Proxicast

Virtual Cable Switchboard Server

User Guide

Version 2.x



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1. Introducing the Switchboard Server

Some Proxicast devices (such as the PocketPORT) offer a unique feature called "Virtual Cable Mode" (VCM) operation. VCM is Proxicast's implementation of Ethernet over IP. In this mode, two or more gateways act as a very long virtual Ethernet cable. Any intervening networks, such as the Internet or firewalls, are completely transparent; the ends appear to be directly connected via a cable. Any application that works over a direct Ethernet cable also works over Virtual Cable Mode.

The Virtual Cable Switchboard Server is a Linux-based application which provides address resolution and packet relay services for Proxicast's devices which support Virtual Cable Mode operation. All VCM devices must interact with a Switchboard Server in order to establish a connection with other devices.

The accompanying Virtual Cable Switchboard Server Monitor web-application provides real-time monitoring of the Virtual Cable network and devices.

2. System Requirements

- X86-based Linux Operating System (e.g. Ubuntu)
- 1 GB RAM
- 500 MB disk space
- Network interface card
- Internet connectivity with 1 UDP and optionally 1 TCP open inbound ports
- Web browser (optional)
- Root level OS privileges for installation
- Activation key purchased from Proxicast

All of the Switchboard Server components are statically linked. No external libraries are required or installed which may affect other applications on the Linux system.

3. Licensing

The Switchboard Server is licensed on a per-server basis and requires a license activation key purchased from Proxicast. Each Switchboard Server is also licensed for a maximum number of concurrent Gateway device (e.g. PocketPORTs) connections. An unlimited number of end devices may be connected behind each gateway. Each Switchboard Server can also support multiple Virtual Cable networks.

4. Installation

Installation of the Switchboard requires root level privileges. Log into Linux as root or use the sudo command to temporarily obtain root privileges.

4.1 Graphical Installer

- Download the Switchboard installation package to a temporary directory.
- Make the package executable (run as a program), for example:
 chmod +x vcswitchboard-2.0-linux-x32-installer.run

- Execute the installer from the command line:
 - ./vcswitchboard-2.0-linux-x32-installer.run

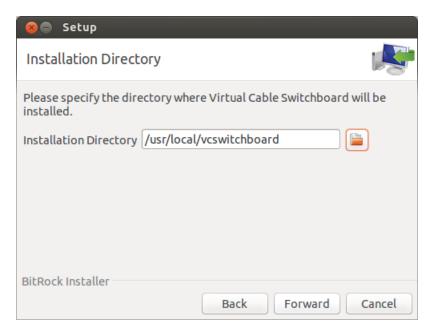
or if logged in as root, double-click on the icon:



• Follow the installation wizard prompts.

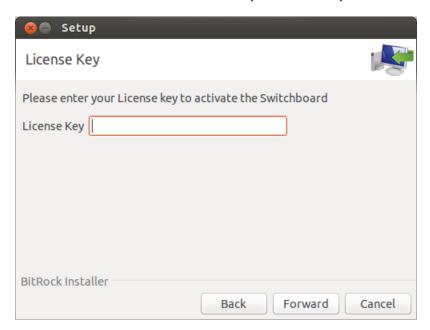


• Select the directory where the Switchboard Server components will be installed. The default is /user/local/vcswitchboard.

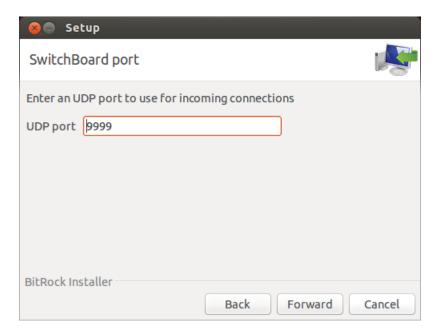


• Enter the license key required to activate the Switchboard Server.

