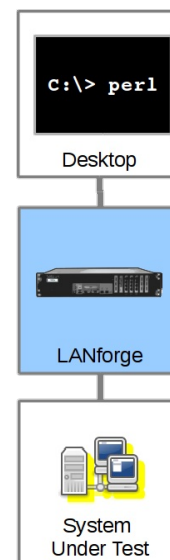


Creating Connections with the FIREmod Script

Goal: Create, destroy, start and stop connections and endpoints without needing to use the LANforge GUI.

Traffic emulation can be run unattended and using automated tools without use of the LANforgeGUI using Perl scripts provided with the LANforge Server. These scripts can be run from within the LANforge server or outside the LANforge Server (on a Windows desktop). The output of the scripts needs to be redirected into a text file for you to process the results.



Script Capabilities

The `lf_firemod.pl` script has a lot of options because endpoints have a lot of features. Basic actions:

- Creating and Deleting Endpoints and Cross Connects: `create_endp`, `delte_endp`, `create_cx`, `delete_cx`
- Modifying an Endpoints TX Speed: `set_endp`
- Listing and Monitoring Ports, Endpoints and Cross Connects: `list_ports`, `show_endp`, `list_cx`, `show_cx`
- Reporting on Ports, Endpoints and Cross Connects: `show_port`, `show_endp`, `show_cx`
- Controlling Traffic: `do_cli`, `start_endp`, `stop_endp`. To start bi-directional traffic, start both endpoints.
- Pass direct CLI commands: `do_cmd`. Use this to help configure aspects of your testing scenario that are options presented in this script. Like secondary IPs on a port.

Creating a basic cross connect requires two endpoints, and each endpoint requires a port (network interface). Script options often begin by stating the manager, resource and action:

```
C:\> perl .\lf_firemod.pl --mgr 192.168.100.1 --resource 2 --action create_endp ...more options...
```

Script Actions, arguments to `--action`

Creating Endpoints: `create_endp`

We use these parameters when creating and endpoint:

- endp_name**
name this endpoint
- port_name**
name of the port this endpoint uses
- speed**
speed of the endpoint transmission in bps
- tos**
type of service

--max_speed

Maximum port speed if different than minimum speed of port, in bps

--endp_type

Endpoint Types: *tcp, udp, tcp6, udp6*. To create multicast endpoint types, use *mc_udp* and *mc_udp6*.

--min_pkt_sz/--max_pkt_sz

Minimum and maximum packet sizes

--use_csums

Enable checksums

--ttl

packet Time To Live

--report_timer

the update interval for the endpoint

Example of creating a tcp connection endpoint with debugging:

```
lf_firemod.pl --action create_endp \  
--mgr 192.168.45.34 --mgr_port 4002 \  
--endp_name web_1 --speed 154000 \  
--endp_type tcp --port_name eth1 \  
--quiet no
```

Creating a multicast udp connection:

```
lf_firemod.pl --action create_endp \  
--mgr 192.168.45.34 --mgr_port 4002 \  
--endp_name mcast_xmit_1 --speed 154000 \  
--endp_type mc_udp --mcast_addr 224.9.9.8 --mcast_port 9998 \  
--rcv_mcast NO --port_name eth1 \  
--min_pkt_sz 1072 --max_pkt_sz 1472 \  
--use_csums NO --ttl 32 \  
--quiet no --report_timer 1000
```

Create a connection with specific test-manager

```
lf_firemod.pl --action create_endp \  
--mgr 192.168.45.34 --mgr_port 4002 \  
--endp_name web_1 --speed 154000 \  
--endp_type tcp --port_name eth1 \  
--quiet no --test_manager web_tm
```

