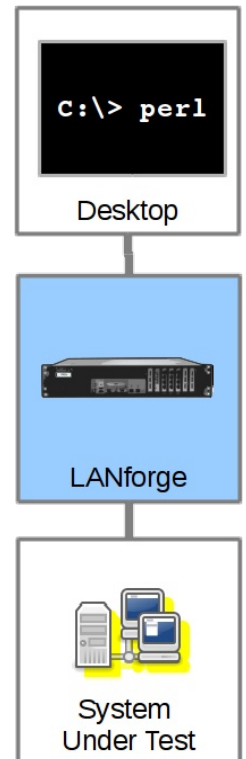


## Cross Connects and Endpoints Tutorial

**Goal:** Gain a better understanding on how you will use Cross connects, Connections and Endpoints to use the LANforge CLI scripts knowlegably.

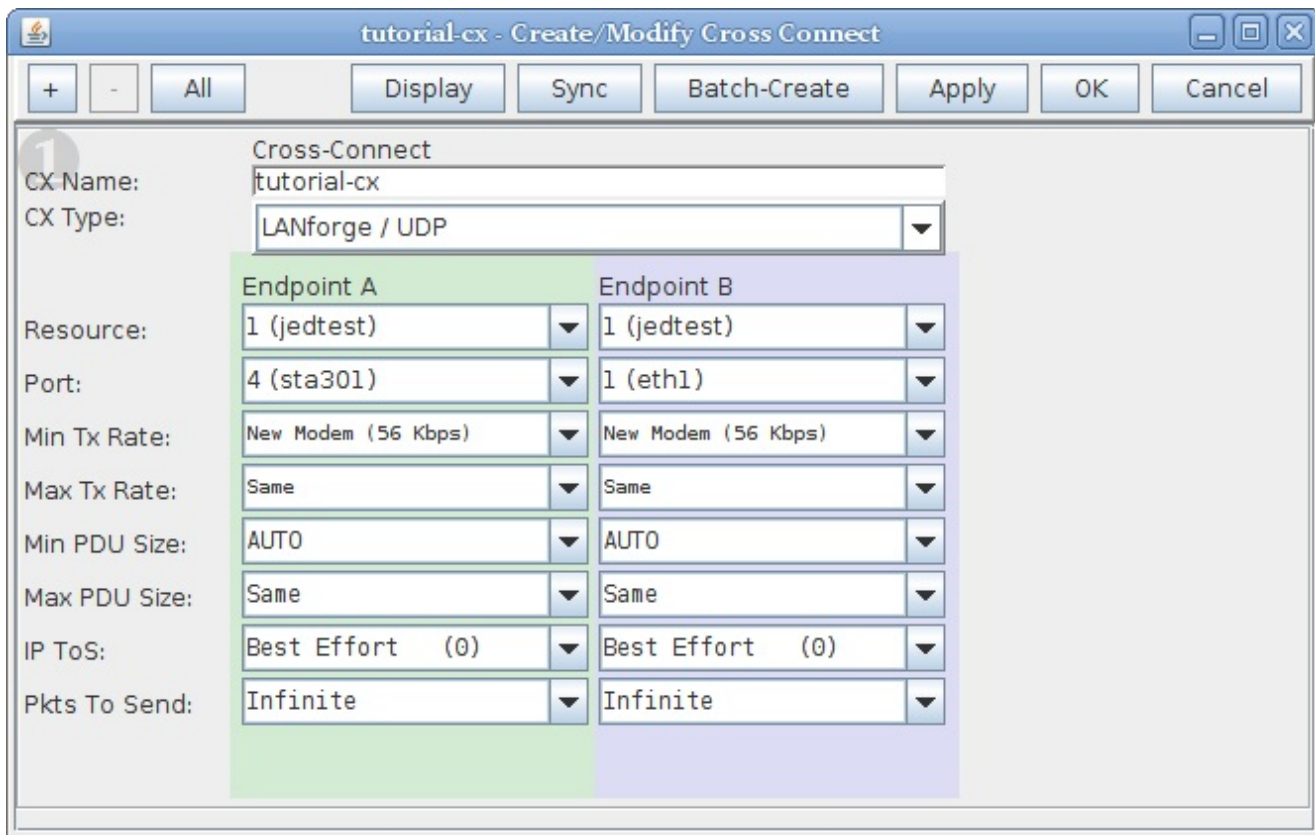
Creating connections in the LANforgeGUI implies creating endpoints. These endpoint entities are created with predictable names and are usually created in pairs. Understanding these naming conventions and how they are created is fundamental to your proficiency with creating connections with LANforge CLI scripts.