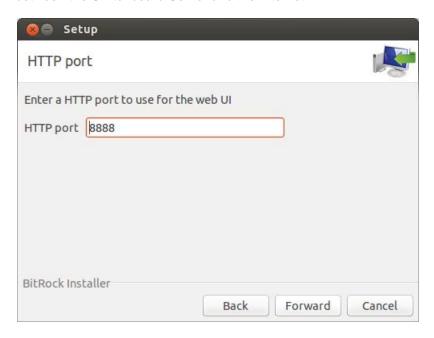
NOTE: the Linux server must have Internet access at this point for the installer to contact Proxicast's Activation Server to validate your license key.



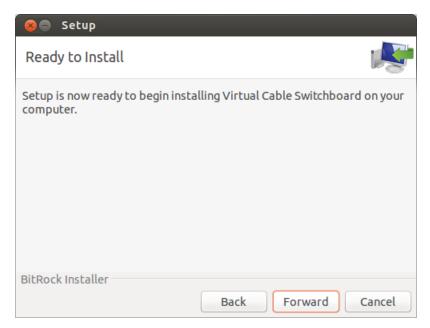
• Enter the UDP port number that the Switchboard Server will use to communicate with Gateway nodes. The default port is 9999. This port must be open on any firewalls between the Switchboard Server and the Internet.



• Enter the port number that the Switchboard Server Monitor will use to listen for HTTP requests. The default port is 8888. To view the Monitor remotely, this port must be open on any firewalls between the Switchboard Server and the Internet.



The Switchboard Server is now ready to be installed.



 After installation is complete, be sure to view the README file for the latest information about the Switchboard Server.



Upon exiting the installer, you may optionally start the Switchboard Server application.



4.2 Command Line Installer

The Switchboard can also be installed from a terminal command line. For environments without a desktop GUI, use: -mode text to launch the installer.

- Download the Switchboard installation package to a temporary directory.
- Make the package executable, for example:
 chmod +x vcswitchboard-2.0-linux-x32-installer.run
- The command line options are shown below. Execute the installer from the command line:
 - ./vcswitchboard-2.0-linux-x32-installer.run <options>

Usage:

--help Display the list of valid options
--version Display product information
--unattendedmodeui mode> Unattended Mode UI
Default: none
Allowed: none minimal minimal WithDialogs
--optionfile <optionfile> Installation option file

Default:

--debuglevel <debuglevel> Debug information level of verbosity

Default: 2 Allowed: 0 1 2 3 4

--mode <mode> Installation mode

Default: gtk Allowed: gtk xwindow text unattended

Debug filename Default: --debugtrace <debugtrace>

--installer-language <Language>

Language selection
Default: en
Allowed: en ar bg ca da nl et fr fi de el
es es_AR he hr hu it jalt ko pl pt_BR pt ro ru no sl
sk sq sv sr tr zh_TW zh_CN va cy cs

License Key Default: --licensekey>

--prefix <prefix>

Installation Directory
Default: /usr/local/vcswitchboard/

--port <port>

UDP port Default: 9999

--httpport <httpport>

HTTP port Default: 8888

NOTE: the Linux server must have Internet access at this point for the installer to contact Proxicast's Activation Server to validate your license key.

4.3 Uninstalling the Switchboard Server

To uninstall the Switchboard Server, execute the following command as root in the installation directory:

. /uni nstal l

or if logged in as root, double-click on the icon:



4.4 Moving to a Different Server

To move the Switchboard Server to a different Linux server, uninstall the software as described above while the original server is connected to the Internet. This will deactivate your license key. Then install the Switchboard Server on the new Linux server using your existing license key.

5. Operating the Switchboard Server

5.1 Starting the Switchboard Server

The Switchboard Server can be started after installation is complete. The installer also creates the script file *vcswitchboard* in the /etc/init.d directory so that the Switchboard Server starts when the operating system is started.

To start the Switchboard Server manually, execute the following command as root in the installation directory:

. /switchboard-start.sh

NOTE: The Switchboard Server clears any previous activity log information when it starts.

