



Introduction

Welcome	2
Supplied items	3
Optional extras.....	3

Installation

Connections	4
Video link	5
Network link.....	5
USB and power connections	6

Configuration

Initial configuration	7
Manual factory reset.....	7
ADDERLink INFINITY browser-based configuration utility	8
Restoring a backup firmware image.....	9
Performing an upgrade.....	9

Operation

Status indicators	10
Resetting.....	10

Further information

Getting assistance	11
Appendix A - Supported video modes.....	12
Appendix B - Configuration pages	13
Appendix C - Dimensions.....	20
Appendix D - Tips for success when networking ALIF units	21
Appendix E - Troubleshooting.....	23
Appendix F - Glossary	25
Appendix G - Open source licenses.....	28

Index

Introduction



WELCOME

Thank you for choosing the ADDERLink™ INFINITY (aka ALIF) family of high capacity digital extenders/switches. By encoding high quality video, digital audio and USB data into Internet Protocol (IP) messages, ALIF units offer flexible ways to link peripherals and systems via standard networks.

This guide covers the ALIF10IT-DVI unit, a highly compact dongle which can be attached to its host computer and transfer high quality DVI video and USB signals across your network.

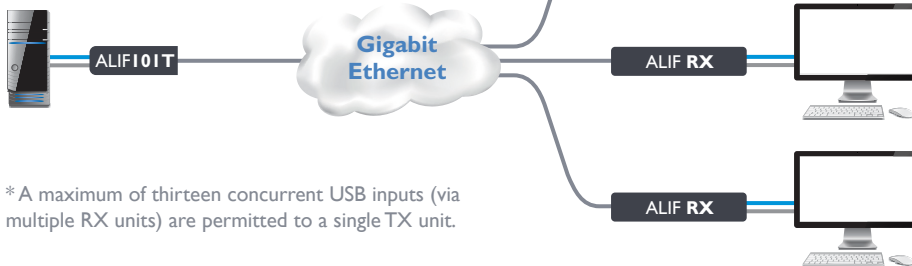
One-to-one configuration

The simplest configuration links one RX unit to a single TX unit, either by a direct link or over much greater distances via a high speed network.



One-to-many configuration

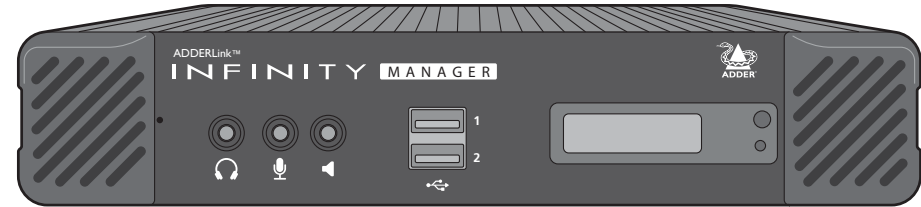
Using multicast techniques, an unlimited number of receivers* can receive video and audio data streams from a single TX unit.



*A maximum of thirteen concurrent USB inputs (via multiple RX units) are permitted to a single TX unit.

ALIF and AIM

Where multiple ALIF units are used on a network, we have developed the ADDERLink INFINITY Management (AIM) server to allow comprehensive and secure central control of all transmitters, receivers and users.

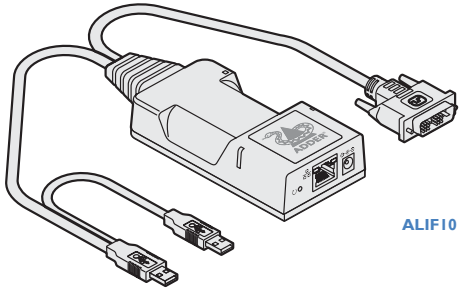


When using an AIM server to configure ALIF units, it is vital that all ALIF units that you wish to locate and control are set to their factory default settings. Otherwise they will not be located by the AIM server. If necessary, perform a [factory reset](#) on each ALIF unit.

Note: If you are using one or more ALIF10IT transmitters within an installation managed by an AIM server, the AIM server must be running firmware version 4.12 or above.

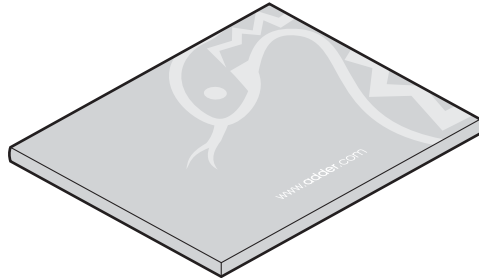
Please also see [Appendix D - Tips for success when networking ALIF units](#)

SUPPLIED ITEMS

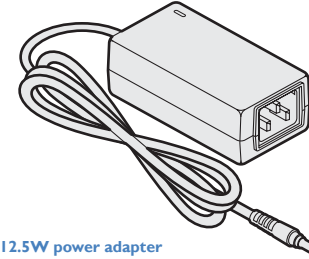


ALIF101T-DVI unit

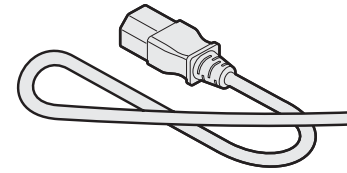
Information wallet containing:
Four self-adhesive rubber feet
Quick start guide
Safety document



OPTIONAL EXTRAS



12.5W power adapter
Part number: PSU-IEC-5VDC-2.5A



Country-specific power cords
CAB-IEC-AUS (Australia)
CAB-IEC-EURO (Europe)
CAB-IEC-UK (United Kingdom)
CAB-IEC-USA (United States)

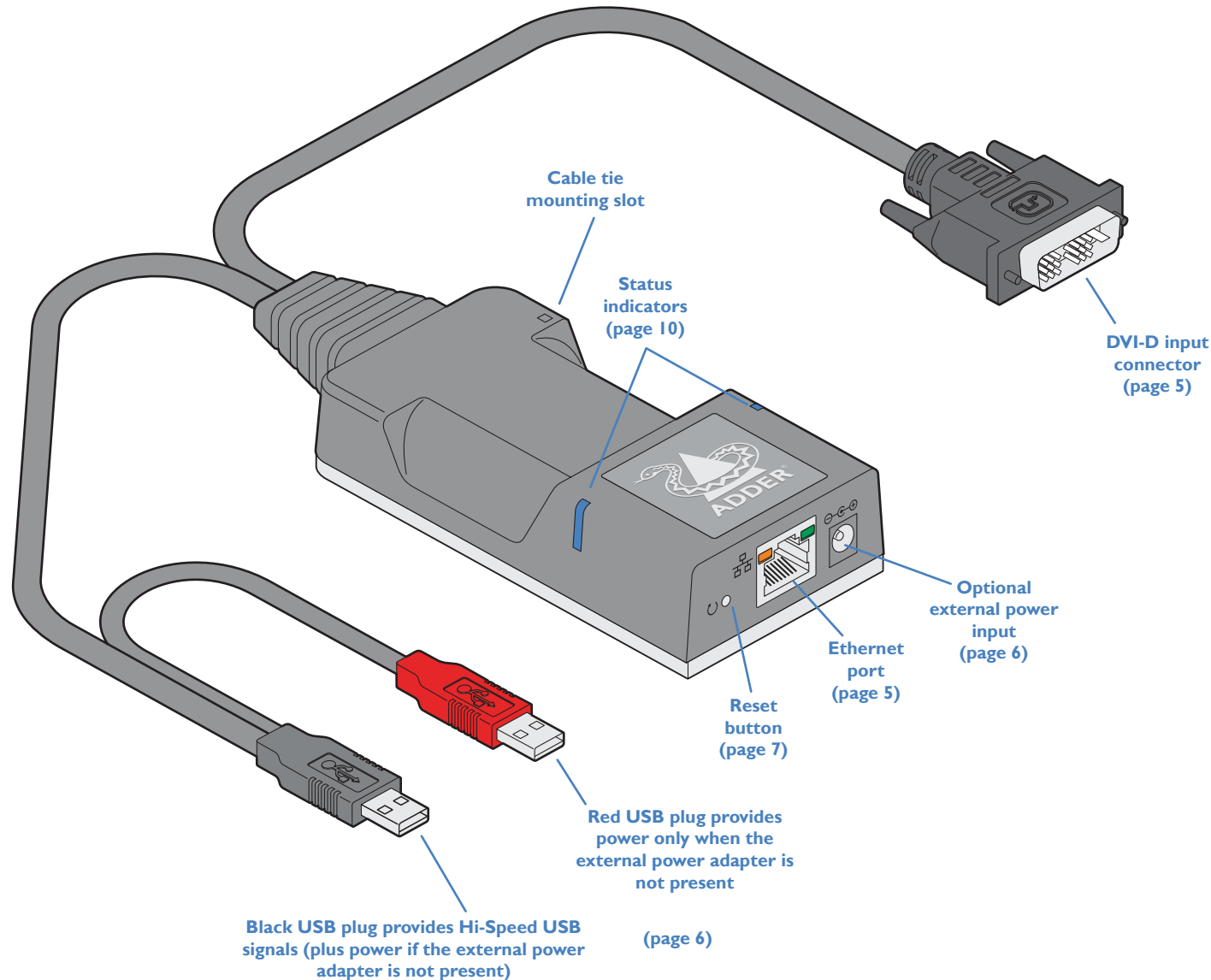
Installation

CONNECTIONS

Installation involves linking the ALIF10IT unit to various ports on the host computer, while the ALIF RX unit is attached to your peripherals:

'Suitable for installation in Information Technology Rooms in accordance with Article 645 of the National Electrical Code and NFPA 75.

Peut être installé dans des salles de matériel de traitement de l'information conformément à l'article 645 du National Electrical Code et à la NFPA 75.'

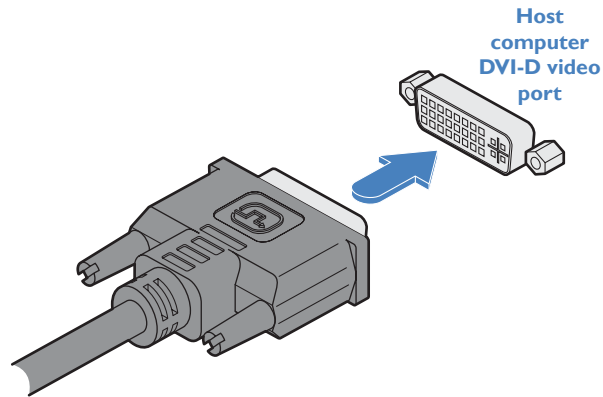


Video link

The ALIF10IT unit is supplied with a DVI-D (single link) video connector. Video signals at pixel clocks up to 165MHz (equivalent to a maximum resolution of 1920 x 1200 at 60Hz) are permissible.

To make a video link

1 Connect the ALIF10IT video connector to the DVI-D socket of the host computer:



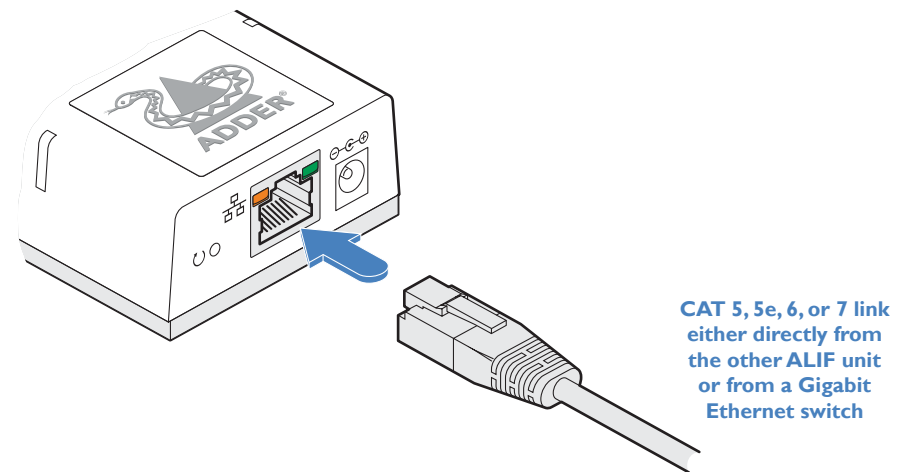
Network link

ALIF transmitters and receivers can either be connected directly to each other or via a high speed network.

A single Gigabit Ethernet port is located on the front panel. For direct links via Ethernet cable, the length of cable should not exceed 100 metres (328 feet). Network cables used for connections may be category 5, 5e, 6 or 7 twisted-pair cable. The ALIF10IT unit has an auto-sensing capability on its network interfaces, so for direct point-to-point connections, no 'crossover' Ethernet cable is required.

To link the ALIF10IT unit

1 Connect a CAT 5, 5e, 6, or 7 cable to the Gigabit Ethernet socket on the front panel of the ALIF10IT unit.



2 Connect the other end of the cable either directly to an ALIF receiver or to a Gigabit Ethernet switch, as appropriate.

