

## **ADDERLink™ INFINITY 4000**

User Guide



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### **WELCOME**

Thank you for choosing the ADDERLink™ INFINITY 4000 (aka ALIF4000) high performance extenders. The ALIF4000 range offers dual-head 4K, audio and USB delivered over a single fiber connection. Pixel-perfect color, accurate picture quality at 4K60 and USB2.0 with fast switching.

### **Product in brief**

- Dual-head 4K, video, audio and USB over a single fiber connection,
- Pixel-perfect, color accuracy at 4K60,
- · Bi-directional analog audio,
- · Adder's USB True Emulation for fast switching,
- · Backwards compatibility with existing ALIF range,
- Plug and play.

## **S**afety

Please refer to the safety booklet provided in the box before use of this product.

## Linking

ALIF4000 units can be linked in two mains ways: Direct or Networked.

## **Direct linking**

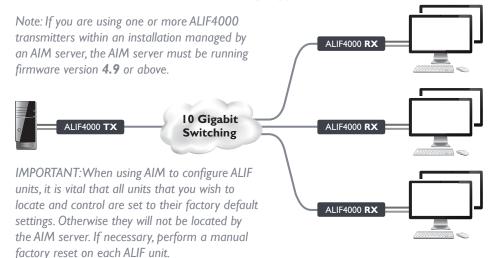
Where ALIF4000 transmitters and receivers are directly linked to each other, very little configuration action is required, provided that they both have their factory default settings in place - just link them together. If the standard settings have been changed in a previous installation, you merely need to perform a manual factory reset on each unit.



## **Networked linking**

Where ALIF4000 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 ALIF4000 units so that they can locate each other. This can be done
  using via OSD on the console connected to the RX unit by pressing CTRL + ALT + C.
- Configuring networked 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.



See Start of Life: AIM or Point to Point configuration

## **Technical Specifications**

**Operating/storage conditions** 

Operating temperature: 0 to 50°C / 32 to 122°F Storage temperature: 0 to 60°C / 32 to 140°F Storage and operating relative humidity: 10 to 90% non-condensing

Altitude: < 2000m

Power

External power: 12VDC, 3A

Typical power consumption: 20W

BTU: 68.24BTU/hr

**Physical** 

Dimensions (L)210mm /8.3" x (W)215mm/8.5" x

(D)40mm/1.6"

Weight: I.8kg / 4 lbs

**Materials** 

Aluminium and steel construction

**Connectors** 

Local Unit - Transmitter (TX)

Computer: 2x display port, 2x USB type B,

2x 3.5mm audio jack sockets,

Ix DB9 socket.

Ethernet: 2x 8p8c (RJ45), 2x SFP+ cages.

Power: 3 pin Kycon socket.

Remote Unit - Receiver (RX)

Desk: 2x display port, 5x USB type A,

2x 3.5mm audio jack sockets, 1x 3.5mm SPDIF socket.

Ethernet: Ix 8p8c (RJ45), 2x SFP+ cages.

Power: 3 pin Kycon socket.

#### USB

4 ports of USB2.0 with USB True Emulation to support keyboard, mouse and touch.

I additional port provides transparent high speed USB2.0, best suited to mass storage, web cams, headsets and microphones.

USB device seen as: 7 or 13 port hub

Max video resolution

Supports 4K UHD or DCI and refresh rates to 60Hz

Audio

Analog Line in/out 2 channel 16bit 48KHz IV RMS in / IV RMS out

**E**thernet

10GbE (No 10/100/1000 support)

**Packing Box** 

Dimensions: (L) 285mm /11.2" x (W) 245mm/9.6" x

(D) I45mm/5.7"

Weight: 2.5kg / 5.5lb

**Approvals / Compliance** 

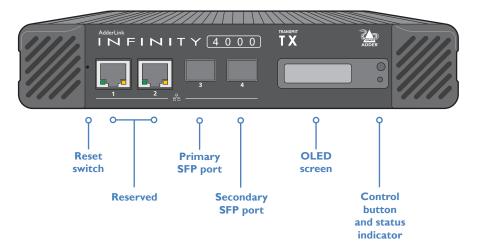
CE and FCC: See the compliance web page for the full list

**Product information labels** 

The product information labels are located on the base of each unit.

The ALIF4000 units are housed within durable, vented enclosures with connectors situated on the front and rear panels. The smart front faces also feature an OLED information screen with control button (to scroll through the various informational pages) and also a status indicator.

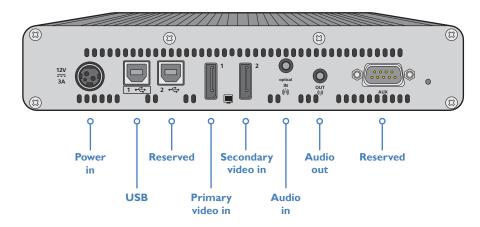
## **Transmitter - front**



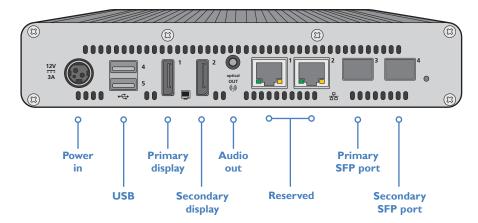
### **Receiver - front**

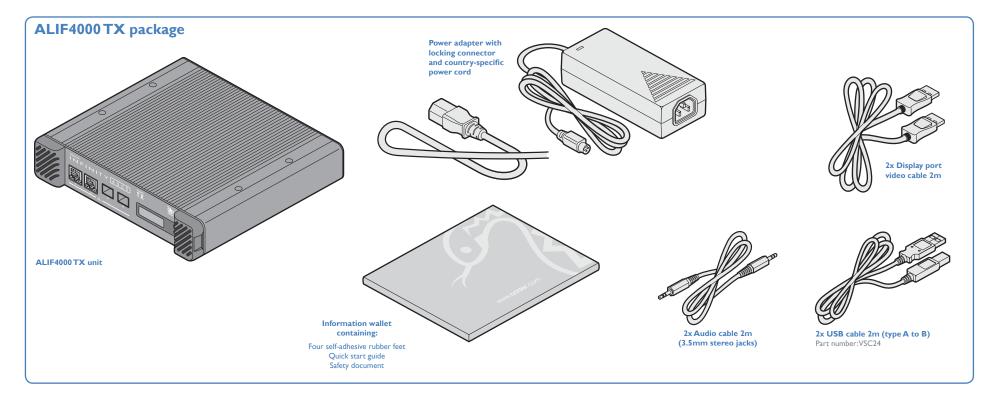


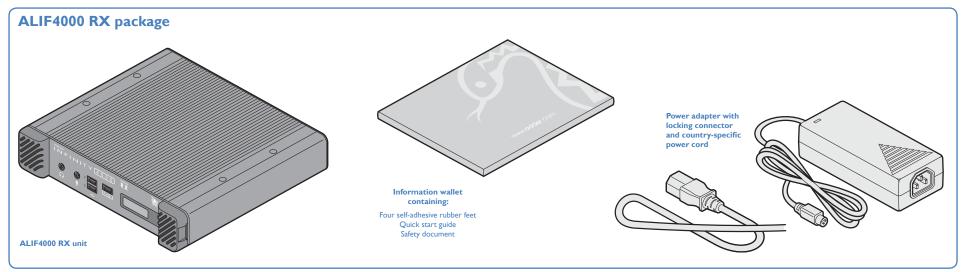
## **Transmitter - rear**



#### Receiver - rear







**Dual unit 19" (IU) rack-mount shelf** Part number: RMK12

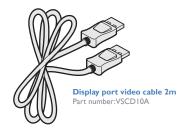


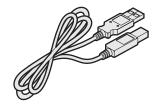
Part number: SFP-SM-LC-10G

Please refer to the table in Appendix F for information about fiber modules and cables.

