTION
AH (IPSEC_TUNNEL)	User-Defined	51	The IPSEC AH (Authentication Header) tunneling protocol uses this service.
AIM/New-ICQ	TCP	5190	AOL's Internet Messenger service. It is also used as a listening port by ICQ.
AUTH	TCP	113	Authentication protocol used by some servers.
BGP	TCP	179	Border Gateway Protocol.
BOOTP_CLIENT	UDP	68	DHCP Client.
BOOTP_SERVER	UDP	67	DHCP Server.
CU-SEEME	TCP UDP	7648 24032	A popular videoconferencing solution from White Pines Software.
DNS	TCP/UDP	53	Domain Name Server, a service that matches web names (for example www.zyxel.com) to IP numbers.

Table 187 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
ESP (IPSEC_TUNNEL)	User-Defined	50	The IPSEC ESP (Encapsulation Security Protocol) tunneling protocol uses this service.
FINGER	TCP	79	Finger is a UNIX or Internet related command that can be used to find out if a user is logged on.
FTP	TCP TCP	20 21	File Transfer Program, a program to enable fast transfer of files, including large files that may not be possible by e-mail.
H.323	TCP	1720	NetMeeting uses this protocol.
HTTP	TCP	80	Hyper Text Transfer Protocol - a client/server protocol for the world wide web.
HTTPS	TCP	443	HTTPS is a secured http session often used in e-commerce.
ICMP	User-Defined	1	Internet Control Message Protocol is often used for diagnostic or routing purposes.
ICQ	UDP	4000	This is a popular Internet chat program.
IGMP (MULTICAST)	User-Defined	2	Internet Group Management Protocol is used when sending packets to a specific group of hosts.
IKE	UDP	500	The Internet Key Exchange algorithm is used for key distribution and management.
IRC	TCP/UDP	6667	This is another popular Internet chat program.
MSN Messenger	TCP	1863	Microsoft Networks' messenger service uses this protocol.
NEW-ICQ	TCP	5190	An Internet chat program.
NEWS	TCP	144	A protocol for news groups.
NFS	UDP	2049	Network File System - NFS is a client/server distributed file service that provides transparent file sharing for network environments.
NNTP	TCP	119	Network News Transport Protocol is the delivery mechanism for the USENET newsgroup service.
PING	User-Defined	1	Packet INternet Groper is a protocol that sends out ICMP echo requests to test whether or not a remote host is reachable.
POP3	TCP	110	Post Office Protocol version 3 lets a client computer get e-mail from a POP3 server through a temporary connection (TCP/IP or other).

Table 187 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
PPTP	TCP	1723	Point-to-Point Tunneling Protocol enables secure transfer of data over public networks. This is the control channel.
PPTP_TUNNEL (GRE)	User-Defined	47	PPTP (Point-to-Point Tunneling Protocol) enables secure transfer of data over public networks. This is the data channel.
RCMD	TCP	512	Remote Command Service.
REAL_AUDIO	TCP	7070	A streaming audio service that enables real time sound over the web.
REXEC	TCP	514	Remote Execution Daemon.
RLOGIN	TCP	513	Remote Login.
RTELNET	TCP	107	Remote Telnet.
RTSP	TCP/UDP	554	The Real Time Streaming (media control) Protocol (RTSP) is a remote control for multimedia on the Internet.
SFTP	TCP	115	Simple File Transfer Protocol.
SMTP	TCP	25	Simple Mail Transfer Protocol is the message-exchange standard for the Internet. SMTP enables you to move messages from one e-mail server to another.
SNMP	TCP/UDP	161	Simple Network Management Program.
SNMP-TRAPS	TCP/UDP	162	Traps for use with the SNMP (RFC:1215).
SQL-NET	TCP	1521	Structured Query Language is an interface to access data on many different types of database systems, including mainframes, midrange systems, UNIX systems and network servers.
SSH	TCP/UDP	22	Secure Shell Remote Login Program.
STRM WORKS	UDP	1558	Stream Works Protocol.
SYSLOG	UDP	514	Syslog allows you to send system logs to a UNIX server.
TACACS	UDP	49	Login Host Protocol used for (Terminal Access Controller Access Control System).
TELNET	TCP	23	Telnet is the login and terminal emulation protocol common on the Internet and in UNIX environments. It operates over TCP/IP networks. Its primary function is to allow users to log into remote host systems.

Table 187 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
TFTP	UDP	69	Trivial File Transfer Protocol is an Internet file transfer protocol similar to FTP, but uses the UDP (User Datagram Protocol) rather than TCP (Transmission Control Protocol).
VDOLIVE	TCP	7000	Another videoconferencing solution.

F

Legal Information

Copyright

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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。

第十四條　低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。
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。
減少電磁波影響，請妥適使用。

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 network throughout the EC region and Switzerland, with restrictions in France.

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 your vendor. You may also refer to the warranty policy for the region in which you bought the device at http://www.zyxel.com/web/support_warranty_info.php.

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.

Index

Numerics

A

B

C

D

E

F

G

H

I

O

P

Q

R

S

T

U

V

W

Z