5.2 Stopping the Switchboard Server

To stop the Switchboard Server manually, execute the following command as root in the installation directory:

. /swi tchboard-stop. sh

5.3 Routine Operations

The Switchboard Server runs as a background process performing its functions without user interaction. Switchboard and Virtual Cable Network activity can be viewed using the Virtual Cable Switchboard Server Monitor installed with the Switchboard Server (see page 10).

The Switchboard Server's log file can grow quickly, especially on large networks. While this does not negatively impact the Switchboard Server's performance, it can degrade the responsiveness of the Switchboard Monitor application.

Proxicast strongly recommends regularly purging or archiving the log or restarting the Switchboard Server to trim old log entries. For example, a daily cron job can run any of the utility scripts provided with the installation package:

switchboard-start.sh – stops and restarts the Switchboard server, erasing all old log entries purge-log.sh – erases all old log entries without stopping the Switchboard server archive-db.sh – copies the entire Switchboard.db file to a new file based on the current timestamp, erases all old log entries, but does not restart the Switchboard server

5.4 Changing the Listening Ports

To change either the Switchboard Server or Server Monitor listening ports, you must uninstall and re-install the software.

5.5 Upgrading to a New Switchboard Version

If an updated version of the Switchboard Server is released, you may install the upgraded version simply by obtaining the latest installer program from Proxicast and re-running the installer.

5.6 Purchasing Additional Gateway Licenses

To increase the number of allowed concurrent Gateways, contact Proxicast to purchase the necessary licenses, then re-run the installer to authorize the additional Gateways with our Activation Server.

6. Virtual Cable Switchboard Server Monitor

The Switchboard Server includes an embedded web server and application for monitoring the Switchboard and Virtual Cable Network activity. Launch the Virtual Cable Switchboard Server Monitor (VCSSM) by:

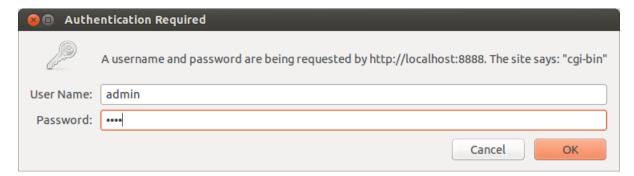
• Clicking on the icon in the installation directory:



- On the Linux server, opening a web browser to the address: http://localhost:8888
- From the Internet, opening a web browser to the address: http://<your-servers-public-IP>:8888

NOTE: if you selected a different HTTP listening port during installation, use that port number instead of 8888.

To access VCSSM, log in with the default username = **admin** and the default password = **1234**.



6.1 Virtual Cable Terminology

(_)	Virtual Cable Network	Virtual Cable Networks consist of 2 or more Gateway nodes which are operating in Virtual Cable Mode and that have the same Account Name, Network Name and Password defined. Networks are created on an ad-hoc basis as Gateways contact the Switchboard Server.
<u>@</u> :	Gateway Node	Gateway Nodes are Proxicast devices (such as the PocketPORT) which are operating in Virtual Cable Mode. Gateways are responsible for periodically contacting the Switchboard Server and routing packets for the device nodes connected to them based on information from the Switchboard.
0-0	Peer-to-Peer Node	Peer-to-Peer Nodes are devices connected to Gateway nodes that can exchange data with other device nodes via direct communication between their respective Gateways. Ethernet traffic IS NOT flowing through the Switchboard Server.
<°	Relayed Node	Relayed Nodes are devices which cannot reach other peer nodes because the destination device's Gateway cannot be accessed directly from the Internet. Ethernet traffic between relayed nodes IS flowing to the Switchboard Server to be relayed through a reverse tunnel to the destination node's Gateway.

Since a Virtual Cable Network requires at least 2 Gateway nodes, the maximum number of concurrent networks supported by the Switchboard Server is one-half the number of licensed Gateway nodes.