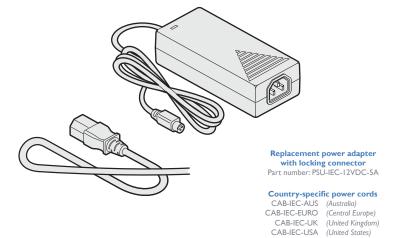


10GbE multi mode fiber SFP module Part number: SFP-MM-LC-10G





USB cable 2m (type A to B) Part number:VSC24



CAB-IEC-JP (Japan) CAB-IEC-CN (China)



Audio cable 2m (3.5mm stereo jacks) Part number:VSC22

## Installation

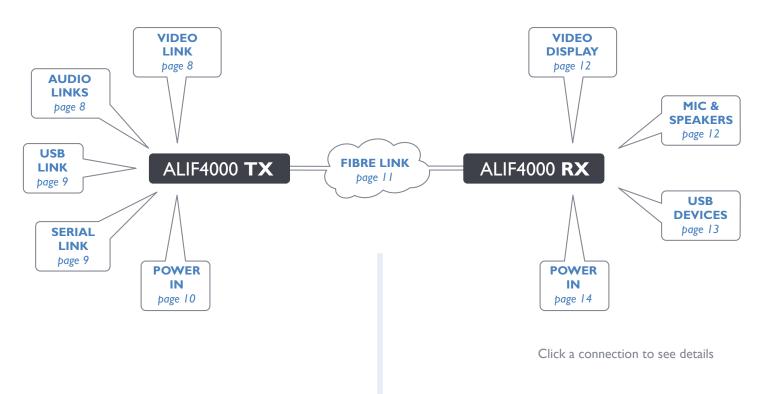
## **CONNECTIONS**

Installation involves linking the ALIF4000 TX unit to various ports on the host computer, while the ALIF4000 RX unit is attached to your peripherals (collectively known as the *Console*:

#### MOUNTING

Please see Appendix G for details about mounting options for the ALIF units.

IMPORTANT: When mounting the ALIF units (and their power adapters), ensure that the vents are not obscured and that there is sufficient airflow. The operating temperature range is 0 to 40°C (0 to 104°F) and must not be exceeded. Each power adapter is rated at a maximum of 68.24BTU/hr.



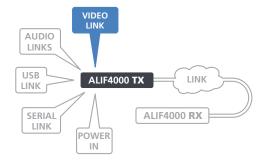
IMPORTANT: When using an ADDERLink™ INFINITY Management box to configure ALIF units, it is vital that all ALIF units that you wish to locate and control are set to their factory default settings. Otherwise they will not be located by the AIM server. If necessary, perform a factory reset on each ALIF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

Please also see Appendix B - Tips for success when networking ALIF units

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

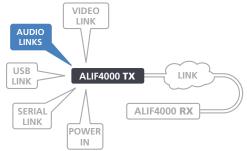
## **TX** video links

The TX unit supports two display port connections, each up to 4K UHD (3840 x 2160) or DCI (4096 x2160), with refresh rates up to 60Hz.



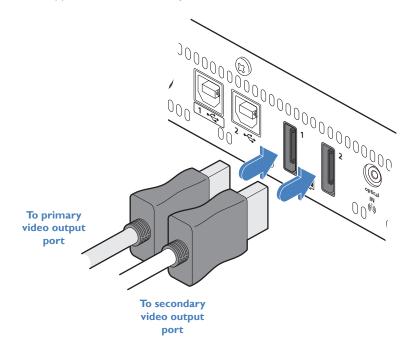
## TX audio links

The TX unit supports two way stereo digital sound so that you can use a remote microphone as well as speakers.



#### To make a video link

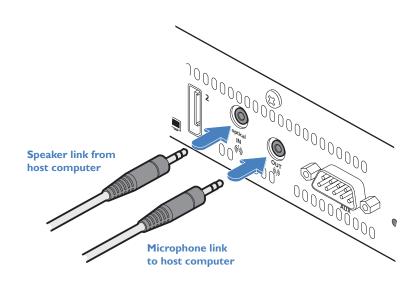
I Connect your digital video link cable(s) to the display port socket(s) on the TX unit rear panel:



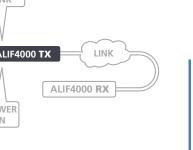
2 Connect the plug at the other end of the cable(s) to the corresponding video output socket(s) of the host computer.

#### To make audio links

I Connect an audio link cable between the **optical IN** socket on the TX unit rear panel and the speaker output socket of the host computer.

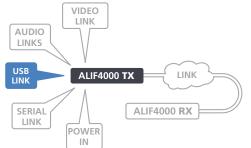


2 [Where a microphone is to be used]: Connect a second audio link cable between the **OUT** socket on the TX unit rear panel and the Line In socket of the host computer.



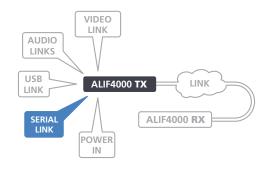
## **TX USB links**

The TX unit has two USB type B sockets on the rear panel.



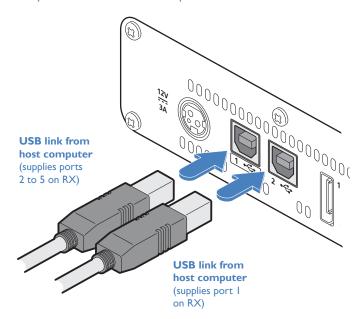
## TX AUX (serial) port

The AUX port is an RS232 serial port that allows extension of RS232 signals up to a baud rate of 115200. The port has software flow control, but no hardware flow control.



#### To make a USB link

I Connect the type B connectors of the supplied USB cables to the USB ports on the TX unit rear panel.

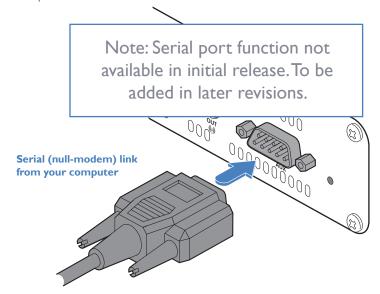


Note: If the transparent high speed USB2.0 port on the RX front panel is not required then the link to input port 2 here is not required.

2 Connect the type A connectors of the supplied cables to USB sockets on the host computer.

## To connect the AUX port

I Connect a suitable serial 'null-modem' cable (see <u>Appendix F</u> for pin-out) between a vacant serial port on your computer and the AUX port on the right hand side of the ALIF rear panel.



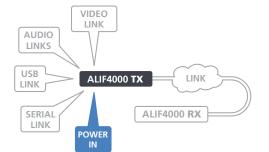
## **TX** power in

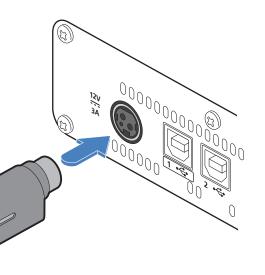
Each unit is supplied with a power adapter and country-specific power cord. The supplied power adapter uses a locking-type plug to help prevent accidental disconnection; please follow the instructions shown on the right when disconnecting a power adapter.

## To connect the power adapter

From the power adapter

I Attach the output plug of the supplied power adapter to the power input socket on the left side of the rear panel. As you insert the plug, pull back slightly on the outer body to assist the locking mechanism until the plug is fully inserted.



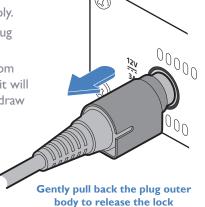


## To disconnect the power adapter

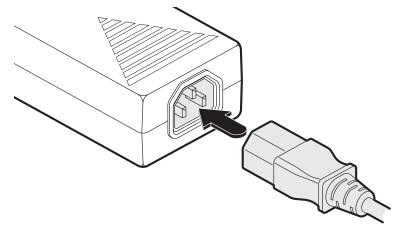
I Isolate the power adapter from the mains supply.

2 Grasp the outer body of the power adapter plug where it connects with the node.

3 Gently pull the body of the outer plug away from the node. As the body of the plug slides back, it will release from the socket and you can fully withdraw the whole plug.



2 Insert the IEC connector of the supplied country-specific power cord to the socket of the power adapter.



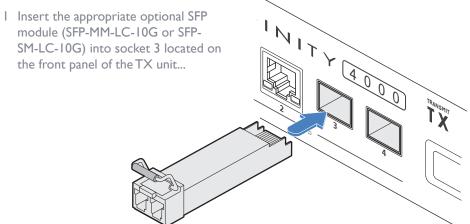
IMPORTANT: Please read and adhere to the electrical safety information given within the Safety information booklet provided with this product. In particular, do not use an unearthed power socket or extension cable.

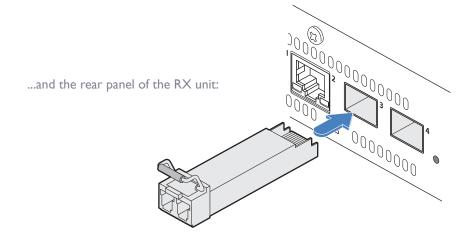
Note:The unit and the power adapter generate heat when in operation and will become warm to the touch. Do not enclose them or place them in locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.