Most examples in our cookbooks assume a dual-ended connection, also known as a *cross-connect* or abbreviated as *CX*.

### Building Endpoints and Connections

Let's follow the creation of a Connection:



Using a terminal on the LANforge machine, we look at the `/home/lanforge/DB/DFLT/endps.db` file and inspect the commands issued that create that connection:

```
lanforge@jedtest: ~/DB/DFLT
> grep 'tutorial[^\ ]*' *db
endp.db:add_endp tutorial-cx-A 1 1 sta301 lf_udp -1 NO 56000 0 NO -1 0 INCREASING NO 32 0 0
endp.db: set_endp_flag tutorial-cx-A ReplayOverwriteDstMac 0
endp.db: set_endp_details tutorial-cx-A 0 0 4294967295 0 '00 90 0b 29 06 f9 ' 0 0 0 0 10000 0 NA NA NA 0.0.0.0 0
endp.db: set_endp_quiesce tutorial-cx-A 3
endp.db: set_endp_addr tutorial-cx-A '00 0e 8e 24 1f 5b ' AUTO 0 0
endp.db: set_endp_flag tutorial-cx-A ReplayLoop 0
endp.db: set_endp_flag tutorial-cx-A EnableTcpNodelay 0
endp.db: set_endp_flag tutorial-cx-A EnableRndSrcIP 0
endp.db: set_endp_flag tutorial-cx-A EnableConcurrentSrcIP 0
endp.db: set_endp_flag tutorial-cx-A EnableLinearSrcIP 0
endp.db: set_endp_flag tutorial-cx-A EnableLinearSrcIPPort 0
endp.db: set_endp_flag tutorial-cx-A QuiesceAfterRange 0
endp.db: set_endp_flag tutorial-cx-A QuiesceAfterDuration 0
endp.db: set_endp_tos tutorial-cx-A DONT-SET 0
endp.db:set_script tutorial-cx-A NA NA NONE 'NA' 0 0
endp.db: set_endp_proxy tutorial-cx-A NO
endp.db:rm_thresholds tutorial-cx-A all
endp.db:set_endp_report_timer tutorial-cx-A 5000
endp.db: set_endp_flag tutorial-cx-A ClearPortOnStart 0
endp.db:add_endp tutorial-cx-B 1 1 eth1 lf_udp -1 NO 56000 0 NO -1 0 INCREASING NO 32 0 0
endp.db: set_endp_flag tutorial-cx-B ReplayOverwriteDstMac 0
endp.db: set_endp_details tutorial-cx-B 0 0 4294967295 0 '00 0e 8e 24 1f 5b ' 0 0 0 0 10000 0 NA NA NA 0.0.0.0 0
endp.db: set_endp_quiesce tutorial-cx-B 3
endp.db: set_endp_addr tutorial-cx-B '00 90 0b 29 06 f9 ' AUTO 0 0
endp.db: set_endp_flag tutorial-cx-B ReplayLoop 0
endp.db: set_endp_flag tutorial-cx-B EnableTcpNodelay 0
endp.db: set_endp_flag tutorial-cx-B EnableRndSrcIP 0
endp.db: set_endp_flag tutorial-cx-B EnableConcurrentSrcIP 0
endp.db: set_endp_flag tutorial-cx-B EnableLinearSrcIP 0
endp.db: set_endp_flag tutorial-cx-B EnableLinearSrcIPPort 0
endp.db: set_endp_flag tutorial-cx-B QuiesceAfterRange 0
endp.db: set_endp_flag tutorial-cx-B QuiesceAfterDuration 0
endp.db: set_endp_tos tutorial-cx-B DONT-SET 0
endp.db:set_script tutorial-cx-B NA NA NONE 'NA' 0 0
endp.db: set_endp_proxy tutorial-cx-B NO
endp.db:rm_thresholds tutorial-cx-B all
endp.db:set_endp_report_timer tutorial-cx-B 5000
endp.db: set_endp_flag tutorial-cx-B ClearPortOnStart 0
tst_mgr.db:add_cx tutorial-cx default_tm tutorial-cx-A tutorial-cx-B
tst_mgr.db:set_cx_report_timer default_tm tutorial-cx 5000 cxonly

lanforge@jedtest: ~/DB/DFLT
> █
```

That's a lot of commands. We will point out what is particularly necessary when using our Perl scripts.