Show Endpoint Stats: `show_endp`

By default, using the `show_endp` action shows all endpoints. It might be useful to place output like this right into a file or to immediately use `grep` to find the rows you want.

```
$ ./lf_firemod.pl --action show_endp --mgr cholla-f19  
RSLT: 0 Cmd: 'nc_show_endp'  
  
FileEndp [e2#0-nfs-100] (NOT_RUNNING, WRITING, WRITE_RATE_BURSTY, CHECK_MOUNT, AUTO_MOUNT, UN_MOUNT, 0_TRUNC)  
Shelf: 1, Card: 1 Port: 10 Endpoint: 1 Type: FILE_NFS Pattern: INCREASING  
MinWriteRate: 1544000bps MaxWriteRate: 0bps MinRead/WriteSz: 4096B MaxRead/WriteSz: 32768B  
MinReadRate: 1544000bps MaxReadRate: 1544000bps QuiesceAfterFiles: -1  
NumFiles: 2 MinFileSize: 26214400B MaxFileSize: 26214400B  
Directory: AUTO Prefix: AUTO Volume:  
Server-Mount: 10.41.0.1:/tank/tmp Mount-Dir: AUTO Mount-Options:  
RptTimer: 1000ms RunningFor: 0s StopIn: 0s Quiesce: 3  
LastRpt: 0.000 secs ago RealWriteRate: 0bps RealReadRate: 0bps  
RetryTimer: 1000ms InFailedIO: 0ms  
  Buffers Read: Total: 0 Time: 0s Cur: 0 0/s  
  Bytes Read: Total: 0 Time: 0s Cur: 0 0/s  
  Files Read: Total: 0 Time: 0s Cur: 0 0/s  
  Bytes Written: Total: 0 Time: 0s Cur: 0 0/s  
  Buffers Written: Total: 0 Time: 0s Cur: 0 0/s  
  Files Written: Total: 0 Time: 0s Cur: 0 0/s  
  Read CRC Failed: Total: 0 Time: 0s Cur: 0 0/s  
  
FileEndp [e2#0-nfs-101] (NOT_RUNNING, WRITING, WRITE_RATE_BURSTY, CHECK_MOUNT, AUTO_MOUNT, UN_MOUNT, 0_TRUNC)  
Shelf: 1, Card: 1 Port: 12 Endpoint: 2 Type: FILE_NFS Pattern: INCREASING  
MinWriteRate: 1544000bps MaxWriteRate: 0bps MinRead/WriteSz: 4096B MaxRead/WriteSz: 32768B  
MinReadRate: 1544000bps MaxReadRate: 1544000bps QuiesceAfterFiles: -1  
NumFiles: 2 MinFileSize: 26214400B MaxFileSize: 26214400B  
Directory: AUTO Prefix: AUTO Volume:  
Server-Mount: 10.41.0.1:/tank/tmp Mount-Dir: AUTO Mount-Options:  
RptTimer: 1000ms RunningFor: 0s StopIn: 0s Quiesce: 3  
LastRpt: 0.000 secs ago RealWriteRate: 0bps RealReadRate: 0bps
```

You can redirect all output into a file:

```
$ ./lf_firemod.pl --action show_endp --mgr cholla-f19 > /var/tmp/endp-stats.txt
```

It is possible to print out one-word attributes, such as MaxWriteRate tx_bps or rx_bps:

```
./lf_firemod.pl --mgr 127.0.0.1 --quiet 1 --action show_endp --endp_name cx_0-B --endp_vals tx_bps,r  
Rx Bytes: 99938104  
Tx Bytes: 99993112
```

Configure Endpoint: `set_endp`

This is for changing the attributes of an endpoint, such as endpoint TX rate.

```
$ ./lf_firemod.pl --mgr cholla-f19 --action set_endp --endp_name cx_0-A --speed 2000000
```

Show Port Stats: `show_port`

This is pretty useful for getting transmit rate on ports during a connection while not having to use the `lf_portmod` script. If you do not specify `--port_name`, all ports will be listed.

```
$ ./lf_firemod.pl --action show_port --mgr cholla-f19 --port_name eth2#0  
  
Shelf: 1, Card: 1, Port: 10 Type: MacVLAN Alias:  
Win32-Name: Win32-Desc: Parent/Peer: eth2 Rpt-Timer: 8000 CPU-Mask: 0  
Current: UP LINK-UP TSO UFO GSO GRO PROBE_ERROR  
Supported: UP SEND_TO_SELF  
Partner: UP  
Advertising: 10bt-HD 10bt-FD 100bt-HD 100bt-FD 1000-FD TSO-ENABLED UFO-ENABLED GSO-ENABLED GRO-EN  
IP: 10.41.0.10 MASK: 255.255.255.0 GW: 0.0.0.0 VID: 0 ResetState: COMPLETE  
DNS Servers:  
IPv6-Global: DELETED  
IPv6-Link: fe80::a00:27ff:fe09:183d/64  
IPv6-Gateway: DELETED  
MAC: 08:00:27:09:18:3d DEV: eth2#0 MTU: 1500 TX Queue Len: 0  
LastDHCP: 0ms Driver: macvlan Tx-Rate: 1000000Kbps  
Bus-Speed: 0/0 Bus-Width: 0/0  
Bridge-Port-Cost: Ignore Prio: Ignore Aging: 0  
DHCP-Client-ID: NONE DHCP-Vendor-ID: NONE  
pps_tx: 0 pps_rx: 0 bps_tx: 0 bps_rx: 0  
Rxp: 5652 Txp: 21 Rxb: 1932984 Txb: 1826 RxERR: 0 TxERR: 0  
RxDrop: 0 TxDrop: 0 Multi: 5652 Coll: 0 RxLenERR: 0 RxOverFlow: 0  
RxCRC: 0 RxFrame: 0 RxFifo: 0 RxMissed: 0 TxAbort: 0 TxCarrier: 0  
TxFifo: 0 TxHeartBeat: 0 TxWindow: 0 RxBytesLL: 2068632 TxBytesLL: 2330
```

List Ports, action: `list_ports`

This is the same as `--show_port` without the `port_name` option.