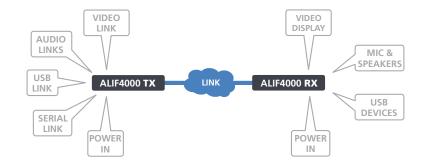
## TX/RX high speed links

ALIF4000 units can be either connected directly to each other or via a high speed (10GB) network. Currently, the connections must be Fiber Channel over Ethernet (FCoE). A single fiber link (using SFP port 3) is sufficient to provide full 4K operation between ALIF4000 units. Where required, a second fiber link can be used (via SFP port 4) to provide link redundancy.

#### To link ALIF4000 units via fiber







2 Make your connection(s) between the chosen SFP module and either the other ALIF4000 unit or to a suitable network fiber switch:

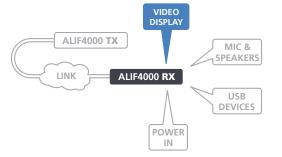
Transmit and receive fiber links

Connect the transmit and receive fiber optic links to the sockets on the Fiber Channel SFP module. Then close the latch over the link connectors to lock them into place.

Note: SFP-SM-LC-10G modules require OS1 or OS2 single mode fiber. SFP-MM-LC-10G modules require OM1, OM2, OM3 or OM4 multi-mode fiber.

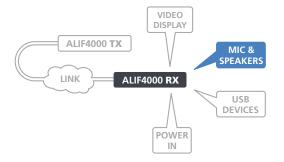
## **RX** video display

The RX unit supports two video displays, each up to 4K UHD (3840  $\times$  2160) or DCI (4096  $\times$ 2160), with refresh rates up to 60Hz.



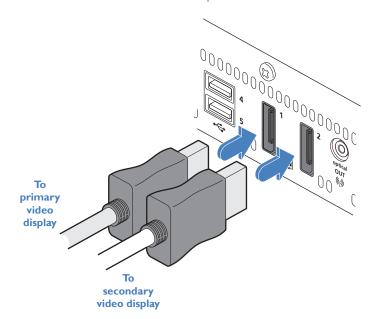
## **RX** microphone & speakers

The RX unit can support a microphone as well as speakers providing the necessary connections have been made between the TX unit and the host computer.



## To connect video displays

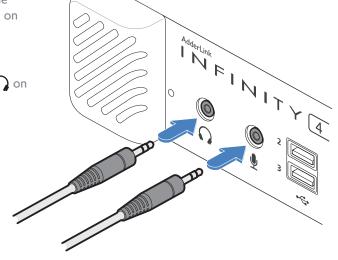
I Connect the lead from the primary video display to the display port socket marked '1' on the RX unit rear panel:



2 If required, connect the lead from the second video display to the display port socket marked '2' on the RX unit rear panel.

## To connect a microphone (or line in) and/or speakers

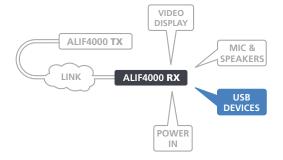
- I Connect the lead from a mono microphone to the 3.5mm socket labeled ♥ on the front panel.
- Connect the lead from stereo speakers to the
  3.5mm socket labeled on the front panel.



## **RX USB** devices

The ALIF RX unit has five USB ports (three on the front panel and two on the rear) to which peripherals may be connected.

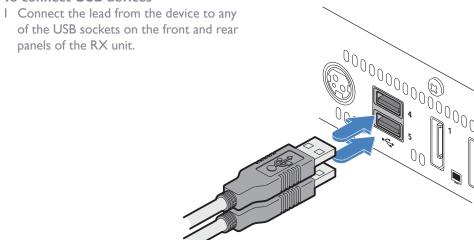
Note: USB socket I on the front panel is transparent high speed USB2.0 port and is very useful for mass storage, web cams, headsets and microphones.



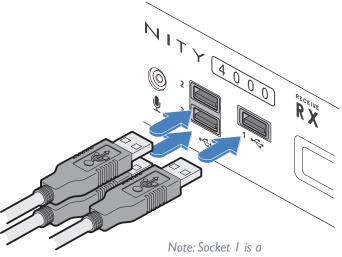
To connect more than four peripherals,

one or more USB hubs may be used. The total current that may be drawn from the USB ports is 1.2A, which should be sufficient for a keyboard, mouse (no more than 100mA each) and any two other devices (500mA maximum each). If more power for USB devices is required, use a powered USB hub.

#### To connect USB devices



Note: USB sockets 2 to 5 are all derived from the USB link 1 on the TX unit. The RX unit transparent high speed USB2.0 port labeled 1 here is derived from USB link 2 on the TX unit. If this high speed USB 2.0 port is not required then there is no need to connect USB link 2 on the TX unit.



Note: Socket 1 is a transparent high speed USB2.0 port and is very useful for mass storage, web cams, headsets and microphones.

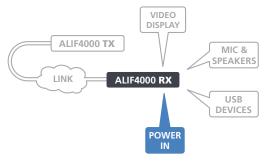
## **RX** power in

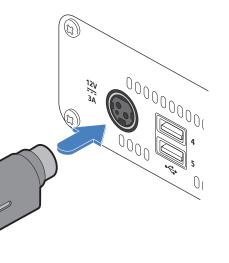
Each unit is supplied with a power adapter and country-specific power cord. The supplied power adapter uses a locking-type plug to help prevent accidental disconnection; please follow the instructions shown on the right when disconnecting a power adapter.

## To connect the power adapter

From the power adapter

I Attach the output plug of the supplied power adapter to the power input socket on the left side of the rear panel. As you insert the plug, pull back slightly on the outer body to assist the locking mechanism until the plug is fully inserted.



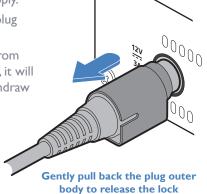


## To disconnect the power adapter

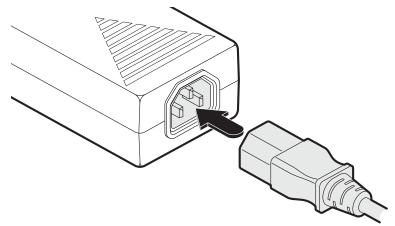
I Isolate the power adapter from the mains supply.

2 Grasp the outer body of the power adapter plug where it connects with the node.

3 Gently pull the body of the outer plug away from the node. As the body of the plug slides back, it will release from the socket and you can fully withdraw the whole plug.



2 Insert the IEC connector of the supplied country-specific power cord to the socket of the power adapter.



IMPORTANT: Please read and adhere to the electrical safety information given within the Safety information booklet provided with this product. In particular, do not use an unearthed power socket or extension cable.

Note:The unit and the power adapter generate heat when in operation and will become warm to the touch. Do not enclose them or place them in locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.

## Configuration

### **ALIF4000 CONFIGURATION VIA WEB PAGES**

Each ALIF4000 unit hosts its own internal set of web pages which contain all configuration details and settings (see also Start of Life, shown right). You will need to use a computer connected to the same network as each ALIF4000 unit to access the web pages. Additionally, on the console attached to the ALIF4000 RX unit, you can access its configuration details via the On Screen Display (OSD) by pressing **CTRL** + **ALT** + **C**.

## To manually configure ALIF4000 units via their web pages

Run a web browser on your computer and enter the IP address of the required ALIF4000 unit:

The default addresses (when using SFP port 3) are TX: 169.254.1.33

**RX:** 169.254.1.32

The default addresses (if using SFP port 4) are

**TX:** 169.254.1.43

**RX:** 169.254.1.42

If the IP address of a unit has been changed, you can either:

• Discover the unit's main IP address by pressing the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4).



 Alternatively, providing it is appropriate to do so, perform a manual factory reset (see next page) to restore the default address.

The opening page should be displayed:



For explanations of the options within each page, please see Appendix A.

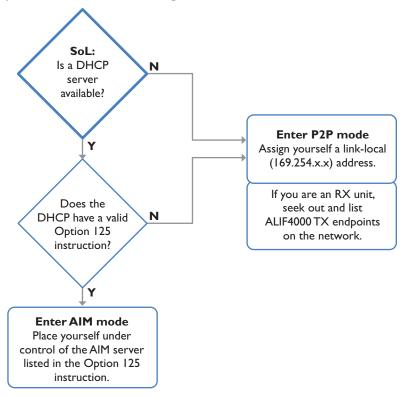
## Start of Life: AIM or Point to Point configuration

To streamline initial configuration processes, all ALIF4000 units employ a Start of Life (SoL) procedure when they are in an unconfigured state; either because they are new or because they have undergone a factory reset.

When an unconfigured ALIF4000 unit boots, its SoL procedure will guide it to automatically determine which of two modes it should adopt:

- **AIM mode** place itself into the control of a specific AIM server on the network, whereupon the ALIF4000 will be assigned suitable configuration details to fit within the network of similar units.
- **P2P mode** place itself into Point to Point (P2P) mode to allow manual configuration of links with other ALIF4000 units.