3 [For connections via a network] repeat steps 1 and 2 for the other ALIF unit(s).

Please see [Appendix D](#) for important tips about networking ALIF units.

USB and power connections

The ALIF101T unit is designed to be as flexible as possible. It can either operate using an optional external power adapter (see page 3) or derive all of its power from its two USB plugs. The main advantage offered by using an external power adapter is that it allows the ALIF101T unit to be active before the host computer; thus allowing a remote user to access the host's initial boot up and access the BIOS menu, when required.

If powered by USB only, then both the black and red USB plugs need to be connected.

If powered by external power adapter, only the black Hi-Speed USB plug needs to be connected, for signal purposes. Whenever the external power adapter is attached and operating, then power will be taken from it rather than the USB plugs. There is no problem if the red USB plug remains connected while the power adapter is used.

This is summarized as follows:

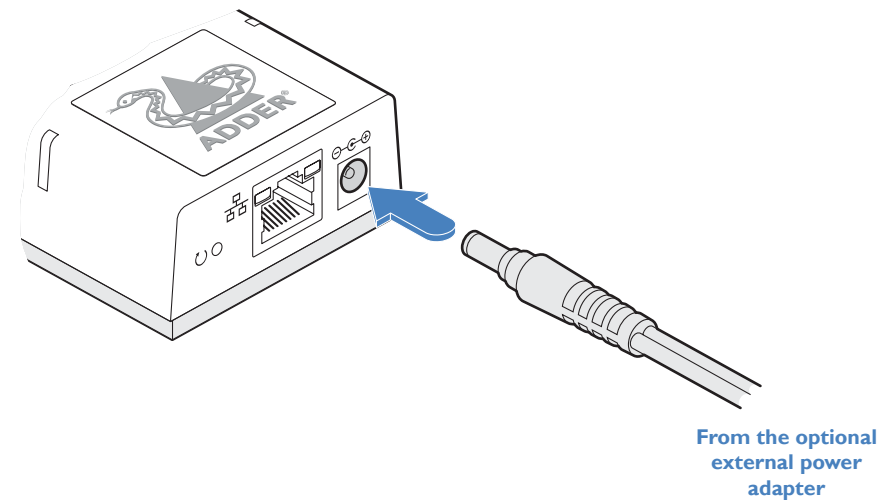
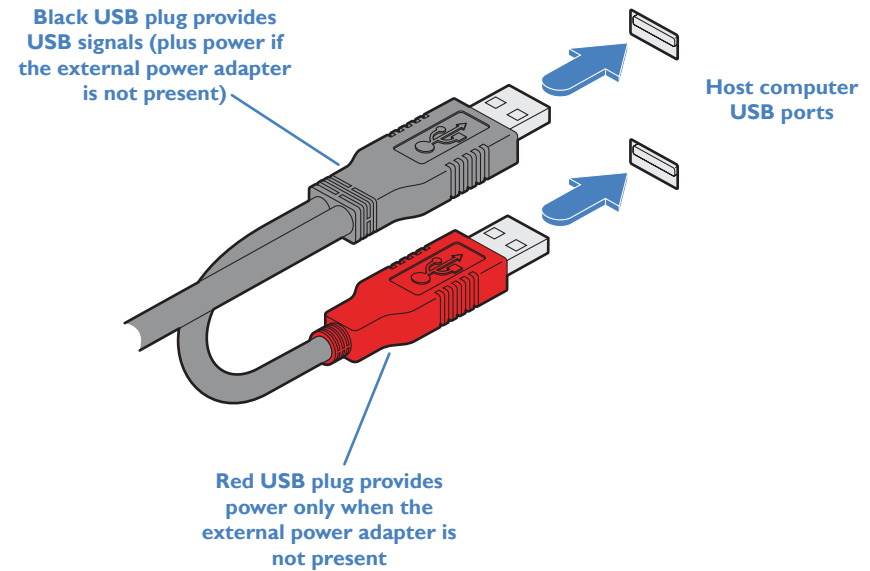
Power adapter	Black USB	Red USB	Power sourcing behavior
✗	✓	✓	Power taken from both USB plugs.
✓	✓	✗	Power taken from power adapter only.
✓	✓	✓	Power taken from power adapter only, unless it becomes unavailable, in which case power will be taken from both USB plugs after a short interruption.

Note: The USB plugs do not operate as a seamless failover for the external power adapter; there will be a short interruption as operation switches from one power source to the other.

Support for audio

The ALIF101T can derive its (digital) audio feed from the USB connection. The digital audio is converted to analog as it is transferred to the receiver(s), where it is output via their 3.5mm jack(s). The audio source is controlled from the System Configuration page of the internal utility (see page 14) as follows:

- When the *Enable Audio-1* option is checked, the ALIF101T arranges a bi-directional audio stream with the host computer via the USB connection.
- The *Enable Audio-2* option has no effect on the DVI variant.



INITIAL CONFIGURATION

ALIF units are designed to be as flexible as possible and this principle extends also to their configuration.

Direct linking

Where ALIF transmitters and receivers are directly linked to each other, very little configuration action is required, provided that they have their factory default settings in place. If the standard settings have been changed in a previous installation, you merely need to perform a factory reset on each unit.

Networked linking

Where ALIF units are connected via networked links, you can either configure them individually, or configure them collectively using an AIM server:

- **Configuring networked ALIF units individually** - You need to specify the network addresses of the ALIF units so that they can locate each other. This is done by running the [ADDERLink INFINITY browser-based configuration utility](#) on a computer system linked to the same network as the ALIF units.
- **Configuring ALIF units collectively** - The ADDERLink INFINITY Management (AIM) server allows you to configure, control and coordinate any number of ALIF transmitters and receivers from a single application.

Note: If you are using one or more ALIF101T transmitters within an installation managed by an AIM server, the AIM server must be running firmware version 4.12 or above.

IMPORTANT: When using AIM to configure ALIF units, it is vital that all units that you wish to locate and control are set to their factory default settings. Otherwise they will not be located by the AIM server. If necessary, perform a factory reset on each ALIF unit.

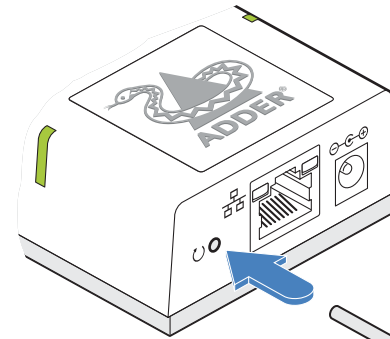
Please also see [Appendix D - Tips for success when networking ALIF units](#)

Manual factory reset

A factory reset returns ALIF101T unit to its default configuration. You can perform factory resets using the [ADDERLink INFINITY browser-based configuration utility](#) or by using this direct manual method.

To perform a manual factory reset

- 1 Power on the ALIF101T unit.
- 2 Use a narrow implement (e.g. a straightened-out paper clip) to press-and-hold the recessed reset button on the front panel for roughly fifteen seconds, until the indicators turn **blue** (*Note: alternating red/green indications will occur during the fifteen second period while the button is still pressed*).



Use a straightened-out paper clip to press the reset button for roughly 5 seconds

- 3 Release the reset switch.

The indicators will remain **blue** for a short while (less than ten seconds) while ALIF101T unit configures itself and should then change to **green** if all connections are correct; or **orange** if one or more of the video, USB and/or network links are missing.

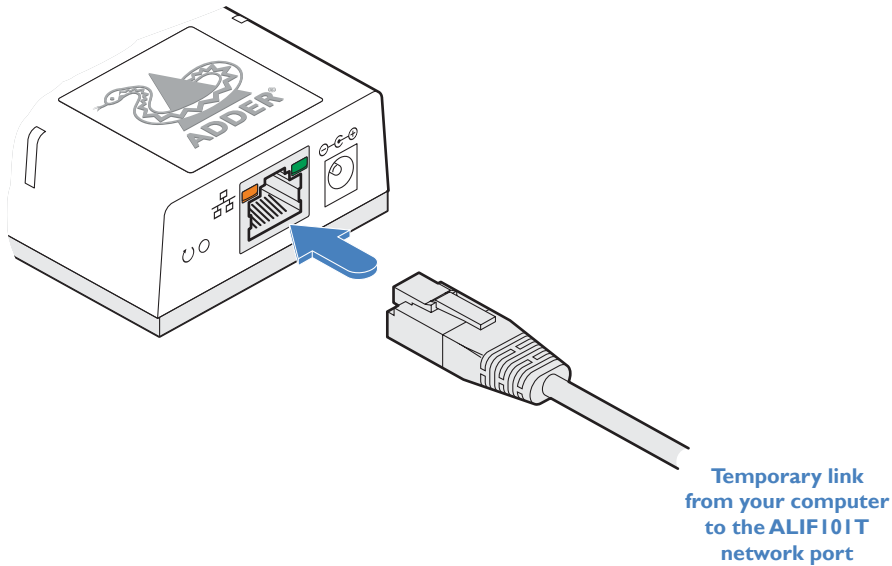
NOTE: If you are performing a factory reset and intend to disconnect the power immediately after the reset, you must wait at least 30 seconds after you have released the reset button for it to complete the process.

ADDERLink INFINITY browser-based configuration utility

The browser-based configuration utility within all TX and RX units requires a network connection between the ALIF101T unit and a computer on the same network. The configuration utility allows you to perform many important functions. Please see [Appendix B](#).

To connect a computer to access the configuration utility

- 1 Connect a CAT 5, 5e, 6, or 7 link cable to the network port on the front panel. The port automatically configures itself, so no cross-over cable is required (but is supported if you do use one).



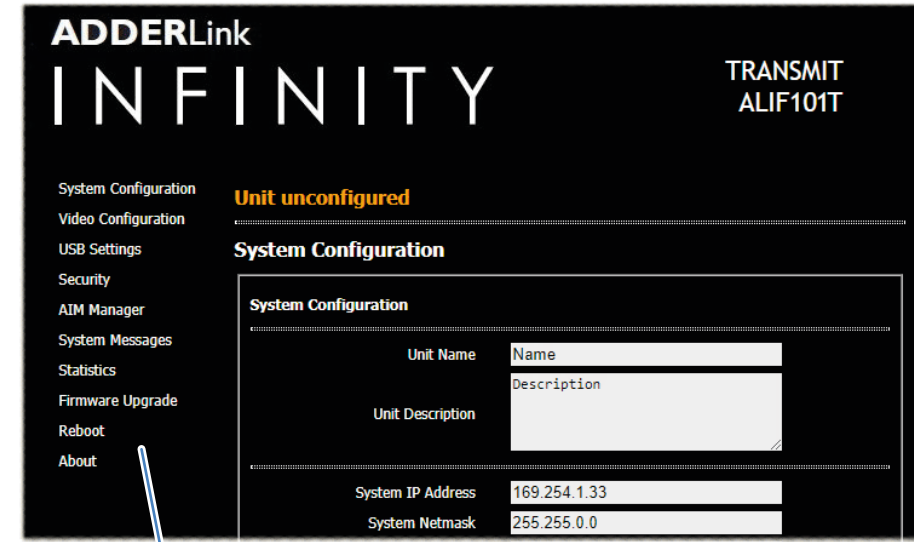
- 2 Connect the other end of the link cable directly to the network port of your computer.

To access the browser-based configuration utility

- 1 Temporarily connect the ALIF101T unit and your computer, as discussed left.
- 2 Run a web browser on your computer and enter the IP address of the ALIF101T unit:
169.254.1.33

Note: If the IP address of ALIF101T unit has been changed and is not known, providing it is appropriate to do so, perform a [manual factory reset](#) to restore the default address.

The opening page of the ALIF configuration utility should be displayed:



Use the menu options to choose the required configuration page

You can find further information about the configuration pages later in this guide:

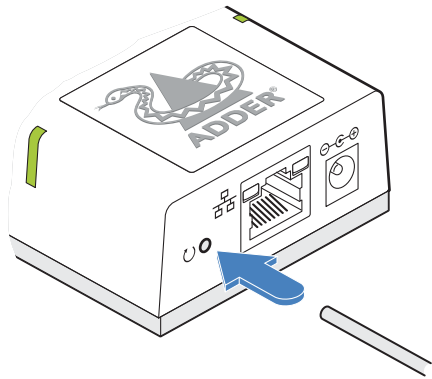
- [Appendix B - Configuration pages](#)

RESTORING A BACKUP FIRMWARE IMAGE

The ALIF101T unit retains a backup image of the previous firmware version in order to provide a fallback in case of any issues with the primary image. The backup image has no video or USB functionality; once invoked, you will need to load an upgrade file using the web interface or via an ADDERLink INFINITY Manager (AIM) to load a new primary image - see Performing an upgrade (shown right).