Direct LANforge Command: `do_cmd`

In case you wanted to pass a CLI command directly in. Below is an example of setting the TOS flag for an endpoint:

```
C:\> perl .\lf_firemod.pl --mgr 192.168.100.1 --action do_cmd \  
--cmd "set_endp_tos cx_01-A LOWDELAY 10"
```

See the [LANforge CLI User Guide](#) for more info.

Remove endpoint: `delete_endp`

Remember to remove the cross connect before removing the endpoint.

```
$ ./lf_firemod.pl --action delete_endp --mgr cholla-f19 --endp_name cx-0-A
```

Create Cross-connect: `create_cx`

First you want to create two endpoints. You will add those endpoints to your cross connect. This example below shows all three steps:

```
$ ./lf_firemod.pl --action create_endp --mgr cholla-f19 --port_name eth2#0 \  
--endp_name cx_0-A --endp_vals tx_bps,rx_bps
```

```

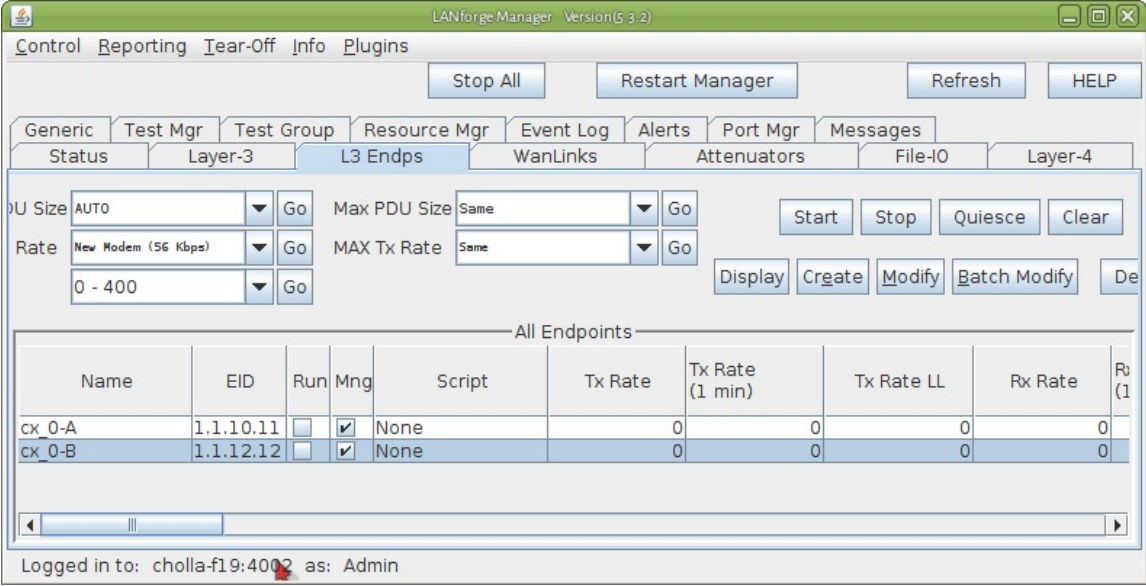
--endp_name cx_0-A --speed 1000000 --endp_type tcp --min_pkt_sz 1462 --report_timer 1000

$ ./lf_firemod.pl --action create_endp --mgr cholla-f19 --port_name eth2#1 \
--endp_name cx_0-B --speed 1000000 --endp_type tcp --min_pkt_sz 1462 --report_timer 1000

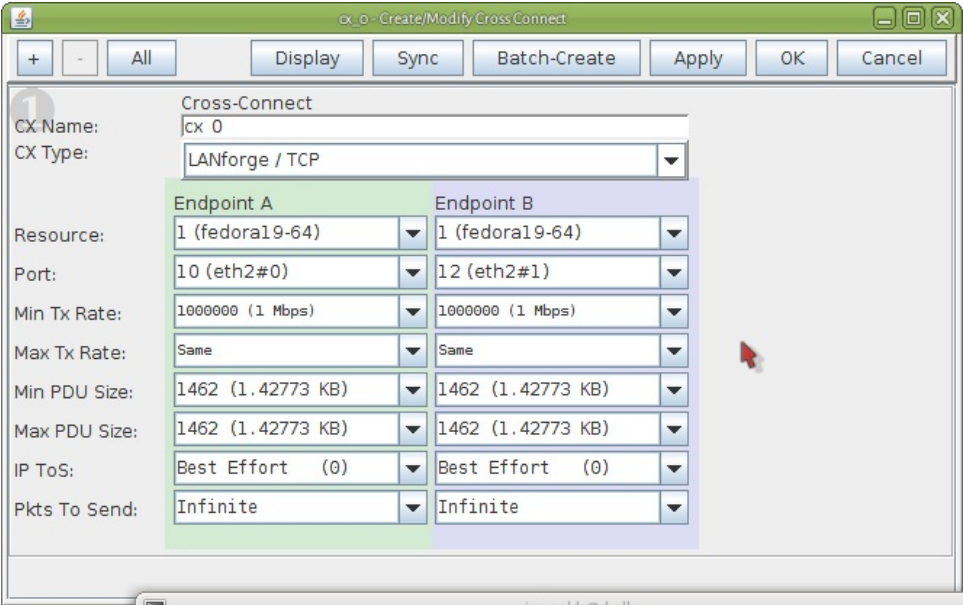
$ ./lf_firemod.pl --action create_cx --mgr cholla-f19 --cx_name cx_0 \
--cx_endps cx_0-A,cx_0-B --report_timer 1000

