



# **ASUS GigaX2024/2048 Switch Release Note 2.3.0**

2005/10/10

Date	Firmware Release Version	BootRom Release Version	Notes
2005/10/10	2.3.0	2.0.2	Initial release
2005/6/9	2.2.0	2.0.2	Initial release
2004/08/23	2.1.0	2.0	Initial release
2004/05/12	2.0.0	2.0	Initial release

## **GX2024/2048 2.3.0 release**

### **Upgrade Guide:**

#### **1. There are 2 different packages for firmware<2.3.0>**

##### **a. GX2024/2048\_2.3.0\_full**

**Full** package contains the latest bootrom<2.0.2> image in it. Bootrom will also be auto upgraded (if older version is detected on the system) when upgrading this firmware image. Firmware upgrading processes are noted on item 7, 12, and 13.

##### **b. GX2024/2048\_2.3.0\_light**

**Light** package is a pure firmware image. Before upgrading this package, user is recommended manually upgrade the latest bootrom by him/herself. Bootrom upgrading process is explained on item 2. Firmware upgrading processes are commented on item 7, 12, and 13.

\*For firmware 2.3.0, only light package is available on ASUSTEK web site. Bootrom 2.0.2 is not mandatory for firmware 2.3.0 release.

#### ***Warning:***

***Don't roll back to firmware 2.0.0 after upgrading to firmware 2.3.0. It may cause system crash. If you roll back to 2.1.0, you need to change system VLAN ID to "1" from CLI (through RS232) in order to regain access to Web management interface.***

#### **2. Upgrade to bootrom<2.0.2> by console**

[Step 1] Hit any key on console to enter command mode during system startup (POST)

[Step 2] Set baud rate to highest speed (115200 bps) for the most efficient speedup.

(Optional)

[Step 3] Issue command 'x', transfer bootrom image with 1K Xmodem through terminal.

[Step 4] Reboot the switch by power cycle.

#### **3. Upgrade firmware<2.3.0> by console**

[Step 1] Hit any key on console to enter command mode during system startup (POST)

[Step 2] Set baud rate to highest speed (115200 bps) for the most efficient speedup.

(Optional)

[Step 3] Issue command 'x', transfer firmware image with 1K Xmodem through terminal.

[Step 4] Press 'g' to start the system.

#### **4. Upgrade firmware<2.3.0> by ftp**

#### **5. \*Upgrade firmware<2.3.0> by web**

\*Please refer to the user manual

### **Bootrom version:**

It is necessary to run firmware 2.3.0 release with bootrom 2.0.0 or later version.

### **Firmware version: 2.3.0**

#### **Bug fixes:**

1. Enable STP/RSTP and LACP features. If a loop is formed with the trunk group and a normal port, STP/RSTP, LACP, and LED not work correct.
2. Enable STP/RSTP. If a loop is formed with the trunk group and a normal port, trunk group is blocked.
3. If add 4 dial-in users from GUI, ping switch error.
4. For IGMP snooping, if a port is tagged with a specific VLAN ID and receives a *IGMP Report* packet with the VLAN tag associated with the port, then the router port (the port connected to a router, it receives a *IGMP Query* packet.) will not be joined to a multicast group with the VLAN ID.

#### **Feature Enhancement:**

1. **Private VLAN** added, new feature.

Private VLAN (PVLAN) is to provide LAN security with the simplicity of VLAN configuration. System administrator can reduce the VLAN and IP consumption but provide the same security to LAN.

2. **Port Security**

To avoid the same secure MAC address is learned on different ports when change a host from one secure port to another secure port during aging time period, the security violation will occur if a duplicated, existed secure MAC address has been learned or configured by a secure port. For example, port 1 and port 2 are enabled port security and port 1 learns a secure MAC address. If we change a device with the secure MAC address from port 1 to port 2, security violation occurs on port 2 until the secure MAC address aging time out from port 1.

What action to be taken is based on what violation modes (protect, restrict, shutdown) to be selected. About the detail description of violation mode, please refer to the user manual.