To restore the backup firmware image

- 1 Power on the ALIF101T unit.
- 2 Use a narrow implement (e.g. a straightened-out paper clip) to press-and-hold the recessed reset button for roughly ten seconds until the indicators flash **green/red**.



Use a straightened-out paper clip to press the reset button for roughly 10 seconds

- 3 Release the reset switch.

The ALIF101T unit will switch to the backup firmware image. Once complete, ALIF101T unit will then continually flash **green/red**.

- 4 Perform an upgrade to reinstate a fresh primary firmware image - see right.

PERFORMING AN UPGRADE

ALIF101T units are flash upgradeable using the method outlined here. However, for larger installations we recommend that you use the ADDERLink INFINITY Manager (AIM) to upgrade multiple ALIF units. When using the method below, the ALIF101T unit will be upgraded in sequence.

IMPORTANT: Upgrades must be performed equally on transmitters and receivers at the same time. Mixed firmware operation is not supported.

WARNING: During the upgrade process, ensure that power is not interrupted as this may leave ALIF101T unit in an inoperable state.

If the upgrade process is interrupted and fails, it may be necessary to switch to the backup firmware image in order to regain operation. See left for details.

To upgrade a single ALIF101T unit via the network link

- 1 Download the latest upgrade file from the Adder Technology website.
Note: Upgrade files containing “tvd” are required for DVI variants.
- 2 Temporarily connect the ALIF101T unit and a computer via a network (see [ADDERLink INFINITY browser-based configuration utility](#) section for details).
- 3 Run a web browser on your computer and enter the IP address of the ALIF101T unit to be upgraded.
- 4 Click the Firmware Upgrade link. Within the Firmware Upgrade page, click the Choose File button. In the subsequent file dialog, locate the downloaded upgrade file - check that the file is correct for ALIF101T unit being upgraded. The file contains main and backup images, you can choose to upgrade either the Main or the Backup.
- 5 Click the Upgrade Now button. A progress bar will be displayed (however, if your screen is connected to ALIF101T unit being upgraded then video may be interrupted) and the status indicators on ALIF101T unit will flash while the upgrade is in progress.
- 6 The indicators should stop flashing in less than one minute, after which ALIF101T unit will automatically reboot itself. The upgrade process is complete.

Finding the latest upgrade files

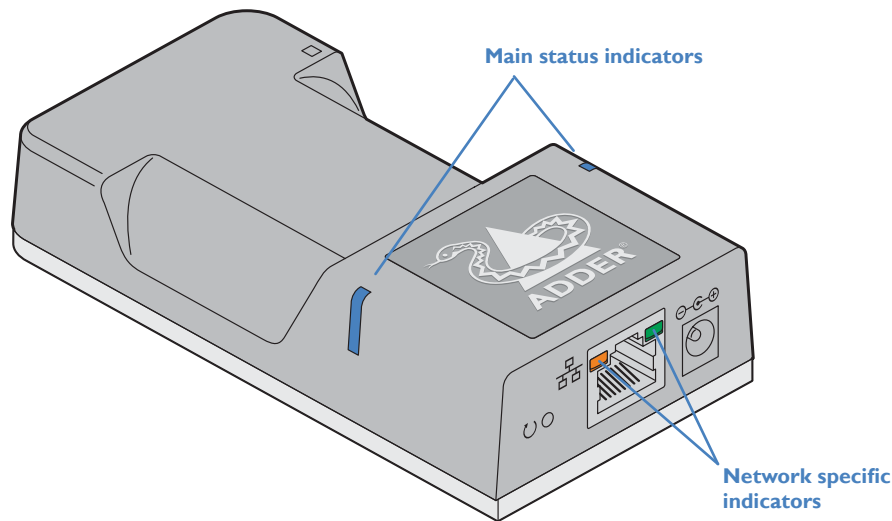
Firmware files for the ALIF101T units are available from the *Support > Product Downloads* section of the Adder Technology website (www.adder.com).

Note: It is possible to downgrade the ADDERLink INFINITY firmware. After installing the older firmware, perform a factory reset on each ADDERLink INFINITY in order to clear the configuration file.

In operation, many ALIF installations require no intervention once configured. The TX and RX units take care of all connection control behind the scenes so that you can continue to work unhindered.

STATUS INDICATORS

The two top panel indicators on the ALIF101T unit provide a useful guide to operation:



Main status indicators

- Off No power
- Green Operating - Video, USB and network link all present
- Orange Operating - But video, USB and/or network link missing.
- Red (momentarily) Unit is booting up, or (consistently) Unit has failed, try rebooting.
- Red/green flashing Unit is in backup mode.
- Blue Factory reset has been activated.
- Red/blue flashing Unit is in upgrade mode.
- Fast green flash Unit is in identify mode (see page 14).

Network specific indicators

- Orange Off: No link On: Link established
- Green Off: No link Flashing: Network activity On: Quiescent link

RESETTING

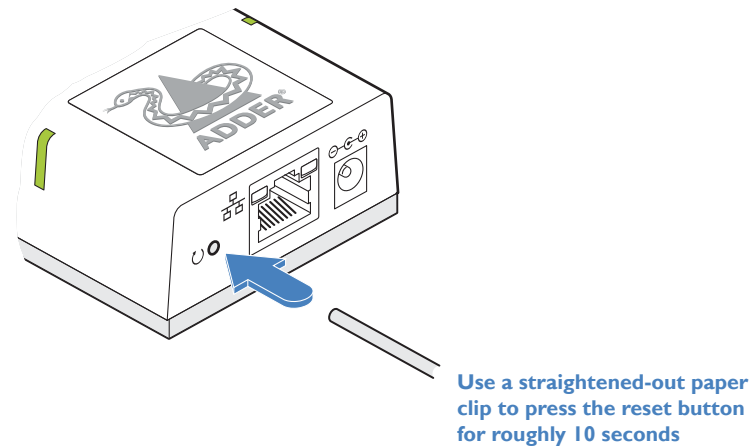
The recessed reset button provides a way to take control of the ALIF101T if normal operation is affected. You will need a thin implement, such as a straightened out paper clip to press and hold the button. Depending on when you release the button, one of three functions will occur:

Required function	Release time	Indicators
To reboot to the primary firmware version	less than 10s	red
To boot to the backup firmware version*	10 to 14s	green/red flash
To restore factory settings and reboot	more than 15s	blue

* The backup firmware version has no video or USB functionality. Once invoked, you will need to load an upgrade file to restore normal operation - see page 9.

To reset the ALIF101T

- 1 Power on the ALIF101T unit.
- 2 Use a narrow implement (e.g. a straightened-out paper clip) to press-and-hold the recessed reset button. The status indicators will immediately turn **red**:



- 3 Release the reset switch at the appropriate time (see the table above).

NOTE: If you are performing a factory reset and intend to disconnect the power immediately after the reset, you must wait at least 30 seconds after you have released the reset button for it to complete the process.

Further information



This chapter contains a variety of information, including the following:

- Getting assistance - see right
- [Appendix A](#) - Supported video modes
- [Appendix B](#) - Configuration pages
- [Appendix C](#) - Dimensions
- [Appendix D](#) - Tips for success when networking ALIF units
- [Appendix E](#) - Troubleshooting
- [Appendix F](#) - Glossary
- [Appendix G](#) - Open source licenses

GETTING ASSISTANCE

If you are still experiencing problems after checking the information contained within this guide, then please refer to the Support section of our website:

www.adder.com

INSTALLATION

CONFIGURATION

OPERATION

FURTHER
INFORMATION

INDEX

||

APPENDIX A - Supported video modes

The following video modes are supported and can be automatically configured by the ALIF101T. If a recognized video mode cannot be found, contact Technical Support for help.

cvt reduced 640 x 480 @ 60Hz	cvt reduced 1280 x 1024 @ 60Hz
vesa 640 x 480 @ 60Hz	vesa 1280 x 1024 @ 60Hz
vesa 640 x 480 @ 72Hz	ibm 1280 x 1024 @ 67Hz
vesa 640 x 480 @ 75Hz	vesa 1280 x 1024 @ 75Hz
ibm 640 x 480 @ 75Hz	cvt reduced 1360 x 768 @ 60Hz
cvt reduced 800 x 600 @ 60Hz	vesa 1360 x 768 @ 60Hz
vesa 800 x 600 @ 56Hz	vesa 1366 x 768 @ 60Hz
vesa 800 x 600 @ 60Hz	vesa reduced 1366 x 768 @ 60Hz
vesa 800 x 600 @ 72Hz	vesa 1400 x 1050 @ 60Hz
vesa 800 x 600 @ 75Hz	vesa reduced 1400 x 1050 @ 60Hz
cvt 1024 x 600 @ 60Hz	cvt reduced 1600 x 900 @ 60Hz
cvt reduced 1024 x 600 @ 60Hz	vesa reduced 1600 x 900 @ 60Hz
cvt reduced 1024 x 768 @ 60Hz	cvt reduced 1600 x 1200 @ 60Hz
vesa 1024 x 768 @ 60Hz	vesa 1600 x 1200 @ 60Hz
vesa 1024 x 768 @ 70Hz	vesa 1680 x 1050 @ 60Hz
ibm 1024 x 768 @ 70Hz	vesa reduced 1680 x 1050 @ 60Hz
vesa 1024 x 768 @ 75Hz	cvt reduced 1920 x 1080 @ 50Hz
ibm 1024 x 768 @ 75Hz	cvt 1920 x 1080 @ 50Hz
cvt reduced 1152 x 864 @ 60Hz	vesa 1920 x 1080 @ 60Hz
vesa 1152 x 864 @ 70Hz	vesa reduced 1920 x 1200 @ 60Hz
vesa 1152 x 864 @ 75Hz	sun 1024 x 768 @ 77Hz
cvt 1280 x 720 @ 60Hz	sun 1152 x 900 @ 66Hz
vesa 1280 x 720 @ 60Hz	sun 1152 x 900 @ 76Hz
vesa 1280 x 768 @ 60Hz	sun 1024 x 1024 @ 61Hz
vesa reduced 1280 x 786 @ 60Hz	sun 1280 x 1024 @ 67Hz
vesa 1280 x 786 @ 75Hz	sun 1280 x 1024 @ 76Hz
vesa 1280 x 786 @ 85Hz	
vesa 1280 x 800 @ 60Hz	
cvt reduced 1280 x 960 @ 60Hz	
vesa 1280 x 960 @ 60Hz	

APPENDIX B - Configuration pages

This section covers the browser-based configuration utility for the ALIF101T unit. The pages are titled as follows:

- [System Configuration](#)
- [Video Configuration](#)
- [Analogue Video Configuration](#)
- [USB Settings](#)
- [Security](#)
- [AIM Manager](#)
- [System Messages](#)
- [Statistics](#)
- [Firmware Upgrade](#)
- [Reboot](#)
- [About](#)

ADDERLink
TRANSMIT ALIF101T

- System Configuration
- Video Configuration
- USB Settings
- Security
- AIM Manager
- System Messages
- Statistics
- Firmware Upgrade
- Reboot
- About

Unit unconfigured
System Configuration

Unit Name

Unit Description

System IP Address

System Netmask

System Gateway

Force Multicast

Enable Video

Enable Audio-1

Enable Audio-2

Enable USB

note: disabling USB will also disable Audio-1 (USB audio)

Identify Unit (short)

Identify Unit (long)

Name

Description

169.254.1.33

255.255.0.0

0.0.0.0

Update Now

Target Multicast Configuration

Multicast IP for Video

Multicast IP for Audio-1

Multicast IP for Audio-2

239.16.0.1

239.32.0.1

239.32.0.1

Update Now

Thumbnail

Image last updated : Wed Nov 11 2020 09:21:11 GMT+0000 (Greenwich Mean Time) (Browser time)

Refresh Thumbnail

Unit Name

Name details that you can alter to distinguish this unit from all others. The name entered here will be read by AIM units (if used) for administration purposes.

Unit Description

Allows you to optionally add a description of the unit, such as its location. Useful when many ALIF units are being used.

System port

This section determines the IP Address, Netmask and Gateway details for the Gigabit Ethernet port located on the front panel. The default IP address is 169.254.1.33 which is the zero config IP address that allows ALIF101T unit to work immediately in point-to-point mode. You are recommended to change this to an appropriate address in the private IP range 192.168.xxx.xxx

The default netmask is 255.255.0.0. If you change the IP address to the private range, you are recommended to change this to 255.255.255.0. The default gateway address is 0.0.0.0

Force Multicast

By default, the ALIF101T unit will use unicast transmission when only a single RX is connected. This would then be upgraded to multicast when one or more other RX units are added. By ticking this option, the ALIF101T unit will always use multicast. This option should be ticked for most installations as it provides the most efficient way to deliver video and audio to multiple destinations.