Each Network represents a separate Ethernet broadcast domain (subnet). Nodes which do not need to communicate with one another should be placed in separate Networks to minimize extraneous traffic sent to non-relevant nodes.

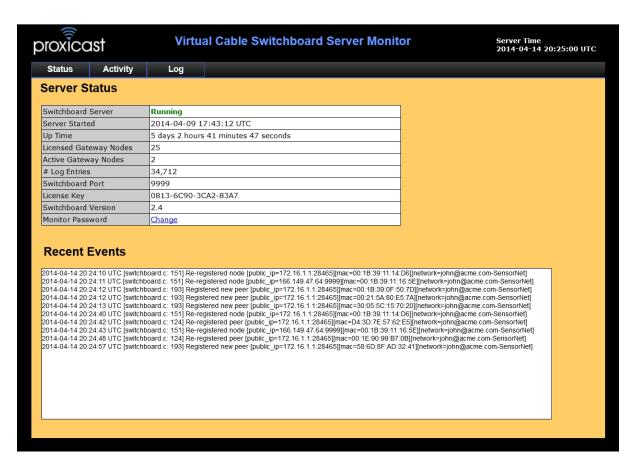
Gateways which have public IP addresses typically perform peer-to-peer communications (assuming no ports are blocked). Gateways which have private IP addresses and/or are behind firewalls typically must relay their traffic through the Switchboard. Public IP addresses on Gateway nodes are preferred to avoid the extra latency required for relayed packets and to minimize Switchboard Server load.

<u>Active</u> Gateway nodes are defined as Gateways which have registered or re-registered with the Switchboard Server within the previous 2 minutes. The Switchboard Server will allow additional Gateways to connect until the concurrent Gateway license limit is reached. The active Gateway count will be reduced 2 minutes after a Gateway fails to register.

Gateways and Device nodes are identified uniquely by their MAC addresses.

NOTE: All Switchboard Server events are logged using Coordinated Universal Time (UTC).

6.2 Status Screen



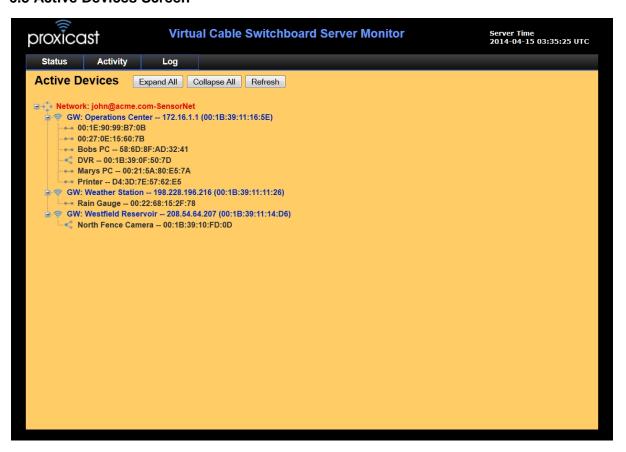
The Status screen provides a snapshot of the Switchboard Server's settings and current activity. The top section shows the server's running status, start time, up time, number of active Gateway nodes, and the size of the Switchboard Server's log. It also shows the server's UDP listening port along with the license key and software version.

Use the Change link to change the VCSSM login password (username is fixed as "admin").

The bottom portion of the Status screen displays Switchboard Server log entries which have occurred over the previous 2 minutes.

The Status screen refreshes automatically every 30 seconds.

6.3 Active Devices Screen

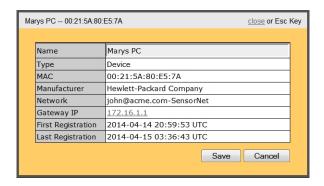


The Active Devices screen shows a tree view of the Networks, Gateways and Device nodes which have communicated with the Switchboard during the previous 2 minutes.

Networks show all of the Gateways which are communicating in the same virtual Ethernet domain. Gateways show the nodes connected to them and indicate whether they are able to send packets to other devices in peer-to-peer mode or via Switchboard relay (e.g. the DVR and the North Fence Camera).