#### **Known Problems:**

None

## **Firmware version: 2.2.0**

### **Bug fixes:**

1. When FILE SYSTEM is ALMOST USED and DIRTY, user issue REBOOT command [CLI command: sys reboot] (through CONSOLE, or TELNET, or SSH, or WEB), system will hang up, that is, system will unable to perform reboot. Once the system is hanging too long (more than 1 minute), please power cycle the switch. In such case, SYSTEM LOG will unable to restore next time the system boot.
2. Under TELNET session, user issue CLI command "sys monitor show", the session will hang up. System may reboot one minute later if user close the TELNET session at the other end, otherwise, TELNET will be out of service.
3. SSH session, user close session or issue command "logout" after login successfully, system crash.
4. System network is unable to service the non-PVID packets, this will happen when the system interface ("sw0") VLAN configuration is different from port VLAN (PVID).
5. ARP entries learned too many by the system (CPU) may lead to system crash.
6. Aging out an ARP entry may result system crash.
7. Flooding packets (broadcast, unknown multicast, destination lookup failed) with UDP destination port 3000+ forward to CPU, system crash.
8. SSH session, user login with incorrect password, system crash.
9. System network send only untagged packets, this is incorrect when the system interface ("sw0") VLAN configuration is different from port VLAN (PVID).
10. SSH session, user upload public key, system crash.
11. HTTP request with file name too long may lead to system crash.
12. Static MAC address entries can only be added up to 32 in GUI

### **Feature Enhancement:**

1. **Port Security** added, new feature.

Port security enables a system's administrator to control who can connect to their network. You can use the port security feature to restrict input to an interface by limiting and identifying MAC addressed of the stations allowed to access the port. When you assign secure MAC addresses to a secure port, the port does not forward with source addresses outside the group of defined addresses.

2. **QoS(Quality of Service)** added, new feature.

Typically, network operate on a best-effort delivery basis, which means that all traffic has equal priority and equal chance of being delivered in a timely manner. When congestion occurs, all traffic has an equal chance of being drop.

When you configure the QoS feature, you can select specific network traffic to prioritize it according to its relative importance. It makes network performance more predictable and bandwidth utilization more effective.

### 3. CLI

- i. CLI directory "sys" has been reorganized.
- ii. Add CLI history command up to maximum of 16 entries: user can recall the history commands by issuing arrowUp and arrowDown key button.  
arrowUp: recall history command backwardly  
arrowDown: recall history command forwardly
- iii. CLI display will append character "/" (backslash) on every directory command name.
- iv. CLI display will add two commands description ("/" and "..") on every directory.
- v. Add CLI command "sys info save", this command is necessary after "sys info name", "sys info contact", "sys info location" commands is set with new parameter(s).
- vi. Add CLI command "sys users save", this command is to save system user accounts regularly.
- vii. Add CLI command "net interface save", this command is demanded when new system IP address or VLAN is set permanently.
- viii. Add CLI command "net route static save", this command is required when new route(s) is statically set.
- ix. Add CLI auto-complete function.

### 4. GUI

Support special characters input, such as @!\*<>..... Due to character "/" is the reserved character in CLI, so we suggest that when you set the parameter value, don't input character "/".

### 5. Static Addresses

Static MAC address entries can be added up to 1024 in GUI or CLI.

#### Known Problems:

1. Enable STP/RSTP and LACP features. If a loop is formed with the trunk group and a normal port, STP/RSTP, LACP, and LED not work correct.
2. Enable STP/RSTP. If a loop is formed with the trunk group and a normal port, trunk group is blocked.

#### Firmware version: 2.1.0

#### Bug fixes:

1. Change port's VLAN tag/untag setting by GUI, after save the change, the configured port will experience a moment of disconnection.

2. System will crash when create VLAN name with the longest string and save in GUI.
3. Create 255 VLAN entries, and then change or display VLAN setting, system will crash.
4. First, create a trunk group T1 and save. Second, execute VLAN save. All ports in trunk group T1 will receiving broadcast packets.
5. Input the character "/" following a command, the prompt string display abnormal (ex:"I2///", "net///interface////////" ...etc.).
6. The identical user name could not with different password.
7. System will remove the monitor port automatically from the MARL table (static multicast) when mirror is enabled, but it will not retrieve (add to MARL table) automatically when mirror is disabled or remove monitor port.
8. CLI command "I2 trunk create" and "I2 trunk add": monitor port can't be added to trunk group.
9. CLI command "I2 cos show": the values of 'weight' and 'latency' are abnormal.
10. First, setting a Static Multicast group (the port members are belong to one SOC) and remove it. Second, transmit the static multicast address. Packets only flooding to one SOC.
11. CPU is overloaded by multicast packets.
12. User can input CLI command "sys def \*" before login.
13. System will crash when user input CLI command "snmp/get 1".
14. support half duplex flow control.

**Feature Enhancement:**

6. **DHCP snooping** added, new feature.