Enable options

These checkboxes allow you to determine which peripheral options will be used: Video, digital audio and USB.

- When the *Enable Audio-1* option is checked, the ALIF101T arranges a bi-directional audio stream with the host computer via the USB connection.
- When the *Enable Audio-2* option is checked (affects DisplayPort and HDMI models only), the EDID definition of the DisplayPort or HDMI connection will be altered to permit a uni-directional audio stream via the video output. This allows the use of embedded audio, even when the video display itself does not support audio.

Note: It is possible for both options to be enabled at the same time without issue.

Identify unit

When clicked, these buttons cause the top indicators to flash to assist with identifying the ALIF101T unit within a rack.

- The Identify Unit (short) button flashes the indicators for five seconds.
- The Identify Unit (long) button flashes the indicators for one hour but can be overridden by clicking the Identify Unit (short) button.

Target Multicast Configuration

This option allows you to configure an IP address to which this transmitter can send multicast video and audio data, and from which multiple receivers can tap into it.

*Note: The multicast addresses for each service endpoint **must** be unique across the whole ALIF installation.*

Update Now

Click to save and implement your changes.

Thumbnail

The Thumbnail shows snap shots of the video feeds that are connected and reports the video resolutions/color depths that have been detected. Click the Refresh Thumbnail button to update. *Note: For security reasons the thumbnail image is not displayed when the ALIF101T unit is under AIM control.*

To get here

- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 If necessary, click the **System Configuration** link.

ADDERLink
TRANSMIT ALIF101T

- System Configuration
- Video Configuration
- USB Settings
- Security
- AIM Manager
- System Messages
- Statistics
- Firmware Upgrade
- Reboot
- About

Unit unconfigured

Video Configuration

Bandwidth Control

Peak bandwidth limiter percentage: 95

1 95

Video Control

Background Refresh: every 32 frames

Enable Magic Eye:

Use Default DDC:

Choose Default DDC: GENERIC 4:3

Enable Hot Plug Detect on change of display:

Period of Hot Plug Detect signal: Default - 100ms

Frame skipping percentage: 0

0 99

Compression: Pixel Perfect

To get here

- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 Click the **Video Configuration** link.

Peak bandwidth limiter percentage

The ALIF101T unit will employ a 'best effort' strategy in sending video and other data over the IP network. This means it will use as much of the available network bandwidth as necessary to achieve optimal data quality, although typically the ALIF101T unit will use considerably less than the maximum available. In order to prevent the ALIF101T unit from 'hogging' too much of the network capacity, you can reduce this setting to place a tighter limit on the maximum bandwidth permissible to the ALIF101T unit. Range: 0 to 95%.

Background Refresh

The ALIF101T unit sends portions of the video image only when they change. In order to give the best user experience, the ALIF101T unit also sends the whole video image, at a lower frame rate, in the background. The Background Refresh parameter controls the rate at which this background image is sent. The default value is 'every 32 frames', meaning that a full frame is sent in the background every 32 frames. Reducing this to 'every 64 frames' or more will reduce the amount of bandwidth that the ALIF101T unit consumes. On a high-traffic network this parameter should be reduced in this way to improve overall system performance. Options: every 32 frames, every 64 frames, every 128 frames, every 256 frames or disabled.

Enable Magic Eye

This feature, enabled as standard, aims to reduce the effect of dithering - a technique used by some graphics cards to improve the perceived quality and color depth of images by diffusing or altering the color of pixels between video frames. The Magic Eye feature increases the frame rate and eliminates unnecessary network traffic by ignoring the color dithering where it occurs. If the video source is not noisy or dithered then you can switch off Magic Eye to enable full color accuracy. Magic Eye mode can remain enabled without penalty for video that does not have dither or noise.

Use Default DDC and Choose Default DDC

When the *Use Default DDC* option is unticked, ADDERLink INFINITY will use the EDID that is reported by the monitor connected to the receiver unit. However, if you tick the *Use Default DDC* option, you can then select from a range of preset video resolutions from the *Choose Default DDC* drop down box. Once selected, ALIF101T unit will report itself to prefer this video mode.

Enable Hot Plug Detect on change of display

When this option is ticked, every time the monitor is changed at the receiver unit, hot plug state changes are sent to the graphics card of the PC attached to the ALIF101T unit as if a screen has just been attached.

Period of Hot Plug Detect signal

This is the length of time that the hot-plug detect signal is de-asserted. The default of 100ms is sufficient for the majority of HDMI/DP++ graphics cards, however, a small minority may need to be given a longer a period.

Frame skipping percentage

Frame Skipping involves 'missing out' video frames between those captured by the ALIF101T unit. For video sources that update only infrequently or for those that update very frequently but where high fidelity is not required, frame skipping is a good strategy for reducing the overall bandwidth consumed by the system. Range: 0 to 100%.

Compression

Determines the (AFZ and AFZ+) compression method used for video transmission. Choices are:

- 'Pixel perfect' - only uses pixel perfect AFZ,
- 'Adaptive' - guarantees frame rate, builds to pixel perfect,
- 'Smoothest video' - forces the maximum compression, or
- 'Advanced' - allows you to choose a fixed compression mode:

- 'AFZ only (pixel perfect)',
 - 'AFZ+ Minimum compression',
 - 'AFZ+ Middle compression', or
 - 'AFZ+ Maximum compression'.

USB Settings

Enable Dummy Boot Keyboard

When ticked, ALIF101T unit will report a virtual dummy boot keyboard to the attached PC to ensure that a keyboard is always reported when the PC boots up. The dummy boot keyboard uses one of the 13 USB endpoints, therefore if all 13 endpoints are required elsewhere for USB devices (or a KVM switch only supports two HID devices) then it can be disabled by deselecting this option. See also *Reserved Port Range* below.

Disable Hi-Speed

This option allows you to force the system to run at the low/full USB speed of 12Mb/s, thus forcing USB 2.0 Hi-Speed devices to adapt to the lower rate.

Hub Size

Using this option you can select whether ALIF101T unit should report itself as a 13 or a 7 port USB hub. Some USB hosts are only able to support 7 port USB hubs. If this option is set to 7, then only 7 USB devices are supported by the PC.

Reserved Port Range

For some devices, e.g. touch screens, you may wish to ensure that they are always reported to the same USB port number so that the USB driver will always find the device. This option allows you reserve up to 8 ports for certain devices. At the RX unit, the devices are assigned to the reserved ports. If a port reservation is to be applied, then the dummy boot keyboard should be disabled. The default value for this option is '0', i.e. *disabled*.

Security

USB Encryption

This setting determines whether encryption should be applied to the USB data passed across the link. Note that video data is never encrypted.

Control Encryption

This setting determines whether encryption should be applied to the control data passed across the link. The "Prefer off" setting means that control encryption is enabled if the receiver at the other end of the link has "always on" selected, otherwise it is disabled. *Note: video data is never encrypted.*

Secure web pages with password

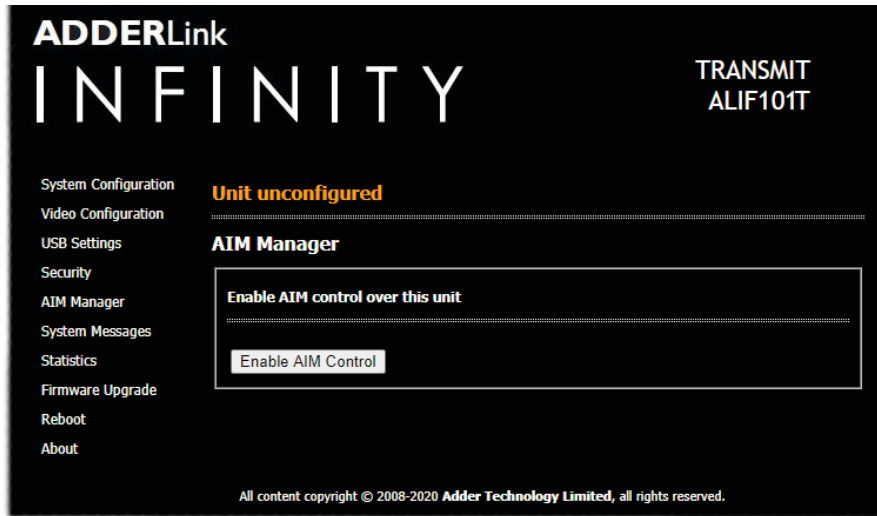
When ticked, this option enables https security so that the configuration pages are only accessible to the admin user with a password.

Change/confirm password

These options allow you to change the admin password for the system.

To get here

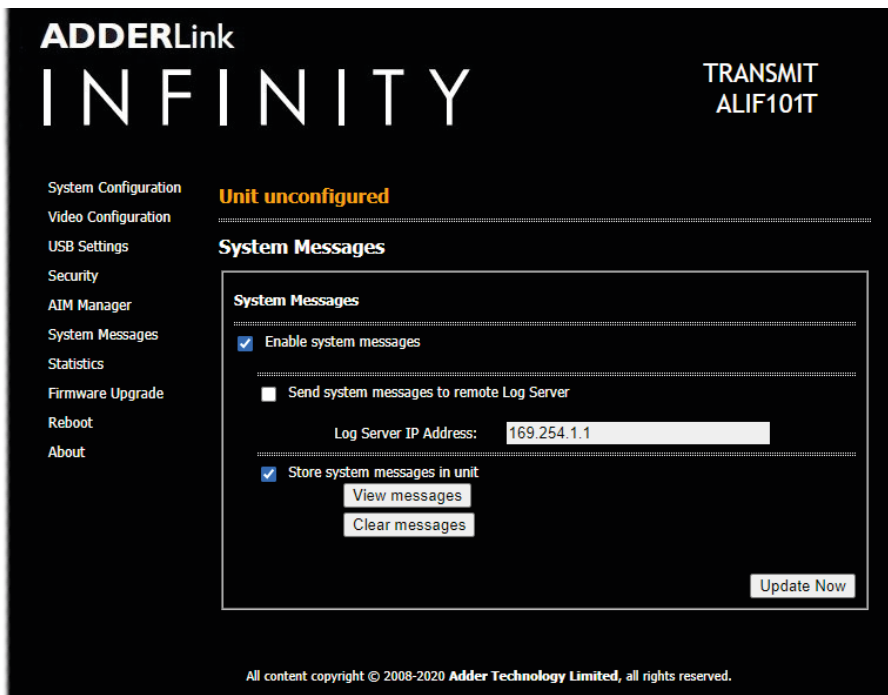
- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 Click either the **USB Settings** or **Security** links, as appropriate.



Enable AIM Control

Click this button to allow an AIM (Adder Infinity Manager) box to take control of this TX. When the button is clicked, the ALIF101T unit will be rebooted to allow the AIM box to discover and control it.

System Messages



Enable system messages

Tick to allow the creation of status and error messages by ALIF101T unit.

Send system messages to remote Log Server

Choose this option to send the system messages to a remote server via the network. Provide the IP address of a suitable server here also.

ADDERLink INFINITY servers use the User Datagram Protocol (UDP) for all Syslog traffic.

Store system messages in unit

When ticked, this option will store system messages within the memory of ALIF101T unit. Click the *View messages* button to view the list or the *Clear messages* button to delete the list.

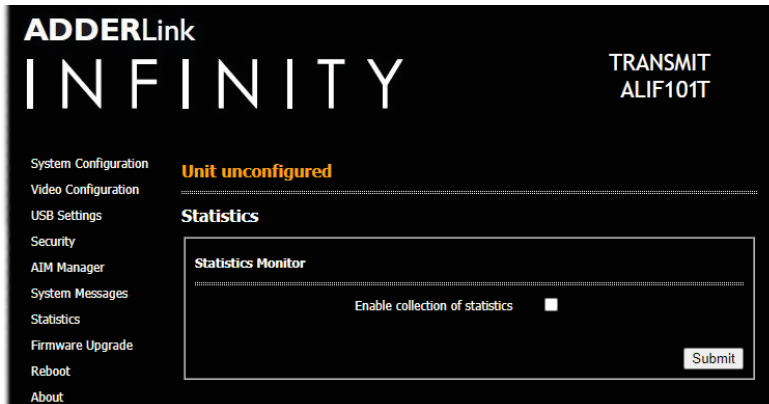
Update Now

Click to save and implement any changes that you make.

To get here

- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 Click either the **AIM Manager** or **System Messages** links, as appropriate.