The SoL procedure follows this basic logic flow to determine the correct mode:



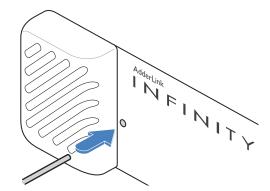
Once the mode has been set, either to AIM or P2P, the ALIF4000 will remain in that mode until it undergoes a factory reset.

## PERFORMING A MANUAL FACTORY RESET

A factory reset returns ALIF4000 unit to its default configuration.

## To perform a manual factory reset

- I Power on the ALIF4000 unit.
- 2 Use a long narrow implement (e.g. a straightened-out paper clip) to press-and-hold the recessed reset button on the front panel for roughly ten seconds, until the status indicator turns **blue** (Note: alternating red/green indications will occur during the ten second period while the button is still pressed).
- while the button is still pressed).Release the reset switch. The indicator will remain blue for a short while (less than ten



seconds) while ALIF4000 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.

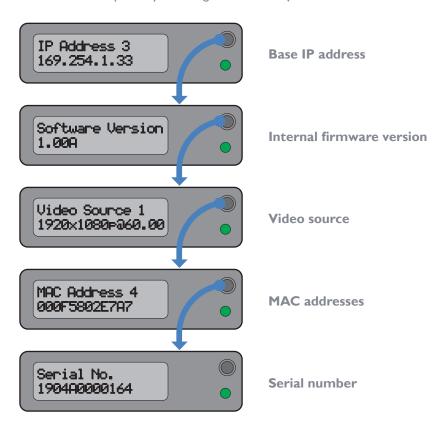
In operation, many ALIF4000 installations require no intervention once configured. The TX and RX units take care of all connection control behind the scenes so that you can continue to work unhindered.

### FRONT PANEL INDICATIONS

The front panel of each ALIF4000 unit features an OLED information screen plus a single indicator capable of producing numerous color and flash patterns to provide a useful guide to operation.

### **OLED** screen

Press and release the button to wake the OLED screen and begin showing information. Press the button repeatedly to change between subjects:



## Indicator color and flash patterns

The single front panel indicator uses varying color and flashing patterns to signal key status:

Off No power.

Green All services present as compared to the configuration required.

Amber Running but video, USB or network link missing (or not connected

to another ALIF unit).

Red Booting before processor loaded or failed.

Blue Factory reset mode active.

Red/green flash Booting into factory recovery mode.

Red/blue flash Upgrade mode active.
Fast green flash Identify mode active.

## Further information

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

- Getting assistance see right
- Appendix A Configuration pages
- Appendix B Tips for success when networking ALIF units
- Appendix C Troubleshooting
- Appendix D Glossary
- Appendix E RS232 'null-modem' cable pinout
- Appendix F Fiber modules and cables
- Appendix G Using the optional ALIF4000 rack shelf
- Appendix H 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

## **APPENDIX A - Configuration pages**

This section covers the web page configuration for the ALIF4000 units:

- RX General Information
- RX UI Settings
- RX Presets
- RX Ports
- RX Network
- RX Transmitters
- RX Diagnostics and Statistics
- RX System

- TX General Information
- TX UI Settings
- TX Ports
- TX Network
- TX Diagnostics and Statistics
- TX System

#### **RX** - General Information

#### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 If necessary, click the **General Information** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 If necessary, click the General Information link.

#### **General Information**

**Device Type** - States whether the device is a transmitter (TX) or a receiver (RX).

**Device Name** - Name details that you can alter to distinguish this unit from all others. Not shown when operating under AIM server control.

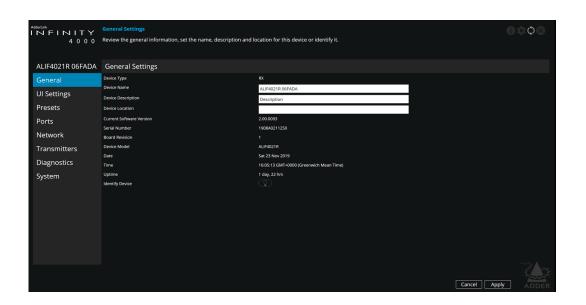
**Device Description** - Allows you to optionally add a description of the device. Useful when many ALIF units are being used. Not shown when operating under AIM server control.

**Device Location** - Allows you to optionally add a description of the device's location. Useful when many ALIF units are being used. Not shown when operating under AIM server control.

**Current Software Version** - Displays the version number of the currently installed (and active) internal software.

**Serial Number** - Displays the fixed serial number of the device.

**Board Revision** - Displays the revision number of the device's main circuit board.



Device Model - Displays the model number of the device.

**Date and Time** - Displays the current date and time used by the device when this page was last loaded (select refresh icon to update).

**Uptime** - Shows the time period for which the device has currently being running since the last time this page was loaded (select refresh icon to update).

Identify Device - When clicked, this button will cause the indicator on the front panel of the device to flash to assist with identification when multiple units are installed in the same area. A popup dialog will also be displayed on screen showing all relevant identification details. Click the Cancel button to stop the identification process or click the OK button to close the popup (and then click the Identify Device button when you're ready to cancel this operation).

## **RX - UI Settings**

#### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click the **UI Settings** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **UI Settings** link.

### **UI Settings**

**OSD Notification Position (plus Timeout)** - Determines the location and persistence of notifications issued on users' screens.

**OSD Banner Position (plus Timeout)** - Determines the location and persistence of banners (a banner is a popup showing the current preset/channel name) displayed on users' screens.

OSD Timeout - Reserved for future use.

**Front Panel Timeout** - Determines the period of inactivity that should elapse before the front panel display should return to a blank state.

**LED brightness** - Determines the brightness of the front panel LED indicator.

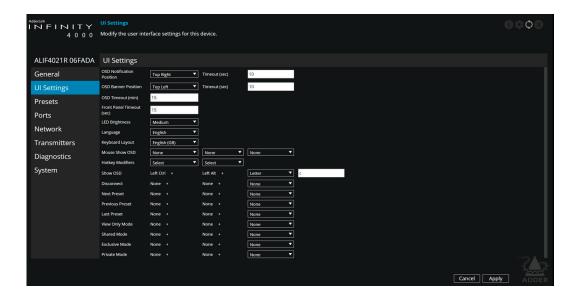
 ${\bf Language}$  - Determines the language used for all text labels within the configuration pages.

**Keyboard Layout** - Determines the appropriate keyboard layout for use with the configuration pages.

**Mouse Show OSD** - Determines the mouse button press combination that should be used to call the OSD.

**Hotkey Modifiers** - Determines the special modifier keys that will be used to form the basis of all the hotkey functions listed below.

**Show OSD...** ...**Private Mode** - These entries determine the hotkey letters required (together with the modifier keys selected above) to enact various presets and modes. Not shown when operating under AIM server control.



You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click the **Presets** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the Presets link.

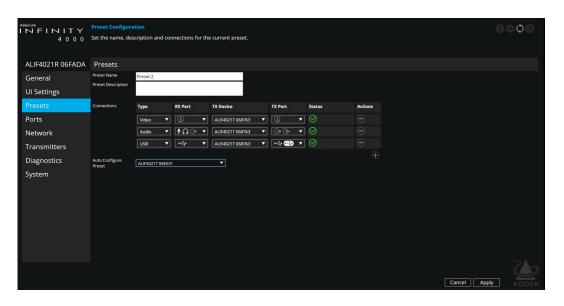
#### **Preset Information**

This page lists the details and connection status for the current channel/ preset which the receiver is using. Under AIM control this lists the connection details for the channel that the RX is currently connected to.

Each row details one type of connection which has been made. It lists the output port on the RX and the source port from the TX which it is connected to as well as the name of the device it is connected to.

- Click this icon in the Actions column to remove a particular row of connections from the list.
- (+) Click this icon to add a new connection to the list.

**Auto Configure Preset** - Select to automatically create a new set of connection presets from the selected TX.



#### **S**tatus

The following icons may be shown within the Status column:

- The connection is fully operational.
- ? A connection has not been established.
- The control protocol version is incompatible/unsupported between the peer and this device.
- The control protocol security settings are incompatible/unsupported between the peer and this device.
- The connection failed the authorisation stage (most likely a bad password).
- → The connection is established but there is no input signal being received from the peer device.
- The connection has an invalid or unsupported input source signal peer device (audio and video connections only), or

The connection is currently out of resources at the peer device, or

There is insufficient network bandwidth to support the requested data for this connection.