DHCP snooping is a DHCP security feature that provides security by filtering untrusted DHCP messages and by building and maintaining a DHCP snooping binding table. The DHCP snooping binding table contains the MAC address, IP address, lease time, binding type, VLAN number, and interface information that corresponds to the local untrusted interfaces of a switch. DHCP snooping gives you a way to differentiate between untrusted interfaces connected to the end-user and trusted interfaces connected to the DHCP server or another switch.

7. **DHCP client** added, new feature.

DHCP client feature enables the switch to obtain its own IP address from a DHCP server, rather than to be configured manually by network administrators. If DHCP client feature is enabled and an IP address has been configured, the previously configured IP address will be ignored. To manually set an IP address for a switch, DHCP client must be disabled first.

8. **802.1x with VLAN assignment** add, new feature.

Administrator can configure a guest VLAN for each 802.1x port on the switch to provide limited services to clients (for example, upgrading their system for 802.1x authentication). Therefore, clients that are not 802.1x-capable are put into the guest VLAN. Any number of hosts are allowed access once the switch port is moved to the guest VLAN. If an 802.1x port is authenticated, then put the port to the RADIUS server assigned VLAN.

9. **SNMPv3** add, new feature.

SNMPv3 Agent solves the problems of Security and Access control in SNMPv2. The SNMPv3 framework is v3/v2/v1 compatible. It mainly consists of 2 parts:

1. User-Based Security Model --

USM provides authentication (MD5 and SHA1 protocol) and privacy (DES protocol) services for SNMP. It includes a set of timeliness mechanisms to guard against message delay and message replay.

2. View-Based Access Control --

Access control is a security function performed at the PDU level. An access control document defines mechanisms for determining whether access to a managed object in a local MIB by a remote principal should be allowed.

10. **Syslog** add, new feature.

Syslog can be sent out to syslog server due to system error, user configuration, status change, status periodic report, program invocation/exit, or conditions being met. Syslog server can quantify the messages into one of several broad categories consist of the facility that generated them, along with an indication of the severity of the message. Administrator can filter the messages and also having the ability to place status or informative messages in a file for later perusal.

11. **System bind with VLAN**, new feature.

Assign a VLAN ID to system (sw0), only the ports which were assigned the VLAN ID the same as the VLAN ID of system (sw0) can access the switch (ex: telnet, http ...).

Note: If the 802.1x supplicants are authenticated by a RADIUS server, the VLAN ID of the RADIUS server connected port must the same as the VLAN ID of the system (sw0).

12. **Dual file system**, new feature.

There are two advantages in dual file system:

- a. Reduce the size of the configuration files (all files are compressed) to extend the flash's life.

b. Protect the configuration files from harm in abnormal operation (ex: power on/off when access configuration files). The file system is partitioned into two parts: major and mirror file system. If one file system was corrupted, another will restore it. If two file systems were all corrupted, then system will erase both and create default configuration files.

13. **System IP configuration.**

Checking reserved IP address according to RFC 1166:

0.0.0.0 means "this network" ---- Reserved

127.0.0.0 is a loopback address ---- Reserved

All Class D addresses: 224.\*.\* to 239.\*.\* ----Reserved

All Class E addresses: 240.\*.\* to 255.\*.\* ---- Reserved

14. **Backup or restore configuration by console**, new feature.

15. **Debug function enhancement**, new feature.

sysGuard is a debug function enhancement on aos2.1. Since some critical information is hard to collect after a system has crashed. It supports:

1. Switching traffics monitoring
2. CPU usage monitoring
3. Memory usage monitoring
4. System health (temperatures, fans, voltages) monitoring
5. CPU-incoming packets capturing
6. SMTP based reporting (optional)

**Firmware version 2.0.0**

**Bug fixes:**

1. SNMPd memory leak when accessing a non-existed OID.
2. HTTPd memory leak when ring-buffer is unavailable.
3. STP BPDUs do not send when broadcast/multicast traffics storming.
4. Reserved group addresses packets, e.g.; pause frames, BPDUs, etc, should not be relayed.
5. CLI command: "**sys users add**" username cannot contain character other than alpha-numeric type.
6. CLI command: "**net interface ip**" setting system IP as either loopback IP address (x.x.x.0), or broadcast IP address (x.x.x.255), are forbidden.
7. STP GUI bug: bridge priority value could not set to 0.

**Feature Enhancement:**

16. RSTP(**802.1w**) added, new feature.

IEEE 802.1w Rapid Spanning-Tree Protocol (RSTP) is an evolution of the 802.1d standard. In most cases, RSTP performs better than the legacy STP since it can achieve much faster convergence in a properly configured network (sometimes in the order of a few hundred milliseconds). RSTP is also capable of reverting back to STP in order to interoperate with legacy bridges on a per-port basis.