Statistics



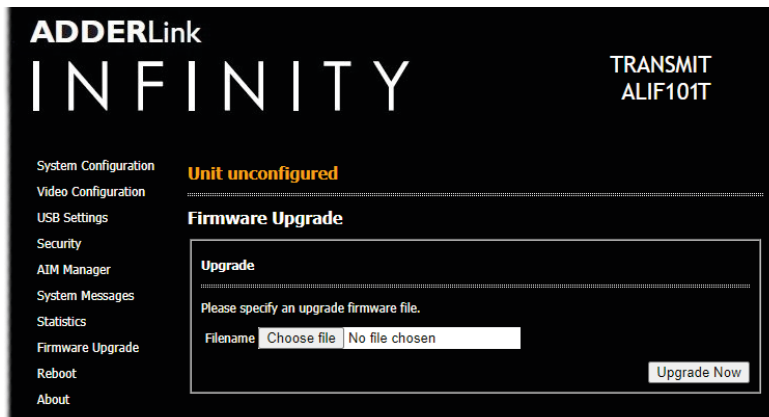
Enable collection of bandwidth statistics

ALIF units can record data transfer statistics from the System port and plot them on a graph for troubleshooting and optimization purposes. When you enable this option, you will first be presented with a pop up from which you can choose which aspects you would like to graph: Data throughput, various packet rates and/or frame rates.

Submit

Click this button after ticking the above checkbox to plot the chosen statistics on a pop up graph.

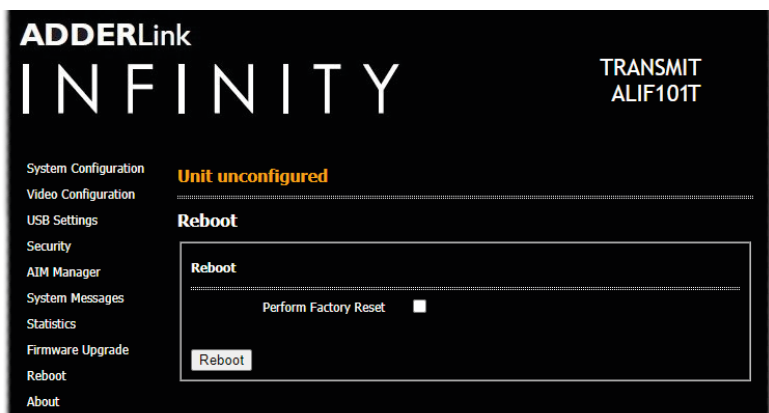
Firmware Upgrade



Upgrade

Use this page to upgrade the main or backup firmware image on ALIF101T unit. Please see the section [Performing an upgrade](#) for details.

Reboot



Reboot

Use this page to perform a reboot or a factory reset. Please see the section [Manual factory reset](#) for details.

To get here

- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 Click either the **Statistics**, **Firmware Upgrade** or **Reboot** links, as appropriate.

ADDERLink

TRANSMIT
ALIF101T

System Configuration

Video Configuration

USB Settings

Security

AIM Manager

System Messages

Statistics

Firmware Upgrade

Reboot

About

Unit unconfigured

About

System	Firmware Version
Main	4.8.40060
Backup	4.8.40060
Boot	4.8.40069

Interface	MAC Address	IP Address
System Port	00:0F:58:02:E6:48	169.254.1.33

NTP	
Enabled	No
Server IP	169.254.1.1

Syslog	
Enabled	Yes
Server IP	169.254.1.1
Local Logging	Yes
Remote Logging	No

AIM	
Enabled	Yes
Server IP	169.254.1.2

DHCP	
Enabled	Yes

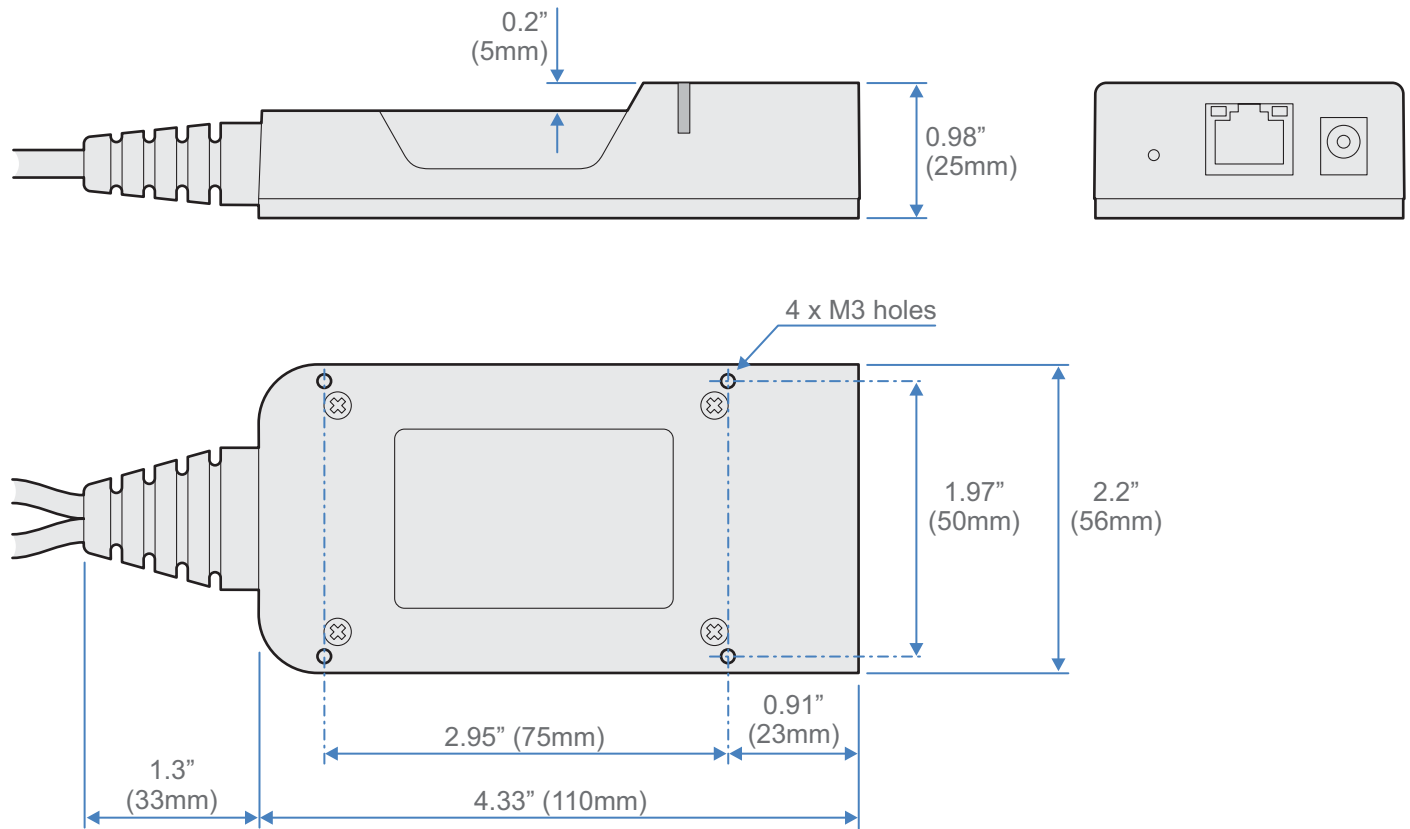
About

This page displays key information about the ALIF101T unit that may be requested by Adder Technical Support.

To get here

- 1 [Connect your computer to the network port](#) on the front panel.
- 2 Run a web browser and enter the IP address of the unit. If the address is unknown, perform a [manual factory reset](#) to <http://169.254.1.33>
- 3 Click the **About** link.

APPENDIX C - Dimensions



INSTALLATION

CONFIGURATION

OPERATION

FURTHER
INFORMATION

INDEX

APPENDIX D - Tips for success when networking ALIF units

ALIF units use multiple strategies to minimize the amount of data that they send across networks. However, data overheads can be quite high, particularly when very high resolution video is being transferred, so it is important to take steps to maximize network efficiency and help minimize data output. The tips given in this section have been proven to produce very beneficial results.

Summary of steps

- Choose the right kind of switch.
- Create an efficient network layout.
- Configure the switches and devices correctly.

Choosing the right switch

Layer 2 switches are what bind all of the hosts together in the subnet. However, they are all not created equally, so choose carefully. In particular look for the following:

- Gigabit (1000Mbps) or faster Ethernet ports,
- Support for **IGMP v2** (or v3) snooping,
- Support for **Jumbo frames** up to 9216-byte size,
- High bandwidth connections between switches, preferably Fiber Channel.
- Look for switches that perform their most onerous tasks (e.g. **IGMP snooping**) using multiple dedicated processors (ASICs).
- Ensure the maximum number of concurrent ‘snoopable groups’ the switch can handle meets or exceeds the number of ALIF transmitters that will be used to create multicast groups.
- Check the throughput of the switch: Full duplex, 1Gbps up- and down- stream speeds per port.
- Use the same switch make and model throughout a single subnet.
- You also need a **Layer 3** switch. Ensure that it can operate efficiently as an **IGMP Querier**.

For the latest list of switches known to work with ALIF, please download the latest white paper ‘Successful ADDERLink INFINITY Implementation’ from www.adder.com/white-papers

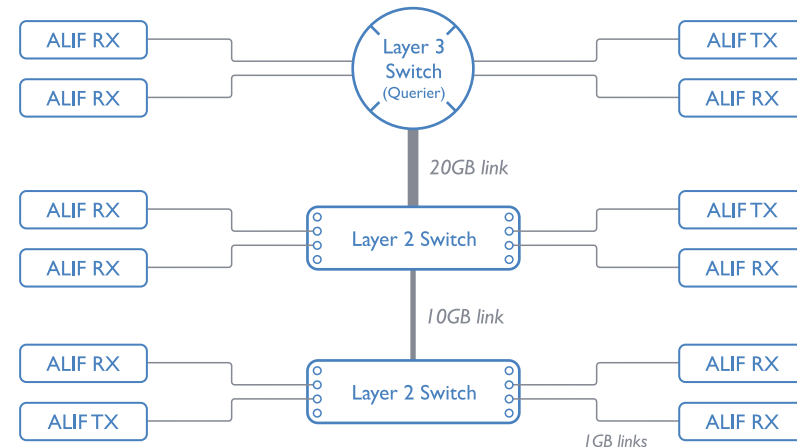
Creating an efficient network layout

Network layout is vital. The use of **IGMP snooping** also introduces certain constraints, so take heed:

- Keep it flat. Use a basic line-cascade structure rather than a pyramid or tree arrangement.
- Keep the distances between the switches as short as possible.
- Ensure sufficient bandwidth between switches to eliminate bottlenecks.
- Where the AIM server is used to administer multiple ALIF transceivers, ensure the AIM server and all ALIF units reside in the same subnet.
- Do not use VGA to DVI converters, instead replace VGA video cards in older systems with suitable DVI replacements. Converters cause ALIF TX units to massively increase data output.
- Wherever possible, create a private network.

The recommended layout

The layout shown below has been found to provide the most efficient network layout for rapid throughput when using IGMP snooping:



Note: From firmware version 3.1, tree and hierarchical structures of network switches are also supported. The Transmitter now joins its own multicast group so there is always a route from the querier to the transmitter which was previously missing in earlier firmware versions.

- Use no more than two cascade levels.
- Ensure high bandwidth between the two L2 switches and very high bandwidth between the top L2 and the L3. Typically 10GB and 20GB, respectively for 48 port L2 switches.

continued

Configuring the switches and devices

The layout is vital but so too is the configuration:

- Enable [IGMP Snooping](#) on all L2 switches.
- Ensure that [IGMP Fast-Leave](#) is enabled on all switches with ALIF units connected directly to them.
- Enable the L3 switch as an [IGMP Querier](#).
- Enable [Spanning Tree Protocol \(STP\)](#) on all switches and importantly also enable portfast (only) on all switch ports that have ALIF units connected.
- If any hosts will use any video resolutions using 2048 horizontal pixels (e.g. 2048 x 1152), ensure that [Jumbo Frames](#) are enabled on all switches.
- Choose an appropriate forwarding mode on all switches. Use [Cut-through](#) if available, otherwise [Store and forward](#).
- Optimize the settings on the ALIF transmitters:
 - If moving video images are being shown frequently, then leave Frame Skipping at a low percentage and instead reduce the Peak bandwidth limiter.
 - Where screens are quite static, try increasing the Background Refresh interval and/or increasing the Frame skipping percentage setting.

Make changes to the ALIF transmitters one at a time, in small steps, and view typical video images so that you can attribute positive or negative results to the appropriate control.

- Ensure that all ALIF units are fully updated to the latest firmware version (at least v2.1).

APPENDIX E - Troubleshooting

Problem: The video image of the ALIF receiver shows horizontal lines across the screen.

This issue is known as *Blinding* because the resulting video image looks as though you're viewing it through a venetian blind.

When video is transmitted by ALIF units, the various lines of each screen are divided up and transmitted as separate data packets. If the reception of those packets is disturbed, then blinding is caused. The lines are displayed in place of the missing video data packets.