- The encoding of the source data at the peer has stopped (due to an error or fault).
- There is no output device available on the port for this connection (eg. no monitor connected).
- There is no data currently being received by the device.
- The video data for the connection produces an output signal that is out of range for the capabilities of this device, or the appliance connected to this device, or

The device is currently out of resources to process the video data for this connection.

The audio data for the connection produces an output signal that is out of range for the capabilities of this device, or the appliance connected to this device, or

The device is currently out of resources to process the audio data for this connection.

The decoding of the data at this device has stopped (due to an error or fault).

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click the **Ports** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the Ports link.



#### **Video Ports**

This page provides basic information about the two video ports located on the RX unit.

**Enabled** - Confirms whether each video port is enabled or disabled.

**Connected** - Confirms whether functioning video displays are connected to the two video ports.

**EDID Details** - Click the Details button to show a popup for the connected video display. EDID details listed include: *Manufacturer, model, serial number, manufacture date, EDID version as well as supported (and preferred) EDID modes.* Note: EDID modes that are supported by the monitor but not by the device will be show using greyed/dimmed text.

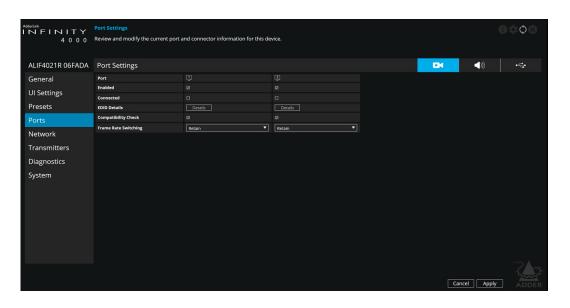
Compatibility Check - WARNING: Disabling this option can result in damage to display monitors in certain circumstances. This option confirms whether video compatibility between source and display device is checked. When ticked it prevents displaying resolutions the monitor doesn't support or, when unticked, always sends resolutions to the monitor regardless of monitor's declared capabilities.

**Frame Rate Switching** - Determines the strategy to use for the frame rate when switching resolutions. Similar in function to the *Match Frame Rate* setting on AIM servers:

Force 60 - The frame rate is always forced to be 60Hz unless the Compatability check option is on and the monitor does not indicate it supports 60Hz.

Retain - When switching to the same resolution with a potentially different frame rate, it will retain the current frame.

Auto - The frame rate always changes to match the mode it is connected to.





#### **Audio Ports**

This page provides basic information about the audio ports located on the  $\ensuremath{\mathsf{RX}}$  unit.

**Enabled** - Confirms whether the audio ports are enabled or disabled. **Connected** - Confirms whether devices are connected to respective

**Connected** - Confirms whether devices are connected to respective ports.

**Gain** - Determines the microphone gain/amplification level:

None - no device connected on this port.

Mic - standard gain for normal microphone input devices.

Mic boost - 20dB boost to volume for microphone input devices.



#### **USB Ports**

This page provides basic information about the USB ports numbered 2 to 5 inclusive, located on the RX unit. USB port 1 is transparent and its devices are not listed.

**Type** - Identifies the type of the USB port. Port I on the front of the RX is Transparent, 2-3 on the front, 4-5 on the back are the Emulated ports.

**HID Only** - When ticked, all ports are limited to supporting Human Interface Devices only, such as keyboards and mice.

**Security** - Controls whether USB data is encrypted. *On* forces always on, *Off* forces always off and *Prefer off* will be off unless the TX requests it.

**Connected Devices** - This section lists all connected devices with manufacturer and model details where reported. Click the Details button against each device to view further information, such as the Device Type, Protocol Version, Speed and Max Power Consumption.

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL** + **ALT** + **C**.
- 2 Click the **Network** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Network** link.



#### **Port Settings**

This page provides numerous network details for each of the installed ports on the RX unit.

**Socket** - Details each operational network socket. Sockets 3 and 4 are determined by the SFP modules plugged into them.

**MAC Address** - Displays the unique, fixed hardware identification number for each port.

**Link Up** - Indicates whether the link state of this network interface is up. This should be the case if the device is connected to a functioning network.

**IP** Address - The IP address of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static IP address.

**Netmask** - The netmask of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static netmask.

**Gateway** -The gateway address of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static gateway.

**DHCP Enabled** - When ticked, the corresponding port will derive its IP Address, Netmask and Gateway details from the DHCP server listed in the field below.

**DHCP Server Address** - Indicates the server that provided the DHCP details.



**Routing Table** - Click on 'Details' to show the routing table entries corresponding to this network interface. In it are the destination address, gateway and netmask for the routes to particular network destinations.





#### **Network Information**

Default Domain - Reserved for future use.

**Route of Last Resort** - In a multi-interface device such as this, the interface which is ticked will be used as the default whenever it is unclear which interface should be used for network traffic.

 $\ensuremath{\textbf{Dynamic}}$   $\ensuremath{\textbf{DNS}}$  Servers - List of DNS server addresses obtained via DHCP.

 $\begin{tabular}{ll} \textbf{Static DNS Servers} - Lists DNS server addresses that have been manually configured. \end{tabular}$ 

**NTP Enabled** - When ticked, the unit will derive its time and date information from a suitable NTP server.

NTP Key ID - The ID of the key used for secure NTP.

**NTP Key Value** - The value of the key used for secure NTP as a hexadecimal string.

**Dynamic NTP Servers** - Lists NTP server addresses obtained via DHCP.

**Static NTP Servers** - Lists NTP server addresses that have been manually configured.

**AIM Enabled** - Indicates whether server management is enabled for this device

**Dynamic AIM Servers** - Lists AIM server addresses obtained via DHCP.

**Static AIM Servers** - Lists management server addresses that have been manually configured.

### **RX** - Transmitters

### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL** + **ALT** + **C**.
- 2 Click the **Network** link.

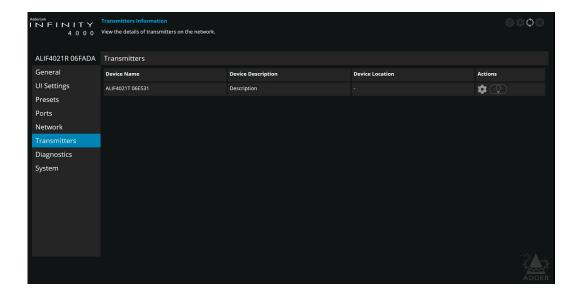
#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Transmitters** link.

#### **Transmitters**

This page lists the available transmitters on the network which aren't under AIM control - Note: ALIFIxxXT and ALIF2xxXT units are not discoverable using this process. In the Actions column you can perform the following functions for each listed transmitter:

- Click to view the configuration page of the transmitter.
- Click \( \oint\) to flash the front panel indicators on the transmitter to assist with identification.
- $\bullet$  Click the X button in the top right corner to return to return to the RX pages.



## **RX** - Diagnostics and Statistics

#### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click the **Diagnostics** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://l69.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://l69.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Diagnostics** link.



#### Log Settings

This page provides numerous key diagnostic log settings.

**Capture diagnostics to download** - (Only shown when viewing this page using a PC browser). Request generation of a diagnostics dump file. This will then be downloaded by the host computer's browser, this is an encrypted diagnostics file which can be used by technical support to diagnose and fix an issue. Note: When in point to point mode, you will need to plug in a USB flash drive and capture the logs to it.

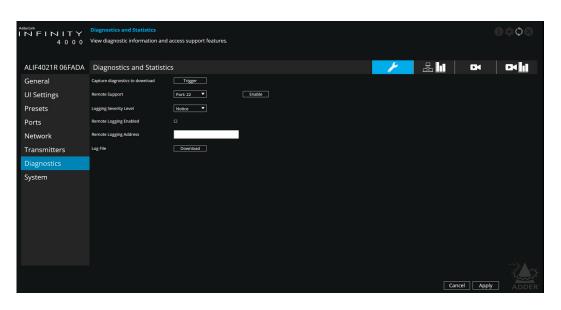
**Remote Support** - When using the Adder remote server, this option determines which port will be used. Multiple options are offered in case one or more ports are blocked by your firewall.

Logging Severity Level - Defines the level of messages that will be logged (according to RFC5424). Level 5 (Notice: normal but significant condition) is the default setting; ALIF4000 supports levels 1 to 7. Choosing levels 6 (Informational) or 7 (Debug) will cause larger numbers of lesser events to also be logged, with a potential impact to overall performance. These levels should only be used if working with the support team to diagnose a specific issue.