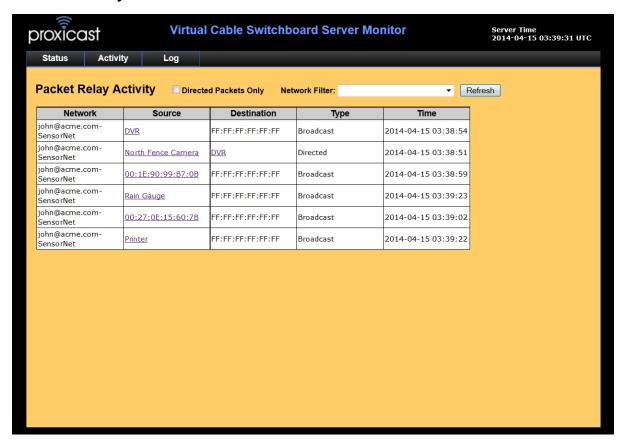
The tree view may be expanded or collapsed via the action buttons. The Active Devices screen is only refreshed on demand via the Refresh button.

Clicking on any entry will display a device summary popup window that provides detailed information about the node.



You may assign a descriptive name to each node (up to 32 characters). This name will be pre-pended to the node's IP/MAC address in the Activity Devices tree view. The characters '"\ | are not permitted in node names.

6.4 Packet Relays Screen



The Packet Relays screen displays a table showing the Switchboard Server's current packet relay activity. The names of the source and destination nodes are shown, along with the type of packet relay and the timestamp.

Broadcast and **Multicast** packets are always relayed because Gateway nodes do not know if all other devices on the network will be able to receive the packet.

Directed (unicast) packets are being relayed by the Switchboard Server between 2 specific network nodes. The check box above the table will suppress the display all packet relays except for directed packets. The Relay Table may also be filtered by Network Name if more than one Virtual Cable network is active on the Switchboard server.

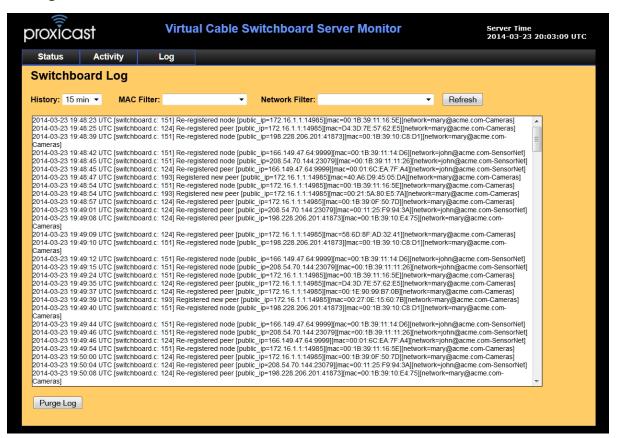
Broadcast packets are common in an Ethernet network as devices continuously update their status. However, excessive broadcast traffic may indicate a network problem (e.g. broadcast storms) or that the Virtual Cable Network has too many devices connected.

Unless being used for an application on a Device node connected to a Gateway, multicast traffic should be minimized. Both broadcast and multicast packets are sent to all nodes of the network, thereby affecting network speed and data utilization limits.

Clicking on any name will display the device summary popup window for that node.

The Packet Relay screen can be manually refreshed via the Refresh button.

6.5 Log Screen



The Log screen allows you to view the complete Switchboard Server log and to filter the log entries by time, MAC and Network Name. The filters are convenient for analyzing and troubleshooting specific devices.

Selecting values from the filter drop-down boxes will immediately apply the filter condition. Click the Refresh button view the latest log entries with the filter conditions applied. The Log screen does not refresh automatically.

The Purge Log button at the bottom of the Log screen will erase all Switchboard Server log entries. Allow approximately 2 minutes for the Switchboard Server to re-register its Gateways and Devices.