There are several possible causes for the loss of data packets:

- Incorrect switch configuration. The problem could be caused by multicast flooding, which causes unnecessary network traffic. This is what IGMP snooping is designed to combat, however, there can be numerous causes of the flooding.
- Speed/memory bandwidth issues within one or more switches. The speed and capabilities of different switch models varies greatly. If a switch cannot maintain pace with the quantity of data being sent through it, then it will inevitably start dropping packets.
- One or more ALIF units may be outputting Jumbo frames due to the video resolution (2048 horizontal pixels) being used. If jumbo frames are output by an ALIF unit, but the network switches have not been configured to use jumbo frames, the switches will attempt to break the large packets down into standard packets. This process introduces a certain latency and could be a cause for dropped packets.
- One or more ALIF units may be using an old firmware version. Firmware versions prior to v2.1 exhibited an issue with the timing of IGMP join and leave commands that caused multicast flooding in certain configurations.

Remedies:

- Ensure that [IGMP snooping](#) is enabled on all switches within the subnet.
- Where each ALIF unit is connected as the sole device on a port connection to a switch, enable [IGMP Fast-Leave \(aka Immediate Leave\)](#) to reduce unnecessary processing on each switch.
- Check the video resolution(s) being fed into the ALIF transmitters. If resolutions using 2048 horizontal pixels are unavoidable then ensure that [Jumbo frames](#) are enabled on all switches.
- Check the [forwarding mode](#) on the switches. If *Store and forward* is being used, try selecting *Cut-through* as this mode causes reduced latency on lesser switch designs.
- Ensure that one device within the subnet is correctly configured as an [IGMP Querier](#), usually a layer 3 switch or multicast router.
- Ensure that the firmware in every ALIF unit is version 2.1 or greater.
- Try adjusting the transmitter settings on each ALIF to make the output data stream as efficient as possible. See [ALIF transmitter video settings](#) for details.

continued

Problem: The mouse pointer of the ALIF receiver is slow or sluggish when moved across the screen.

This issue is often related to either using dithering on the video output of one or more transmitting computers or using VGA-to-DVI video converters.

Dithering is used to improve the perceived quality and color depth of images by diffusing or altering the color of pixels between video frames. This practice is commonly used on Apple Mac computers using ATI or Nvidia graphics cards. VGA-to-DVI converters unwittingly produce a similar issue by creating high levels of pixel background noise.

ALIF units attempt to considerably reduce network traffic by transmitting only the pixels that change between successive video frames. When dithering is enabled and/or VGA-to-DVI converters are used, this can have the effect of changing almost every pixel between each frame, thus forcing the ALIF transmitter to send the whole of every frame: resulting in greatly increased network traffic and what's perceived as sluggish performance.

Remedies:

- Linux PCs
Check the video settings on the PC. If the Dither video box option is enabled, disable it.
- Apple Mac with Nvidia graphics
Use the Adder utility for Mac's – Contact technical support.
- Apple Mac with ATI graphics
Enable the Magic Eye dither removal feature.
- Windows PCs
If you suspect these issues with PC's, contact technical support for assistance.
- Replace old VGA adapters on host computers with DVI video cards.

Problem: My monitor is displaying a pink screen

It is possible that the source computer and ALIF transmitter are sending a high resolution Dual Link signal in response to a request from your Dual Link monitor. However, your ALIF receiver is unable to correctly process the signal, causing the pink screen issue (DVI resolutions above 1920 x 1200 are generally Dual Link).

ALIF2002T and 2112T transmitters are able to send Dual Link video when requested, however, an ALIF2000R receiver is required to process the higher resolution signal fully at the other end. Other receivers, such as the ALIF1000R, 1002R and 2020R units cannot process Dual Link DVI as they are Single Link devices.

Ensure that the ALIF transmitter is set to supply a Single Link EDID to the graphics card. When the video source is changed to a Single Link video resolution, the pink screen should disappear and the video should be displayed normally. Alternatively, change the monitor to a Single Link DVI monitor.

It is important not to mix Dual Link Transmitters with Single Link Receivers.

On an AIM controlled system, ensure that the Video compatibility check is enabled as this ensures that the correct video mode is displayed for the monitor being used.

Problem: The audio output of the ALIF receiver sounds like a scratched record.

This issue is called Audio crackle and is a symptom of the same problem that produces blinding (see previous page). The issue is related to missing data packets.

Remedies:

As per blinding discussed previously.

Problem: AIM cannot locate working ALIF units.

There are a few possible causes:

- The ALIF units must be reset back to their zero config IP addresses for AIM discovery. If you have a working network of ALIF's without AIM and then add AIM to the network AIM will not discover the ALIFs until they are reset to the zero config IP addresses.
- This could be caused by Layer 2 Cisco switches that have [Spanning Tree Protocol \(STP\)](#) enabled but do not also have *portfast* enabled on the ports to which ALIF units are connected. Without portfast enabled, ALIF units will all be assigned the same zero config IP address at reboot and AIM will only acquire them one at a time on a random basis.

You can easily tell whether portfast is enabled on a switch that is running STP: When you plug the link cable from a working ALIF unit into the switch port, check how long it takes for the port indicator to change from orange to green. If it takes roughly one second, portfast is on; if it takes roughly thirty seconds then portfast is disabled.

Remedies:

- Ensure that the ALIF units and the AIM server are located within the same subnet because AIM cannot cross subnet boundaries.
- [Manually reset](#) the ALIF units to their zero config IP addresses.
- Enable portfast on all switch ports that have ALIF units attached to them or try temporarily disabling STP on the switches while AIM is attempting to locate ALIF units.

APPENDIX F - Glossary

Internet Group Management Protocol

Where an ALIF transmitter is required to stream video to two or more receivers, multicasting is the method used.

Multicasting involves the delivery of identical data to multiple receivers simultaneously without the need to maintain individual links. When multicast data packets enter a subnet, the natural reaction of the switches that bind all the hosts together within the subnet, is to spread the multicast data to all of their ports. This is referred to as Multicast flooding and means that the hosts (or at least their network interfaces) are required to process plenty of data that they didn't request. IGMP offers a partial solution.

The Internet Group Management Protocol (IGMP) is designed to prevent multicast flooding by allowing [Layer 3](#) switches to check whether host computers within their care are interested in receiving particular multicast transmissions. They can then direct multicast data only to those points that require it and can shut off a multicast stream if the subnet has no recipients.

There are currently three IGMP versions: 1, 2 and 3, with each version building upon the capabilities of the previous one:

- IGMPv1 allows host computers to opt into a multicast transmission using a Join Group message, it is then incumbent on the router to discover when they no longer wish to receive; this is achieved by polling them (see IGMP Querier below) until they no longer respond.
- IGMPv2 includes the means for hosts to opt out as well as in, using a Leave Group message.
- IGMPv3 encompasses the abilities of versions 1 and 2 but also adds the ability for hosts to specify particular sources of multicast data.

ADDERLink INFINITY units make use of IGMPv2 when performing multicasts to ensure that no unnecessary congestion is caused.

IGMP Snooping

The IGMP messages are effective but only operate at [layer 2](#) - intended for routers to determine whether multicast data should enter a subnet. A relatively recent development has taken place within the switches that glue together all of the hosts within each subnet: IGMP Snooping. IGMP snooping means these layer 2 devices now have the ability to take a peek at the IGMP messages. As a result, the switches can then determine exactly which of their own hosts have requested to receive a multicast – and only pass on multicast data to those hosts.

IGMP Querier

When IGMP is used, each subnet requires one [Layer 3](#) switch to act as a Querier. In this lead role, the switch periodically sends out IGMP Query messages and in response all hosts report which multicast streams they wish to receive. The Querier device and all snooping Layer 2 switches, then update their lists accordingly (the lists are also updated when Join Group and Leave Group (IGMPv2) messages are received).

IGMP Fast-Leave (aka Immediate Leave)

When a device/host no longer wishes to receive a multicast transmission, it can issue an IGMP Leave Group message as mentioned above. This causes the switch to issue an IGMP Group-Specific Query message on the port (that the Leave Group was received on) to check no other receivers exist on that connection that wish to remain a part of the multicast. This process has a cost in terms of switch processor activity and time.

Where ALIF units are connected directly to the switch (with no other devices on the same port) then enabling IGMP Fast-Leave mode means that switches can immediately remove receivers without going through a full checking procedure. Where multiple units are regularly joining and leaving multicasts, this can speed up performance considerably.

Jumbo frames (Jumbo packets)

Since its commercial introduction in 1980, the Ethernet standard has been successfully extended and adapted to keep pace with the ever improving capabilities of computer systems. The achievable data rates, for instance, have risen in ten-fold leaps from the original 10Mbit/s to a current maximum of 100Gbit/s.

While data speeds have increased massively, the standard defining the number of bytes (known as the Payload) placed into each data packet has remained resolutely stuck at its original level of 1500 bytes. This standard was set during the original speed era (10Mbits/s) and offered the best compromise at that speed between the time taken to process each packet and the time required to resend faulty packets due to transmission errors.

But now networks are much faster and files/data streams are much larger; so time for a change? Unfortunately, a wholesale change to the packet size is not straightforward as it is a fundamental standard and changing it would mean a loss of backward compatibility with older systems.

Larger payload options have been around for a while, however, they have often been vendor specific and at present they remain outside the official standard. There is, however, increased consensus on an optional 'Jumbo' payload size of 9000 bytes and this is fully supported by the ADDERLink INFINITY (ALIF) units.

Jumbo frames (or Jumbo packets) offer advantages for ALIF units when transmitting certain high resolution video signals across a network. This is because the increased data in each packet reduces the number of packets that need to be transferred and dealt with - thus reducing latency times.

The main problem is that for jumbo frames to be possible on a network, all of the devices on the network must support them.

Spanning Tree Protocol (STP)

In order to build a robust network, it is necessary to include certain levels of redundancy within the interconnections between switches. This will help to ensure that a failure of one link does not lead to a complete failure of the whole network.

The danger of multiple links is that data packets, especially multicast packets, become involved in continual loops as neighbouring switches use the duplicated links to send and resend them to each other.

To prevent such bridging loops from occurring, the Spanning Tree Protocol (STP), operating at [layer 2](#), is used within each switch. STP encourages all switches to communicate and learn about each other. It prevents bridging loops by blocking newly discovered links until it can discover the nature of the link: is it a new host or a new switch?

The problem with this is that the discovery process can take up to 50 seconds before the block is lifted, causing problematic timeouts.

The answer to this issue is to enable the portfast variable for all host links on a switch. This will cause any new connection to go immediately into forwarding mode. However, take particular care not to enable portfast on any switch to switch connections as this will result in bridging loops.

Forwarding modes

In essence, the job of a layer 2 switch is to transfer as fast as possible, data packets arriving at one port out to another port as determined by the destination address. This is known as data forwarding and most switches offer a choice of methods to achieve this. Choosing the most appropriate forwarding method can often have a sizeable impact on the overall speed of switching:

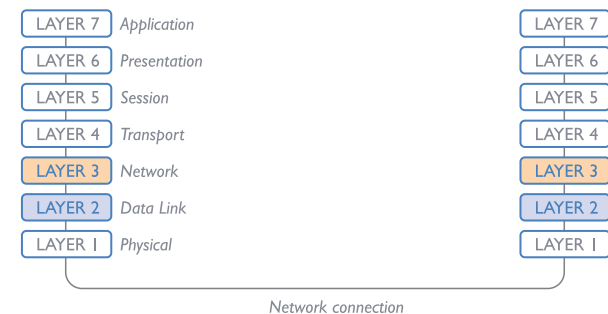
- **Store and forward** is the original method and requires the switch to save each entire data packet to buffer memory, run an error check and then forward if no error is found (or otherwise discard it).
- **Cut-through** was developed to address the latency issues suffered by some store and forward switches. The switch begins interpreting each data packet as it arrives. Once the initial addressing information has been read, the switch immediately begins forwarding the data packet while the remainder is still arriving. Once all of the packet has been received, an error check is performed and, if necessary, the packet is tagged as being in error. This checking 'on-the-fly' means that cut-through switches cannot discard faulty packets themselves. However, on receipt of the marked packet, a host will carry out the discard process.
- **Fragment-free** is a hybrid of the above two methods. It waits until the first 64 bits have been received before beginning to forward each data packet. This way the switch is more likely to locate and discard faulty packets that are fragmented due to collisions with other data packets.
- **Adaptive** switches automatically choose between the above methods. Usually they start out as a cut-through switches and change to store and forward or fragment-free methods if large number of errors or collisions are detected.

So which one to choose? The *Cut-through* method has the least latency so is usually the best to use with ADDERLink INFINITY units. However, if the network components and/or cabling generate a lot of errors, the *Store and forward* method should probably be used. On higher end store and forward switches, latency is rarely an issue.

Layer 2 and Layer 3: The OSI model

When discussing network switches, the terms Layer 2 and Layer 3 are very often used. These refer to parts of the Open System Interconnection (OSI) model, a standardized way to categorize the necessary functions of any standard network.