**Remote Logging Enabled** - Tick to send log files to the chosen *Remote Logging Address*.

Remote Logging Address - Enter a valid IP address for a syslog server on the local network where status logs can be sent.

**Log File** - If viewing this page using a browser: Click to download the log file to the host computer's browser. If viewing this page via the OSD, the log will be shown as a scrollable list.





#### **Network Statistics**

This page allows you to view current communication statistics and also to create graphs in real time.

**Capture and Graph Statistics** - When ticked, the page will create a real time graph plotting Received Bytes alongside Received Packets.

After Capture and Graph Statistics is enabled, the Show Legend checkbox will show all other items that can be included on the plot. Click an item to tick and include it.



#### **Video Port Status**

This page provides information for support purposes.



#### **Video Port Statistics**

This page provides frame and packet counts for both video ports.

**Frame Period** - The latest period measurement between the last two received frames, the inverse of the video frame rate.

**Frames Received** - The total number of video frames received on the video port (since the connection was established or last changed).

**Packets Received** - The total number of video packets received on the video port (since the connection was established or last changed).

**Expected Packets** - The total number of packets that were expected to be received on the video port (since the connection was established or last changed).

**Stream Packets Received** - Breakdown of packets received on each interface for each video port for each video stream.

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL** + **ALT** + **C**.
- 2 Click the **System** link.

#### OR

- I Connect a computer to the same network as the RX unit.
- 2 Run a web browser and enter the IP address of the RX unit: http://169.254.1.32 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.42 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **System** link.

#### **Software and System Operations**

This page contains various indications and options related to the internal software of the unit.

Note:The highlighted (and colored) entry is the version of software currently running.

**Preferred Software Version** - The software version the device will boot into upon a reboot.

**Recovery Software Version** - The software version the device will boot into if placed into recovery mode.

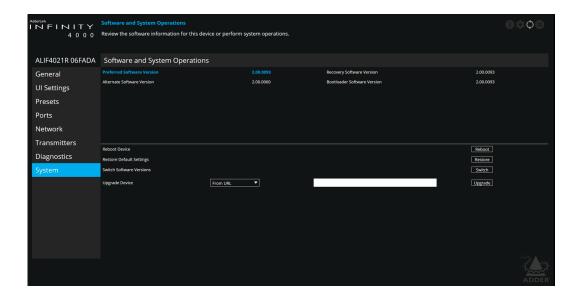
**Alternate Software Version** - The other (backup) version of software the device has available.

Reboot Device - Click the Reboot button to Reboot the device.

**Restore Default Settings** - Click the Restore button to restore the device to factory default settings.

**Switch Software Versions** - Click to switch to the listed 'Alternative Software Version'.

**Upgrade Device** - If viewing this page using a browser: Allows you to upgrade the firmware either from a trusted URL or from a locally stored file. Use the field to define the source and then click the Upgrade button.



#### **TX - General Information**

#### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click on the **Transmitters** option.
- 3 If necessary, click the **General Information** link.

#### OR

- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the General Information link.

#### **General Information**

**Device Type** - States whether the device is a transmitter (TX) or a receiver (RX).

**Device Name** - Name details that you can alter to distinguish this unit from all others. Not shown when operating under AIM server control.

**Device Description** - Allows you to optionally add a description of the device. Useful when many ALIF units are being used. Not shown when operating under AIM server control.

**Device Location** - Allows you to optionally add a description of the device's location. Useful when many ALIF units are being used. Not shown when operating under AIM server control.

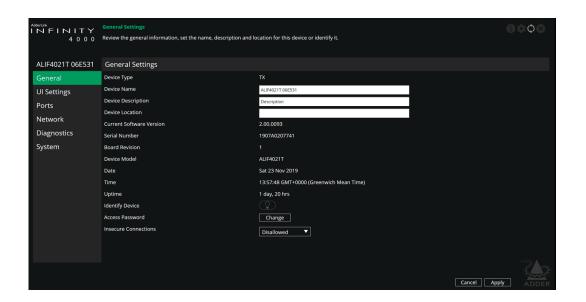
**Current Software Version** - Displays the version number of the currently installed and running internal software (unit can have two different software versions installed at once).

Serial Number - Displays the fixed serial number of the device.

**Board Revision** - Displays the revision number of the device's main circuit board.

Device Model - Displays the model number of the device.

**Date and Time** - Displays the current date and time used by the device when this page was last loaded (select refresh icon to update).



**Uptime** - Shows the time period for which the device has currently being running since the last time this page was loaded (select refresh icon to update).

Identify Device - When clicked, this button will cause the indicator on the front panel of the device to flash to assist with identification when multiple units are installed in the same area. A popup dialog will also be displayed on screen showing all relevant identification details. Click the Cancel button to stop the identification process or click the OK button to close the popup (and then click the Identify Device button when you're ready to cancel this operation).

**Access Password** - Sets the password that a RX device must provide in order to connect (video, audio, etc) to the TX

Insecure Connections - Controls whether the TX will accept insecure connections from RX devices. Insecure connections are those from older ALIF products where the security credentials are not implemented. Initially, the TX will default to 'auto' which allows it to decide the setting based on the type of device that first connects to it. Once a device has connected, the setting will be changed to either 'Allowed' or 'Disallowed'.

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click on the **Transmitters** option.
- 3 Click the **UI Settings** link.

#### OR

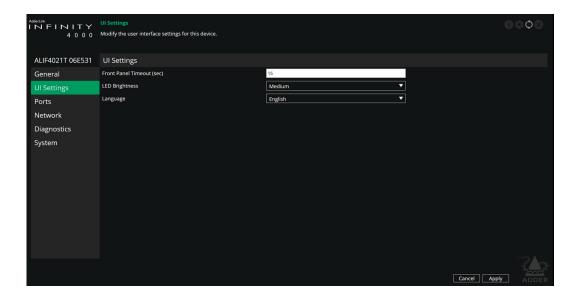
- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **UI Settings** link.

#### **UI Settings**

**Front Panel Timeout** - Determines the period of inactivity that should elapse before the front panel display should return to a blank state.

 $\ensuremath{\mathsf{LED}}$  brightness - Determines the brightness of the front panel LED indicator.

**Language** - Determines the language used for all text labels within the configuration pages.



You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click on the **Transmitters** option.
- 3 Click the **Ports** link.

#### OR

- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Ports** link.



#### **Video Ports**

This page provides basic information about the two video ports located on the  $\mathsf{TX}$  unit.

**Enabled** - Confirms whether each video port is enabled or disabled. **Connected** - Confirms whether functioning host video drivers are connected to the two video ports.

**EDID Source** - Lists the EDID mode currently being 'output' or 'presented' on the two video connectors.

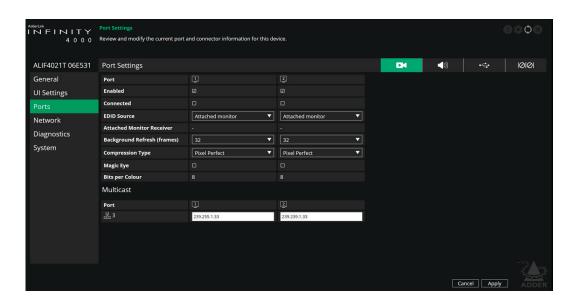
**Attached Monitor Receiver** - If the 'Attached monitor' option has been selected as the 'EDID Source', then this displays the name of the RX device that supplied the EDID currently being used.

**Background Refresh (frames)** - The system will send all changing video as soon as it changes. In addition, it is possible to send unchanging video in the background, to overcome problems of lost network traffic. This control will configure how often a whole frame of video will be sent alongside changing video. In situations of frequently changing video, or high reliability networks, this value can be set to a higher number, or even set to disabled.

**Compression Type** - Allows you to select the compression method to best suit the nature of the video sources. Settings are: Pixel Perfect, Adaptive, Smoothest Video or Advanced (which allows you to set the maximum and minimum compression levels).

Magic Eye - When ticked, this feature increases performance and reduces network traffic if ALIF units are used with host computers that have dithered video output. It also improves performance if the video source is noisy.

**Multicast** - This section lists all video multicast IP addresses that have been configured. Setting the field to a blank (empty string) value will cause the system to automatically generate a default multicast address.





#### **Audio Ports**

This page provides basic information about the audio ports located on the  $T\boldsymbol{X}$  unit.

**Enabled** - Confirms whether the audio ports are enabled or disabled. **Connected** - Confirms whether devices are connected to respective

Quality Mode - This option is currently fixed at 48khz, 16bit.

**Multicast** - This section lists all video multicast IP addresses that have been configured. Setting the field to a blank (empty string) value will cause the system to automatically generate a default multicast address.