17. LACP(**802.1ad**) added, new feature.

The Link Aggregation Control Protocol (LACP) is required by the IEEE standard 802.3ad for dynamically changing configuration information among cooperating systems in order to automatically configure and maintain link aggregation groups. The protocol is able to automatically detect the presence and capabilities of other aggregation capable devices, i.e. with LACP it is possible to specify which links in a system can be aggregated.

18. **802.1x** Radius added, new feature.

IEEE 802.1x is a security function in a LAN or MAN environment. The port-based network access control only allows authorized user to access the network. An authentication server (RADIUS) server provides service to the switch authentication request for the host that connects to the switch port. The connected port is initially blocked until the connecting host passed the authentication process. The 802.1x features provided by AOS 2.0 are:

1. Single mode & Multi mode:

Single Mode: Only one host is allowed for each port.

Multi Mode: All the hosts are allowed if one of them passed the authentication.

2. Use RADIUS server or local authentication database to do the authentication  
3. Store port identification to RADIUS server. This information may be used for accounting considerations.

**IEEE Std 802.1X-2001 pg-14 sec-7.4 note:**

*EAPOL frames transmitted by a PAE shall not be VLAN tagged, but may optionally be priority tagged. All PAEs shall be capable of receiving both priority tagged and untagged EAPOL frames.*

19. **Watchdog timer** added, new feature.

Watchdog timer is worked as a safeguard mechanism to prevent the software run in infinite loop. The watchdog timer is set to 50 seconds in GX2024/2048. In case of watchdog timer is not cleared by implemented software more than 50 seconds, watchdog timer will issue an internal CPU reset to force system reboot.

20. **Autoconfig** added, new feature.

Autoconfig is a function to make configure the system easier. Configuration commands are written in a file, and the file can be transmitted to the switch by ftp or http. When the autoconfig file is received by the system, the configuration commands will be executed in sequence automatically. This saves a lot of time when configuring a lot of switches with the same setting is needed, because the same command lines will not to be typed repeatedly.

21. **Protocol stack:** TCP connections have a limitation up to 16.

22. FTPd & TELNETd both services have each connection limitation up to 3.

23. **Protocol Stack Enhancements:**

Protocol stack porting based on most current stable Net BSD release. The new protocol stack is verified to be ok from various Denial of Service attacks. Common Denial of Service attacks are listed as follows:

1. BLOOP:  
    Spoofed/mal-formed ICMP packets
2. BLAND:  
    Encapsulate an IP packet with options inside an ICMP packet. This ICMP packet is with type parameter problems.
3. TWINGE:  
    Attacker sends packets cycling through all possible ICMP message types and subtypes.
4. REVERSED TEARDROP:  
    Fragmented packets with fragment offset larger than total packet length in the header.
5. JOLT2, OVERDROP:  
    On reception of large fragmented packets at high speed, CPU usage may go to 100% due to logging/console output activities.
6. OCTOPUS:  
    Sending normal TCP connection requests at high speed. It will consume system network resource and crash the target system eventually.
7. PING FLOODING:  
    Sending ICMP request packets at very high speed. It may consume system memory and eventually crash the system.
8. SYN FLOODING:  
    Attacker sends half open TCP SYN packets to the target system. Those packets will fill up the target system listen queue and stop accept new connections. Target system may crash if network resources get used up.
9. LAND ATTACK:  
    Attacker sends a spoofed packet to the target system where the source address:port combination equals to the destination address:port combination.
10. TARGA3:  
    Attacker sends random malformed IP packets can cause TCP/IP stack to crash. Malformed IP packets consist of invalid fragmentation, protocol, packet size, header values, options, offsets, TCP segments and routing flags.

11. SYNDROP:  
Attacker sends TCP SYN packets with overlapped IP fragments.
  12. TEARDROP:  
Attacker sends overlapped fragmented packets to the target system.
  13. SSPING/PING OF DEATH:  
A series of over sized (64K bytes in size) ICMP packets can consume lots of buffer space and cause system crash. Also, CPU may go to 100% since it needs to reassemble the packet.
  14. SMURF:  
Attacker sends a spoofed ICMP packet to various broadcast addresses resulting in multiple replies to the spoofed source address.
  15. OPENTEAR:  
Sending randomly spoofed source address UDP fragmented packets to different ports.
24. GUI web pages up-to-date.