There are seven layers in the OSI model and these define the steps needed to get the data created by you (imagine that you are Layer 8) reliably down onto the transmission medium (the cable, optical fiber, radio wave, etc.) that carries the data to another user; to complete the picture, consider the transmission medium is Layer 0. In general, think of the functions carried out by the layers at the top as being complex, becoming less complex as you go lower down.



As your data travel down from you towards the transmission medium (the cable), they are successively encapsulated at each layer within a new wrapper (along with a few instructions), ready for transport. Once transmission has been made to the intended destination, the reverse occurs: Each wrapper is stripped away and the instructions examined until finally only the original data are left.

So why are Layer 2 and Layer 3 of particular importance when discussing ADDERLink INFINITY? Because the successful transmission of data relies upon fast and reliable passage through network switches – and most of these operate at either Layer 2 or Layer 3.

The job of any network switch is to receive each incoming network packet, strip away only the first few wrappers to discover the intended destination then rewrap the packet and send it in the correct direction.

In simplified terms, the wrapper that is added at Layer 2 (by the sending system) includes the physical address of the intended recipient system, i.e. the unique MAC address (for example, 09:f8:33:d7:66:12) that is assigned to every networking device at manufacture. Deciphering recipients at this level is more straightforward than at Layer 3, where the address of the recipient is represented by a logical IP address (e.g. 192.168.0.10) and requires greater knowledge of the surrounding network structure. Due to their more complex circuitry, Layer 3 switches are more expensive than Layer 2 switches of a similar build quality and are used more sparingly within installations.

APPENDIX G - Open source licenses

This product includes binaries that are derived from the open source community. The modules listed below are licenced under the GNU General Public License v2 and must be provided, in source form, on request:

dtc
u-boot-xlnx
linux-xlnx
busybox
util-linux
udev
termcap
mtd-utils
libpbe
haserl

The software included in this product contains copyrighted software that is licensed under the GPL. You may obtain the complete Corresponding Source code from Adder for a period of three years after the last shipment of this product, which will be no earlier than 2028, by contacting support@adder.com or writing to :

*Attn: ACD/Open Source Request,
Adder Technology Ltd,
Saxon Way, Bar Hill, Cambridge, CB23 8SL, United Kingdom*

Please write “Source for product XXXXXXXX ” in the subject line (where XXXXXXXX is the model and version number). This offer is valid to anyone in receipt of this information.

This product includes binaries that are derived from the open source community. The modules listed below are licenced under the GNU Lesser General Public License v2.1 and must be provided, in source form, on request:

kmod
libdaemon
avahi
libgpg-error
nettle
libgrypt
gnutls
libmicrohttpd

In addition to the GPL modules listed, this product also includes binaries derived from 3rd party open sources that have their own license requirements. Each module is listed below with their required Copyright statement and distribution conditions.

-
- Module: openssl
-

LICENSE ISSUES =====

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit. See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl-core@openssl.org.

OpenSSL License -----

/* =====
=====

Copyright (c) 1998-2011 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgment: “This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)”
4. The names “OpenSSL Toolkit” and “OpenSSL Project” must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org.
5. Products derived from this software may not be called “OpenSSL” nor may “OpenSSL” appear in their names without prior written permission of the OpenSSL Project.

6. Redistributions of any form whatsoever must retain the following acknowledgment:

“This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)”

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT ``AS IS'' AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

=====
This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

*/

Original SSLeay License

/* Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved.

*

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL.

*

This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

*

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

*

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:
“This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)”
The word ‘cryptographic’ can be left out if the rouines from the library being used are not cryptographic related :-).
4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement:
“This product includes software written by Tim Hudson (tjh@cryptsoft.com)”

*

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

*

The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]

*/

-
- Module: libev

-

All files in libev are
Copyright (c)2007,2008,2009,2010,2011,2012,2013 Marc Alexander Lehmann.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

```
-----
-
- Module: libaes
-
-----
```

Copyright (c) 1998-2008, Brian Gladman, Worcester, UK. All rights reserved.

LICENSE TERMS

The redistribution and use of this software (with or without changes) is allowed without the payment of fees or royalties provided that:

1. source code distributions include the above copyright notice, this list of conditions and the following disclaimer;
2. binary distributions include the above copyright notice, this list of conditions and the following disclaimer in their documentation;
3. the name of the copyright holder is not used to endorse products built using this software without specific written permission.

DISCLAIMER

This software is provided 'as is' with no explicit or implied warranties in respect of its properties, including, but not limited to, correctness and/or fitness for purpose.

```
-----
-
- Module: libgcrypt
-
-----
```

Additional license notices for Libgcrypt. -*- org -*-

This file contains the copying permission notices for various files in the Libgcrypt distribution which are not covered by the GNU Lesser General Public License (LGPL) or the GNU General Public License (GPL).

These notices all require that a copy of the notice be included in the accompanying documentation and be distributed with binary distributions of the code, so be sure to include this file along with any binary distributions derived from the GNU C Library.

* BSD_3Clause

For files:

- cipher/sha256-avx-amd64.S
- cipher/sha256-avx2-bmi2-amd64.S
- cipher/sha256-ssse3-amd64.S
- cipher/sha512-avx-amd64.S
- cipher/sha512-avx2-bmi2-amd64.S
- cipher/sha512-ssse3-amd64.S

#+begin_quote

Copyright (c) 2012, Intel Corporation

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* Neither the name of the Intel Corporation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY INTEL CORPORATION “AS IS” AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL INTEL CORPORATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#+end_quote

* X License

For files:
- install.sh

#+begin_quote

Copyright (C) 1994 X Consortium

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED “AS IS”, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE X CONSORTIUM BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of the X Consortium shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization from the X Consortium.

#+end_quote

* Public domain

For files:
- cipher/arcfour-amd64.S

#+begin_quote

Author: Marc Bevand <bevand_m (at) epita.fr>

Licence: I hereby disclaim the copyright on this code and place it in the public domain.

#+end_quote

* OCB license I

For files:
- cipher/cipher-ocb.c

#+begin_quote

OCB is covered by several patents but may be used freely by most software. See <http://web.cs.ucdavis.edu/~rogaway/ocb/license.htm> .

In particular license I is suitable for Libgcrypt: See <http://web.cs.ucdavis.edu/~rogaway/ocb/licenseI.pdf> for the full license document; it basically says:

License I — License for Open-Source Software Implementations of OCB (Jan 9, 2013)

Under this license, you are authorized to make, use, and distribute open-source software implementations of OCB. This license terminates for you if you sue someone over their open-source software implementation of OCB claiming that you have a patent covering their implementation.

License for Open Source Software Implementations of OCB January 9, 2013

I Definitions

1.1 “Licensor” means Phillip Rogaway.

1.2 “Licensed Patents” means any patent that claims priority to United States Patent Application No. 09/918,615 entitled “Method and Apparatus for Facilitating Efficient Authenticated Encryption,” and any utility, divisional, provisional, continuation, continuations-in-part, reexamination, reissue, or foreign counterpart patents that may issue with respect to the aforesaid patent application. This includes, but is not limited to, United States Patent No. 7,046,802; United States Patent No. 7,200,227; United States Patent No. 7,949,129; United States Patent No. 8,321,675 ; and any patent that issues out of United States Patent Application No. 13/669,114.

1.3 “Use” means any practice of any invention claimed in the Licensed Patents.

1.4 “Software Implementation” means any practice of any invention claimed in the Licensed Patents that takes the form of software executing on a user-programmable, general-purpose computer or that takes the form of a computer-readable medium storing such software. Software Implementation does not include, for example, application-specific integrated circuits (ASICs), field-programmable gate arrays (FPGAs), embedded systems, or IP cores.

1.5 “Open Source Software” means software whose source code is published and made available for inspection and use by anyone because either (a) the source code is subject to a license that permits recipients to copy, modify, and distribute the source code without payment of fees or royalties, or (b) the source code is in the public domain, including code released for public use through a CC0 waiver. All licenses certified by the Open Source Initiative at opensource.org as of January 9, 2013 and all Creative Commons licenses identified on the creativecommons.org website as of January 9, 2013, including the Public License Fallback of the CC0 waiver, satisfy these requirements for the purposes of this license.

1.6 “Open Source Software Implementation” means a Software Implementation in which the software implicating the Licensed Patents is Open Source Software. Open Source Software Implementation does not include any Software Implementation in which the software implicating the Licensed Patents is combined, so as to form a larger program, with software that is not Open Source Software.

2 License Grant

2.1 License. Subject to your compliance with the terms of this license, including the restriction set forth in Section 2.2, Licensor hereby grants to you a perpetual, worldwide, non-exclusive, non-transferable, non-sublicenseable, no-charge, royalty-free, irrevocable license to practice any invention claimed in the Licensed Patents in any Open Source Software Implementation.

2.2 Restriction. If you or your affiliates institute patent litigation (including, but not limited to, a cross-claim or counterclaim in a lawsuit) against any entity alleging that any Use authorized by this license infringes another patent, then any rights granted to you under this license automatically terminate as of the date such litigation is filed.

3 Disclaimer

YOUR USE OF THE LICENSED PATENTS IS AT YOUR OWN RISK AND UNLESS REQUIRED BY APPLICABLE LAW, LICENSOR MAKES NO REPRESENTATIONS OR WARRANTIES OF ANY KIND CONCERNING THE LICENSED PATENTS OR ANY PRODUCT EMBODYING ANY LICENSED PATENT, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF TITLE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. IN NO EVENT WILL LICENSOR BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM OR RELATED TO ANY USE OF THE LICENSED PATENTS, INCLUDING, WITHOUT LIMITATION, DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL, PUNITIVE OR SPECIAL DAMAGES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES PRIOR TO SUCH AN OCCURRENCE.

`#+end_quote`

-
- Module: freebsd-libc
-

@(#)COPYRIGHT 8.2 (Berkeley) 3/21/94

All of the documentation and software included in the 4.BSD and 4.BSD-Lite Releases is copyrighted by The Regents of the University of California.

Copyright 1979, 1980, 1983, 1986, 1988, 1989, 1991, 1992, 1993, 1994
The Regents of the University of California. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:

This product includes software developed by the University of California, Berkeley and its contributors.

4. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The Institute of Electrical and Electronics Engineers and the American National Standards Committee X3, on Information Processing Systems have given us permission to reprint portions of their documentation.

In the following statement, the phrase ``this text'' refers to portions of the system documentation.

Portions of this text are reprinted and reproduced in electronic form in the second BSD Networking Software Release, from IEEE Std 1003.1-1988, IEEE Standard Portable Operating System Interface for Computer Environments (POSIX), copyright C 1988 by the Institute of Electrical and Electronics Engineers, Inc. In the event of any discrepancy between these versions and the original IEEE Standard, the original IEEE Standard is the referee document.

In the following statement, the phrase ``This material'' refers to portions of the system documentation.

This material is reproduced with permission from American National Standards Committee X3, on Information Processing Systems. Computer and Business Equipment Manufacturers Association (CBEMA), 311 First St., NW, Suite 500, Washington, DC 20001-2178. The developmental work of Programming Language C was completed by the X3J11 Technical Committee.

The views and conclusions contained in the software and documentation are those of the authors and should not be interpreted as representing official policies, either expressed or implied, of the Regents of the University of California.