#### **USB Ports**

This page provides basic information about the USB ports located on the  $\mathsf{TX}$  unit.

**Type** - Identifies the type of the USB port.

**Enabled** - Confirms whether the USB ports are enabled or disabled.

**Connected** - Confirms whether valid devices are connected to either USB port. Note: As both USB ports share the same physical port, it is not possible to detect whether a specific port has a device connected.

Present Boot Keyboard - When ticked, the TX 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.

**Speed** - Limits the speed the TX will support, thus limiting the host computer's selection. Settings are *High* or *Full*.

Max Hub Size - Using this option you can select whether the TX 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.

**Security** - Controls whether USB data is encrypted. *On* forces always on, *Off* forces always off and *Prefer off* will be off unless the RX requests it.

**Transparent USB Enabled** - Offers a different implementation of USB support from emulated USB. It allows additional devices to be used which would not function with emulated USB. This option affects the USB I connector on the front of the RX unit.



#### **Serial Port**

This page provides basic information about the serial option port located on the TX unit. These options are configurable via the AIM server.

**Enabled** - Confirms whether the serial port is enabled or disabled.

**Connected** - Confirms whether a valid serial device is connected to the port.

**Speed** - The 'baud rate' of the serial device.

**Data Bits** - The number of data bits to be used (5, 6, 7, or 8).

Stop Bits - The number of stop bits to be used (I or 2).

**Parity** - The parity checking to be used (none, odd or even).

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click on the **Transmitters** option.
- 3 Click the **Network** link.

#### OR

- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Network** link.



#### **Port Settings**

This page provides numerous network details for each of the installed ports on the  $T\boldsymbol{X}$  unit.

**Socket** - Details each operational network socket. Sockets 3 and 4 are determined by the SFP modules plugged into them.

**MAC Address** - Displays the unique, fixed hardware identification number for each port.

**Link Up** - Indicates whether the link state of this network interface is up. This should be the case if the device is connected to a functioning network.

**IP Address** - The IP address of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static IP address.

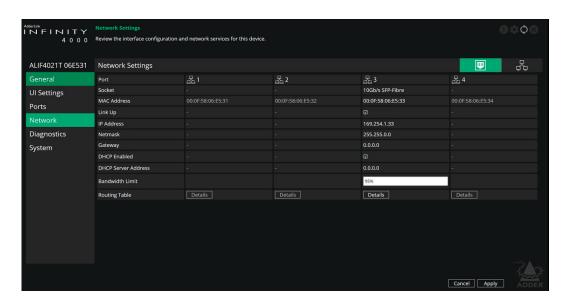
**Netmask** - The netmask of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static netmask.

**Gateway** -The gateway address of this network interface. This is not configurable, the device can function in a network zero-config state which does not require the setting of a static gateway.

**DHCP Enabled** - When ticked, the corresponding port will derive its IP Address, Netmask and Gateway details from the DHCP server listed in the field below.

**DHCP Server Address** - Indicates the server that provided the DHCP details

**Bandwidth Limit** - This option can be used to limit the amount of the network bandwidth used on the physical interface. This could be useful if multiple devices share a common network link upstream; without a limit, the link could become overloaded and drop data.



**Routing Table** - Click on 'Details' to show the routing table entries corresponding to this network interface. In it are the destination address, gateway and netmask for the routes to particular network destinations.





#### **Network Settings**

Default Domain - Reserved for future use.

**Route of Last Resort** - In a multi interface device such as this, the interface which is ticked will be used as the default whenever it is unclear which interface should be used for network traffic.

**Dynamic DNS Servers** - List of DNS server addresses obtained via DHCP.

**Static DNS Servers** - Lists DNS server addresses that have been manually configured.

**NTP Enabled** - When ticked, the unit will derive its time and date information from a suitable NTP server.

NTP Key ID - The ID of the key used for secure NTP.

**NTP Key Value** - The value of the key used for secure NTP as a hexadecimal string.

**Dynamic NTP Servers** - Lists NTP server addresses obtained via DHCP

**Static NTP Servers** - Lists NTP server addresses that have been manually configured.

**AIM Enabled** - Indicates whether server management is enabled for this device.

**Dynamic AIM Servers** - Lists AIM server addresses obtained via

**Static AIM Servers** - Lists management server addresses that have been manually configured.

## **TX** - Diagnostics and Statistics

#### To get here

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL + ALT + C**.
- 2 Click on the **Transmitters** option.
- 3 Click the **Diagnostics** link.

#### OR

- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **Diagnostics** link.



#### Log Settings

This page provides numerous key diagnostic log settings.

**Capture diagnostics to download** - (Only shown when viewing this page using a PC browser). Request generation of a diagnostics dump file. This will then be downloaded by the host computer's browser, this is an encrypted diagnostics file which can be used by technical support to diagnose and fix an issue.

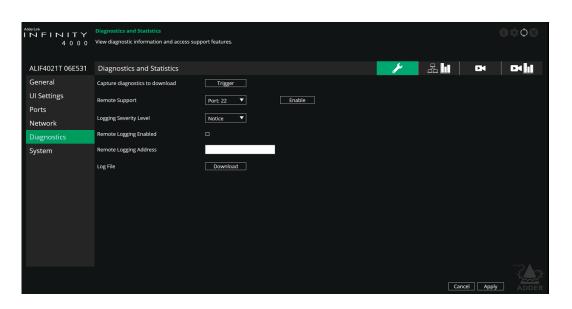
**Remote Support** - When using the Adder remote server, this option determines which port will be used. Multiple options are offered in case one or more ports are blocked by your firewall. When the Enable button is clicked, it will indicate the password to be used.

Logging Severity Level - Defines the level of messages that will be logged (according to RFC5424). Level 5 (Notice: normal but significant condition) is the default setting; ALIF4000 supports levels 1 to 7. Choosing levels 6 (Informational) or 7 (Debug) will cause larger numbers of lesser events to also be logged, with a potential impact to overall performance. These levels should only be used if working with the support team to diagnose a specific issue.

**Remote Logging Enabled** - Tick to send log files to the chosen *Remote Logging Address*.

Remote Logging Address - Enter a valid IP address for a syslog server on the local network where status logs can be sent.

**Log File** - If viewing this page using a browser: Click to download the log file to the host computer's browser. If viewing this page via the OSD, the log will be shown as a scrollable list.





#### **Network Statistics**

This page allows you to view current communication statistics and also to create graphs in real time.

**Capture and Graph Statistics** - When ticked, the page will create a real time graph plotting Received Bytes alongside Received Packets.

After Capture and Graph Statistics is enabled, the Show Legend checkbox will show all other items that can be included on the plot. Click an item to tick and include it.



#### **Video Port Status**

This page provides information for support purposes.



#### **Video Port Statistics**

This page provides frame and packet counts for both video ports.

**Dropped Frames** - The number of frames dropped before transmission on each video port.

**Transmitted Packets** - The total number of packets output from the video processor on each video port.

Packets Transmitted - The breakdown of packets transmitted for each video stream on each video port.

You can access this page in two ways:

- I On the console keyboard attached to the RX unit, access the OSD by pressing **CTRL** + **ALT** + **C**.
- 2 Click on the **Transmitters** option.
- 3 Click the **System** link.

#### OR

- I Connect a computer to the same network as the TX unit.
- 2 Run a web browser and enter the IP address of the TX unit: http://169.254.1.33 (this is the default address when using SFP port 3). If you are using SFP port 4 then the default address will be http://169.254.1.43 If the IP address is unknown, press the small button on the front panel next to the OLED screen to reveal the value for IP Address 3 (or IP Address 4) and use that address.
- 3 Click the **System** link.

#### **Software and System Operations**

This page contains various indications and options related to the internal software of the unit.

Note:The highlighted (and colored) entry is the version of software currently running.

**Preferred Software Version** - The software version the device will boot into upon a reboot.

**Recovery Software Version** - The software version the device will boot into if placed into recovery mode.

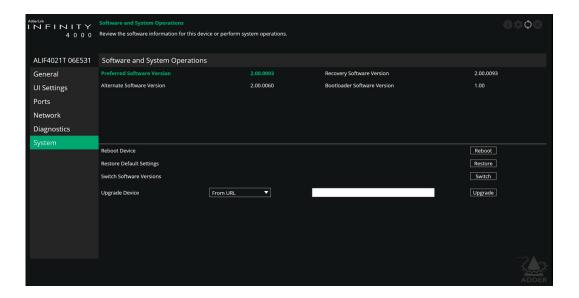
**Alternate Software Version** - The other (backup) version of software the device has available.

Reboot Device - Click the Reboot button to Reboot the device.