7. Troubleshooting & FAQ's

7.1 Troubleshooting

Cannot install Switchboard Server

- Installer file must be made executable.
- You must have root access privileges.
- You must install the correct architecture version (e.g. 32-bit or 64-bit) for your server.

Gateway does not show in Active Device List

- Check that the Gateway is connected to the Internet.
- Confirm that the Gateway's Virtual Cable settings have the correct IP address and port number for the Switchboard Server.
- One or more firewalls may be intervening and blocking the Switchboard's UDP listening port.

Device node does not appear in Active Device list

- Devices will not appear until they attempt to communicate with another node.
- Check the device's IP settings.

Gateway appears and disappears regularly

- Check network connectivity/reliability on the Gateway.
- Check the AutoPing settings on the Gateway.

Gateway with a public IP address is relayed

- One or more firewalls may be intervening and blocking certain ports.
- Check with your ISP regarding the type of IP address assigned to your Gateway.

7.2 Frequently Asked Questions

Q: Which Linux distributions are supported?

A: Any Linux version that runs on an X86 compatible CPU.

Q: Can the Switchboard Server run on a Linux Desktop installation?

A: Yes.

Q: Can the Switchboard Server run on a Linux Virtual Machine (VM) under Windows?

A: Yes. Be sure to configure the network to allow access to the UDP and HTTP listening ports.

Q: Can the Switchboard Server run on a Linux Virtual Private Server (VPS)?

A: Yes. If you do not have access to the VPS physical console, you may have to use the command line installation via an SSH terminal session.

Q: Can the Switchboard Server run on a hosted shared Linux server?

A: It depends on your hosting company. Most will not give you root access to a shared server. However if you provide them with the installer package and instructions, they may install the Switchboard Server for you.

Q: Can the Switchboard Server run behind a firewall?

A: Yes, as long as the firewall opens and forwards the UDP and HTTP listening ports to the Linux server. Use the firewall's public IP address as the Switchboard Server address in your Gateway nodes.

Q: If the Switchboard Server does down, does all Virtual Cable network traffic stop?

A: No. Peer-to-peer nodes will continue to communicate until one of them changes its public IP address or disconnects from the Internet. Relayed nodes will stop communicating when the Switchboard Server is down.

Q: Can I communicate from the Switchboard Server to the Gateways or Devices?

A: Not directly. The Switchboard Server cannot initiate communications with Gateway or Device nodes. If the Gateway has a public IP address with no ports blocked, you can connect to it or its connected Devices via a web browser using the Gateway's public IP address.

Q: Can the Switchboard Server capture and analyze Ethernet packet traffic?

A: The Switchboard Server has no packet analysis functionality. Packages such as Wireshark can capture Virtual Cable packets, however, the packet data is encrypted so only address information can be obtained.

Q: Why can't I see the IP addresses of the Device nodes?

A: Virtual Cable packets are encrypted. The Switchboard Server can only view the address (envelope) information and cannot read the packet data contents because it does not hold the encryption keys for the Networks. Only Gateways can encrypt and decrypt Virtual Cable packets. Only Gateways communicate directly with the Switchboard Server. You can manually input the local IP addresses of the nodes as part of their descriptive names.

8. Contacts & Support

Online Web Support

Please refer to http://support.proxicast.com for additional support documentation and access to our Knowledgebase which contains many resources such as TechNotes, Frequently Asked Questions, sample configurations and software updates.

E-Mail Support

Support E-mail: support@proxicast.com

Please provide the following information when you contact customer support:

- Product name and license number
- Current software version
- Operating system version
- Brief description of the problem and the steps you've taken to try to solve it

Corporate Headquarters

- Sales E-mail: sales@proxicast.com
- Telephone: 877-777-7694 (412-213-2477)
- Fax: 412-492-9386
- Web Site: www.proxicast.com, support.proxicast.com

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Version 3, 29 June 2007

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it. The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

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mini_httpd

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