## Endpoints and Connections Naming Convention

The connection we created above is named **tutorial-cx**. Two endpoints also have names, **tutorial-cx-A** and **tutorial-cx-B**. The A-side of a connection is always managed. A B-side endpoint may be unmanaged. When you write CLI scripts that create connections, name your endpoints using a similar convention.

## Endpoints are Created First

We can use the `lf_firemod.pl` script to create endpoints and a cross connect in this order:

```
$ ./lf_firemod.pl --action create_endp --endp_name tutorial2-cx-A \
  --speed 256000 --endp_type lf_tcp --port_name sta301

$ ./lf_firemod.pl --action create_endp --endp_name tutorial2-cx-B \
  --speed 256000 --endp_type lf_tcp --port_name eth1

$ ./lf_firemod.pl --action create_cx --cx_name tutorial2-cx \
  --cx_endps tutorial2-cx-A,tutorial2-cx-B
```

We can see the results of those script commands in our **Layer-3** and **L3 Endps** tabs:

The screenshot shows the LANforge Manager interface. The top window is titled "LANforge Manager Version(5.3.3)" and has a menu bar with "Control", "Reporting", "Tear-Off", "Info", and "Plugins". Below the menu bar are buttons for "Stop All", "Restart Manager", "Refresh", and "HELP". The main area has several tabs: "Layer-4", "Test Mgr", "Test Group", "Resource Mgr", "Event Log", "Alerts", "Port Mgr", and "Messages". Under "Test Mgr", there are sub-tabs for "Status", "Layer-3", "L3 Endps", "Armageddon", "WanLinks", "Attenuators", and "File-IO". The "Layer-3" tab is active, showing a "Rpt Timer" set to "default (5 s)", a "Test Manager" set to "all", and a "View" range of "0 - 200". Below this is a table titled "Cross Connects for Selected Test Manager" with columns: Name, Type, State, Pkt Rx A, Pkt Rx B, Bps Rx A, Bps Rx B, Rx Drop % A, Rx Drop % B, and Drop Pkt. The table contains three rows: "cx-sta300" (LF/UDP, Run), "tutorial-cx" (LF/UDP, Stopped), and "tutorial2-cx" (LF/TCP, Stopped). Below the table is a status bar: "Logged in to: 192.168.100.26:4002 as: Admin".

The second window is titled "L3 Endps" and has buttons for "Stop All", "Restart Manager", "Refresh", and "HELP". It has settings for "Min PDU Size" (AUTO), "Max PDU Size" (Same), "MIN Tx Rate" (New Modem (56 Kbps)), and "MAX Tx Rate" (Same). Below these are buttons for "Start", "Stop", "Quiesce", and "Clear". At the bottom are buttons for "Display", "Create", "Modify", "Batch Modify", and "Delete". Below this is a table titled "All Endpoints" with columns: Name, EID, Run, Mng, Script, Tx Rate, Tx Rate (1 min), Tx Rate LL, Rx Rate, and Rx Rate (1 min). The table contains six rows: "cx-sta300-A", "cx-sta300-B", "tutorial-cx-A", "tutorial-cx-B", "tutorial2-cx-A", and "tutorial2-cx-B".

**i** Multiple Windows can be displayed using the *Tear Offs* menu.

**i** Clicking on the Layer-3 connection automatically highlights the two endpoints.

## Starting and Stopping: Connections have State

When a connection is first created, it is STOPPED. When you start it, it becomes RUNNING. When you set a connection to STOPPED, both endpoints immediately stop sending and receiving. That can have a consequence of leaving unacknowledged packets in flight. The safest way is to QUIECE the connection, which first stops the endpoints transmitting, waits a short time, and then stops the endpoints from receiving.

## When there is just one Endpoint

Normally, if you see one endpoint, it should only be a multicast endpoint. A single endpoint can be seen in these situations:

- You have paused between creating the first and second endpoint for a connection. Continue working.
- Created by a script mistakenly, through a typo or other misconfiguration
- Left over from an interrupted script that deleted the cross-connect and one of two endpoints

A single endpoint is not an illegal entity, but lonely endpoints can add confusion. If you find endpoints that do not match any existing connections, we suggest deleting them.

A Cross-Connect can be *one-sided*, that is, have one *unmanaged* endpoint. The A side endpoint is a LANforge managed port transmitting to another device that's not a LANforge machine. Some connection types create this style of endpoint pairs, like **File-endpoints** and **Layer-4 connections**.

## Multicast

Multicast endpoints are created differently both in the GUI and in the CLI scripting environment. This tutorial does not focus on multicast, but see the section [Creating Endpoints section of Creating Connections with FIREMod Script](#) and the [chapter on WiFi Multicast Download](#).

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