**Restore Default Settings** - Click the Restore button to restore the device to factory default settings.

**Switch Software Versions** - Click to switch to the listed 'Alternative Software Version'.

**Upgrade Device** - Allows you to upgrade the firmware either from a trusted URL or from a locally stored file. Use the field to define the source and then click the Upgrade button.



## **APPENDIX B - 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

<u>Layer 2</u> 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:

- 10Gigabit 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. <u>IGMP snooping</u>) 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, IOGbps up- and down- stream speeds per port.
- Use the same switch make and model throughout a single subnet.
- You also need a <u>Layer 3</u> switch. Ensure that it can operate efficiently as an <u>IGMP</u>
   Querier.

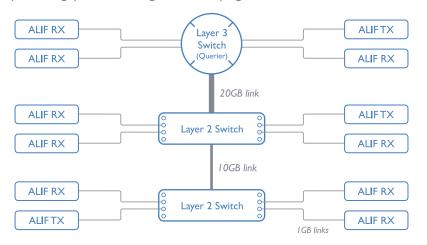
## Creating an efficient network layout

Network layout is vital. The use of <u>IGMP snooping</u> 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 display port converters, instead replace VGA video cards in older systems with suitable display port replacements. Converters cause ALIFTX 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:



- 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 <u>IGMP Fast-Leave</u> is enabled on all switches with ALIF units connected directly to them.
- Enable the L3 switch as an IGMP Querier.
- Enable <u>Spanning Tree Protocol (STP)</u> 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  $\times$  1152, 2048  $\times$  2048), ensure that <u>lumbo Frames</u> are enabled on all switches.
- Choose an appropriate forwarding mode on all switches. Use <u>Cut-through</u> 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 C - 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 <u>IGMP Fast-Leave</u> (aka <u>Immediate Leave</u>) 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 <u>Jumbo frames</u> are enabled on all switches.
- Check the <u>forwarding mode</u> 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 <u>IGMP Querier</u>, 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 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 <a href="Spanning Tree Protocol (STP)">Spanning Tree Protocol (STP)</a> 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 D - 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:

- IGMPvI 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 I 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 <u>Layer 3</u> 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 <u>layer 2</u>, 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 fragmentfree 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.



Network connection

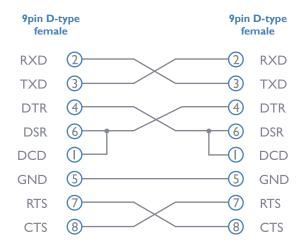
As your data travel down from you towards the transmission medium (the cable), they are successively encapsulated at each layer within a new wrapper (along with a few instructions), ready for transport. Once transmission has been made to the intended destination, the reverse occurs: Each wrapper is stripped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



# RS232 'null-modem' cable pin-out



# **APPENDIX F - Fiber modules and cables**

To suit your installation layout, fiber modules are available for the ALIF4000 units to support various fiber optic cables. The specifications for all are summarized in this table:

Fiber name	Fiber size	Fiber type	Coding		Distance at 10Gbps	Adder part number for SFP module
			Normal applications	Suggested print nomenclature		
OMI	(62.5/125)	Multimode (TIA-492AAAA)	Orange	62.5/125	2-26m	SFP-MM-LC-10G
OM2	(50/125)	Multimode (TIA-492AAAB)	Orange	50/125	2-26m	66
OM3	(50/125)	Multimode (850 nm Laser-optimized) (TIA-492AAAC)	Aqua	850 LO 50 /125	2-82m	66
OM4	(50/125)	Multimode (850 nm Laser-optimized) (TIA-492AAAC)	Aqua	850 LO 50 /125	2-300m	66
OSI and OS2	(9/125)	Single-mode (TIA-492C000 / TIA-492E000)	Yellow	SM/NZDS, SM	10Km	SFP-SM-LC-10G



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# APPENDIX G - Using the optional ALIF4000 rack shelf

I Install the empty ALIF4000 rack mount tray into your 19" rack frame and fully secure it.

2 Place an ALIF4000 unit into each side of the rack mount tray so that their rear panels butt up against the small pegs located on each of the side walls.

3 Locate the supplied thumbscrew and spacer.

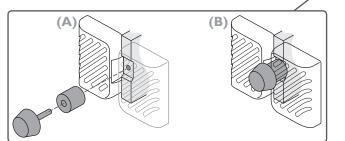
4 Insert the thumbscrew through the spacer; then insert into the small hole at the end of the center divider (A).

5 Gently tighten the thumbscrew so that the spacer engages with the inner edges of the two ALIF4000 units and holds them in place (B).

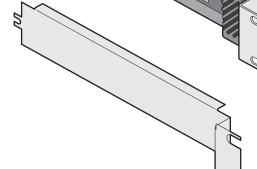
6 Place the power adapters in the rear section of the rack mount tray and connect them to their respective ALIF4000 units.

7 Make all other necessary connections to the ALIF4000 units.

Note: Suitable for installation in Information Technology Rooms in accordance with Article 645 of the National Electrical Code and NEPA 75.



IMPORTANT: When mounting the ALIF units (and their power adapters), ensure that the vents are not obscured and that there is sufficient airflow. The operating temperature range is 0 to 40°C (0 to 104°F) and must not be exceeded. Each power adapter is rated at a maximum of 68.24BTU/hr.



An optional blanking plate (part number: RMK12-BP) is available to seal the airflow if only one ALIF4000 unit is installed within a rack mount tray.

## **APPENDIX H - 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-socfpga
linux-socfpga
busybox
termcap
util-linux
udev
e2fsprogs
glib
dbus-I
freetype
qt5
libpbe

A complete copy of the GNU General Public License v2 license text is included at the end of this file.

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. I and must be provided, in source form, on request:

kmod libdaemon avahi libgpg-error libgcrypt gnutls libjwt libmicrohttpd

A complete copy of the GNU Lesser General Public License v2.1 license text is included at the end of this file.

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 v3 and must be provided, in source form, on request:

libunistring gmp nettle

A complete copy of the GNU Lesser General Public License v3 license text is included at the end of this file.

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: dhcp

\_\_\_\_\_

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#

# Internet Systems Consortium, Inc.



# Redwood City, CA 94063

# <info@isc.org>

# https://www.isc.org/

- Module: freebsd-libc

\_\_\_\_\_

# @(#)COPYRIGHT

8.2 (Berkeley) 3/21/94

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- Module: openssl

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- I.[I]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@atlsoft.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@Imco.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 recybuf 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 sntp
- 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.csir.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 <i glesias @uci.edu > DEC Alpha port
- 24. [25]Jim Jagielski <jim@jagubox.gsfc.nasa.gov> A/UX port
- 25. [26]]eff Johnson <jbj@chatham.usdesign.com> massive prototyping overhaul
- 26. [27] Hans Lambermont <a href="mailto:Hans.Lambermont@nl.origin-it.com">Hans.Lambermont@nl.origin-it.com</a> or [28] <a href="mailto:H.Lambermont@chello.nl">H.Lambermont@chello.nl</a> ntpsweep
- 27. [29]Poul-Henning Kamp <phk@FreeBSD.ORG> Oncore driver (Original author)
- 28. [30]Frank Kardel [31]<a href="kardel">kardel</a> (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 <a href="kuehn@ntp.org">kewrote</a> sntp to comply with NTPv4 specification, ntpq saveconfig
- 30. [33] William L. Jones < jones@hermes.chpc.utexas.edu> RS/6000 AIX modifications, HPUX 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]]effrey Mogul <mogul@pa.dec.com> ntptrace utility
- 40. [43]Tom Moore <tmoore@fievel.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 <a href="mailto:sharlan@pfcs.com">harlan@pfcs.com</a> 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 <a href="mailto:shrian.utterback@oracle.com">brian.utterback@oracle.com</a> 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

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\* curve25519-donna: Curve25519 elliptic curve, public key function

\* http://code.google.com/p/curve25519-donna/

- \* Adam Langley <agl@imperialviolet.org>
- \* Derived from public domain C code by Daniel J. Bernstein <djb@cr.yp.to>

\* More information about curve25519 can be found here \* http://cr.yp.to/ecdh.html

\* djb's sample implementation of curve25519 is written in a special assembly

\* language called ghasm and uses the floating point registers.

\*This is, almost, a clean room reimplementation from the curve25519 paper. It

\* uses many of the tricks described therein. Only the crecip function is taken

\* from the sample implementation.

- Module: libcurl

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\_\_\_\_\_

- Modules: kmod libdaemon avahi libgpg-error libgcrypt gnutls libjwt libmicrohttpd

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- Modules: libunistring gmp nettle

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