-
- Module: strace
-

Copyright (c) 1991, 1992 Paul Kranenburg <pk@cs.few.eur.nl>
Copyright (c) 1993 Branko Lankester <branko@hacktic.nl>
Copyright (c) 1993 Ulrich Pegelow <pegelow@moorea.uni-muenster.de>
Copyright (c) 1995, 1996 Michael Elizabeth Chastain <mec@duracef.shout.net>
Copyright (c) 1993, 1994, 1995, 1996 Rick Sladkey <jrs@world.std.com>
Copyright (C) 1998-2001 Wichert Akkerman <wakkerma@deephackmode.org>
Copyright (C) 2001-2017 The strace developers.
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The name of the author may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

 -
 - Module: libpcap
 -

Copyright (C) 1993-2008 The Regents of the University of California.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The names of the authors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED ``AS IS'' AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

 -
 - Module: tcpdump
 -

Licensed under the 3-clause BSD license:

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The names of the authors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED ``AS IS'' AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Some files in this package are licensed under the 4-clause BSD license, the copyright on most of them belongs to The Regents of the University of California. Since the license was retroactively changed in 1999 to remove the advertising clause, they are effectively under the 3-clause license even if the text of the license in the files hasn't been updated. See the following document for more details:

<ftp://ftp.cs.berkeley.edu/pub/4bsd/README.Impt.License.Change>>

Other files under the 4-clause BSD license and whose copyright doesn't belong to the The Regents of the University of California are listed below:

```
- aodv.h, Copyright (c) 2003 Bruce M. Simpson
- atmuni311.h, Copyright (c) 1997 Yen Yen Lim and North Dakota State University
- ieee802_11.h, Copyright (c) 2001 Fortress Technologies and Charlie Lenahan
- print-802_11.c, Copyright (c) 2001 Fortress Technologies and Charlie Lenahan
- print-aodv.c, Copyright (c) 2003 Bruce M. Simpson
- print-ascii.c, Copyright (c) 1997, 1998 The NetBSD Foundation, Inc.
- print-cnfp.c, Copyright (c) 1998 Michael Shalayeff
- print-gre.c, Copyright (c) 2002 Jason L. Wright
- print-mobile.c, Copyright (c) 1998 The NetBSD Foundation, Inc.
- print-sunatm.c, Copyright (c) 1997 Yen Yen Lim and North Dakota State
    University
- print-telnet.c, Copyright (c) 1997, 1998 The NetBSD Foundation, Inc.
- print-timed.c, Copyright (c) 2000 Ben Smithurst
- missing/inet_aton.c, Copyright (c) 1995, 1996, 1997 Kungliga Tekniska
    Högskolan (Royal Institute of Technology, Stockholm,
    Sweden).
- missing/inet_ntop.c, Copyright (c) 1995, 1996, 1997 Kungliga Tekniska
    Högskolan (Royal Institute of Technology, Stockholm,
    Sweden).
- missing/inet_pton.c, Copyright (c) 1995, 1996, 1997 Kungliga Tekniska
    Högskolan (Royal Institute of Technology, Stockholm,
    Sweden).
```

```
-----
-
- Module: dhcp
-
-----
```

```
# Copyright (c) 2004-2017 by Internet Systems Consortium, Inc. ("ISC")
# Copyright (c) 1995-2003 by Internet Software Consortium
#
# Permission to use, copy, modify, and distribute this software for any
# purpose with or without fee is hereby granted, provided that the above
# copyright notice and this permission notice appear in all copies.
#
# THE SOFTWARE IS PROVIDED "AS IS" AND ISC DISCLAIMS ALL WARRANTIES
# WITH REGARD TO THIS SOFTWARE INCLUDING ALL IMPLIED WARRANTIES OF
# MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL ISC BE LIABLE FOR
# ANY SPECIAL, DIRECT, INDIRECT, OR CONSEQUENTIAL DAMAGES OR ANY
# DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS,
# WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS
# ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR
# PERFORMANCE OF THIS SOFTWARE.
```

```
#
# Internet Systems Consortium, Inc.
# 950 Charter Street
# Redwood City, CA 94063
# <info@isc.org>
# https://www.isc.org/
```

```
-----
-
- Module: ntp
-
-----
```

The following copyright notice applies to all files collectively called the Network Time Protocol Version 4 Distribution. Unless specifically declared otherwise in an individual file, this entire notice applies as if the text was explicitly included in the file.

```
*****
*
* Copyright (c) University of Delaware 1992-2015 *
*
* Permission to use, copy, modify, and distribute this software and *
* its documentation for any purpose with or without fee is hereby *
* granted, provided that the above copyright notice appears in all *
* copies and that both the copyright notice and this permission *
* notice appear in supporting documentation, and that the name *
* University of Delaware not be used in advertising or publicity *
* pertaining to distribution of the software without specific, *
* written prior permission. The University of Delaware makes no *
* representations about the suitability this software for any *
* purpose. It is provided "as is" without express or implied *
* warranty. *
*
*****
```

Content starting in 2011 from Harlan Stenn, Danny Mayer, and Martin Burnicki is:

```
*****
*
* Copyright (c) Network Time Foundation 2011-2017 *
*
* All Rights Reserved *
```

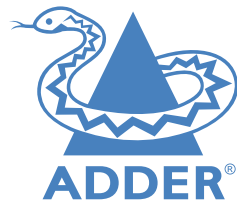
```
*
*
* Redistribution and use in source and binary forms, with or without *
* modification, are permitted provided that the following conditions *
* are met:
*
* 1. Redistributions of source code must retain the above copyright *
* notice, this list of conditions and the following disclaimer.
*
* 2. Redistributions in binary form must reproduce the above *
* copyright notice, this list of conditions and the following *
* disclaimer in the documentation and/or other materials provided *
* with the distribution.
*
*
* THIS SOFTWARE IS PROVIDED BY THE AUTHORS ``AS IS'' AND ANY EXPRESS *
* OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED *
* WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR *
* PURPOSE *
* ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHORS OR CONTRIBUTORS BE *
* LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR *
* CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, *
* PROCUREMENT *
* OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR *
* BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF *
* LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT *
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE *
* USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH *
* DAMAGE.
*
*****
```

The following individuals contributed in part to the Network Time Protocol Distribution Version 4 and are acknowledged as authors of this work.

1. [1]Takao Abe <takao_abe@xurb.jp> Clock driver for JJY receivers
2. [2]Mark Andrews <mark_andrews@isc.org> Leitch atomic clock controller
3. [3]Bernd Altmeier <altmeier@atsoft.de> hopf Elektronik serial line and PCI-bus devices
4. [4]Viraj Bais <vbais@mailman1.intel.com> and [5]Clayton Kirkwood <kirkwood@striderfm.intel.com> port to WindowsNT 3.5
5. [6]Michael Barone <michael,barone@lmco.com> GPSVME fixes
6. [7]Karl Berry <karl@owl.HQ.ileaf.com> syslog to file option
7. [8]Greg Brackley <greg.brackley@bigfoot.com> Major rework of WINNT port. Clean up recvbuf and iosignal code into separate modules.
8. [9]Marc Brett <Marc.Brett@westgeo.com> Magnavox GPS clock driver
9. [10]Piete Brooks <Piete.Brooks@cl.cam.ac.uk> MSF clock driver, Trimble PARSE support

10. [11]Nelson B Bolyard <nelson@bolyard.me> update and complete broadcast and crypto features in snpt
11. [12]Jean-Francois Boudreault <Jean-Francois.Boudreault@viagenie.qc.ca> IPv6 support
12. [13]Reg Clemens <reg@dwf.com> Oncore driver (Current maintainer)
13. [14]Steve Clift <clift@ml.csiro.au> OMEGA clock driver
14. [15]Casey Crellin <casey@csc.co.za> vxWorks (Tornado) port and help with target configuration
15. [16]Sven Dietrich <sven_dietrich@trimble.com> Palisade reference clock driver, NT adj. residuals, integrated Greg's Winnt port.
16. [17]John A. Dundas III <dundas@salt.jpl.nasa.gov> Apple A/UX port
17. [18]Torsten Duwe <duwe@immd4.informatik.uni-erlangen.de> Linux port
18. [19]Dennis Ferguson <dennis@mrbill.canet.ca> foundation code for NTP Version 2 as specified in RFC-1119
19. [20]John Hay <jhay@icomtek.csiro.co.za> IPv6 support and testing
20. [21]Dave Hart <davehart@davehart.com> General maintenance, Windows port interpolation rewrite
21. [22]Claas Hilbrecht <neoclock4x@linum.com> NeoClock4X clock driver
22. [23]Glenn Hollinger <glenn@herald.usask.ca> GOES clock driver
23. [24]Mike Iglesias <iglesias@uci.edu> DEC Alpha port
24. [25]Jim Jagielski <jim@jagubox.gsfc.nasa.gov> A/UX port
25. [26]Jeff Johnson <jbj@chatham.usdesign.com> massive prototyping overhaul
26. [27]Hans Lambermont <Hans.Lambermont@nl.origin-it.com> or [28]<H.Lambermont@chello.nl> ntpsweep
27. [29]Poul-Henning Kamp <phk@FreeBSD.ORG> Oncore driver (Original author)
28. [30]Frank Kardel [31]<kardel (at) ntp (dot) org> PARSE <GENERIC> (driver 14 reference clocks), STREAMS modules for PARSE, support scripts, syslog cleanup, dynamic interface handling
29. [32]Johannes Maximilian Kuehn <kuehn@ntp.org> Rewrote snpt to comply with NTPv4 specification, ntpq saveconfig
30. [33]William L. Jones <jones@hermes.chpc.utexas.edu> RS/6000 AIX modifications, HP-UX modifications
31. [34]Dave Katz <dkatz@cisco.com> RS/6000 AIX port
32. [35]Craig Leres <leres@ee.lbl.gov> 4.4BSD port, ppsclock, Magnavox GPS clock driver
33. [36]George Lindholm <lindholm@ucs.ubc.ca> SunOS 5.1 port
34. [37]Louis A. Mamakos <louie@ni.umd.edu> MD5-based authentication
35. [38]Lars H. Mathiesen <thorinn@diku.dk> adaptation of foundation code for Version 3 as specified in RFC-1305
36. [39]Danny Mayer <mayer@ntp.org> Network I/O, Windows Port, Code Maintenance

37. [40]David L. Mills <mills@udel.edu> Version 4 foundation, precision kernel; clock drivers: 1, 3, 4, 6, 7, 11, 13, 18, 19, 22, 36
38. [41]Wolfgang Moeller <moeller@gwdgv1.dnet.gwdg.de> VMS port
39. [42]Jeffrey Mogul <mogul@pa.dec.com> ntptrace utility
40. [43]Tom Moore <tmoore@fielvel.daytonoh.ncr.com> i386 svr4 port
41. [44]Kamal A Mostafa <kamal@whence.com> SCO OpenServer port
42. [45]Derek Mulcahy <derek@toybox.demon.co.uk> and [46]Damon Hart-Davis <d@hd.org> ARCRON MSF clock driver
43. [47]Rob Neal <neal@ntp.org> Bancomm refclock and config/parse code maintenance
44. [48]Rainer Pruy <Rainer.Pruy@informatik.uni-erlangen.de> monitoring/trap scripts, statistics file handling
45. [49]Dirce Richards <dirce@zk3.dec.com> Digital UNIX V4.0 port
46. [50]Wilfredo Sánchez <wsanchez@apple.com> added support for NetInfo
47. [51]Nick Sayer <mrapple@quack.kfu.com> SunOS streams modules
48. [52]Jack Sasportas <jack@innovativeinternet.com> Saved a Lot of space on the stuff in the html/pic/ subdirectory
49. [53]Ray Schnitzler <schnitz@unipress.com> Unixware I port
50. [54]Michael Shields <shields@tembel.org> USNO clock driver
51. [55]Jeff Steinman <jss@pebbles.jpl.nasa.gov> Datum PTS clock driver
52. [56]Harlan Stenn <harlan@pfcs.com> GNU automake/autoconfigure makeover, various other bits (see the ChangeLog)
53. [57]Kenneth Stone <ken@sdd.hp.com> HP-UX port
54. [58]Ajit Thyagarajan <ajit@ee.udel.edu> IP multicast/anycast support
55. [59]Tomoaki TSURUOKA <tsuruoka@nc.fukuoka-u.ac.jp> TRAK clock driver
56. [60]Brian Utterback <brian.utterback@oracle.com> General codebase, Solaris issues
57. [61]Loganaden Velvindron <loganaden@gmail.com> Sandboxing (libseccomp) support
58. [62]Paul A Vixie <vixie@vix.com> TrueTime GPS driver, generic TrueTime clock driver
59. [63]Ulrich Windl <Ulrich.Windl@rz.uni-regensburg.de> corrected and validated HTML documents according to the HTML DTD



www.adder.com

Documentation by:



www.ctxd.com

© 2021 Adder Technology Limited
All trademarks are acknowledged.
Part No. MAN-000026 • Release 1.0

A

Adaptive 26
AFZ 15

B

Browser-based utility 8

C

Compression 15
Configuration
 browser-based utility 8
Connections
 overview 4
Cut-through 26

D

DisplayPort 5

E

Ethernet port 4
External power input 4

F

Factory reset 7
Fast-Leave 25
Firmware upgrade 9
Forwarding modes 26
Fragment-free 26
Frame Skipping 15

G

Gigabit Ethernet 5

I

IGMP 25
 fast-leave 25
 querier 25
 snooping 25

Indicators 10

Initial configuration 7

IP address 8

J

Jumbo frames (packets) 25

L

Layers 2 and 3 26

M

Magic Eye 15
Management port 14
 TX settings 14

N

Network address 8
Network layout 21
Network link 5
Network switch
 choosing 21

O

Optimization
 statistics for 18
OSI model 26

P

Power
 external input 4,6
Power adapter 3

Q

Querier 25

R

Reset
 manual 7
Reset button 4
Resetting 10

S

Snooping 25
Spanning Tree Protocol 26
Statistics
 graphing 18
Status indicators 4,10
Store and forward 26
Switch
 choosing 21
 configuring 22
System port 5,14
 TX settings 14

T

Troubleshooting 23

U

Upgrade firmware 9
USB
 connections 6
 plugs 4

V

Video link 5