```

Below we see the endpoints created:



and the CX details screen:



Show Cross Connects: list_cx

This shows the cross connects and their endpoints:

```

$ ./lf_firemod.pl --action list_cx --mgr cholla-f19
CX cx_0, endpoint cx_0-A, endpoint cx_0-B

```

Show Cross Connect Stats: show_cx

The output of this command begins with the basic stats for the CX and includes the statistics of each endpoint.

```

$ ./lf_firemod.pl --action delete_endp --mgr cholla-f19 --endp_name cx_0-A

```

```
LANFORGE_TCP CX: cx_0 id: 12 type: LANFORGE_TCP DesiredState: UN_INITIALIZED RealState: STOPPED
tx_endpoint: cx_0-A rx_endpoint: cx_0-B report_timer: 1.000000s TestMgr: default_tm
```

```
Endpoint [cx_0-A] (NOT_RUNNING, FIXED_PLD_SIZE, RATE_BURSTY, IP_PORT_AUTO)
Shelf: 1, Card: 1 Port: 10 Endpoint: 11 Type: LANFORGE_TCP Pattern: INCREASING
MinTxRate: 1000000bps MaxTxRate: 1000000bps MinPktSize: 1462B MaxPktSize: 1462B
DestMAC: 08:00:27:69:1a:3d DestIpAddr: 10.41.0.11 DestIpPort: 0 Quiesce: 3
SrcMAC: 08:00:27:09:18:3d SrcIp: 0.0.0.0 IpPort: 0-0 IpTOS: DONT-SET Priority: 0
Role: CONNECT RptTimer: 1000ms RunningFor: 0s StopIn: 0s Avg-Jitter: 0ms
Latency: 0 -:0:- 0 [ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ] (1)
Pkt-Gaps: 0 -:0:- 0 [ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ] (1)
Last-Rpt: 0.000 secs ago RealTxRate: 0bps RealRxRate: 0bps TTL: 0 Conn-Timeout: 10000
FileName: SendBadCrc: 0 RcvBuf: 0 SndBuf: 0 CWND: 0 SND-MSS: 0
RxDrop%-SEQ: 0.0000 RxDrop%-CX: 0.0000 Conn-Timer: -1-0ms Conn-Pause: 0-0ms
PktsToSend: 0
Multi-Conn: 0 Active-Connections: 0 Files-Played: 0
RunningInGroup: NONE Script-steps-completed: 0 Steps-Failed: 0
First-Rx: -1ms Mcast-Source: 0.0.0.0:0
Rx Pkts: Total: 0 Time: 60s Cur: 0 0/s
Rx Pkts (On Wire): Total: 0 Time: 60s Cur: 0 0/s
Rx Bytes: Total: 0 Time: 60s Cur: 0 0/s
Rx Bytes (On Wire): Total: 0 Time: 60s Cur: 0 0/s
Rx 000 Pkts: Total: 0 Time: 60s Cur: 0 0/s
RX Wrong Dev: Total: 0 Time: 60s Cur: 0 0/s
RX CRC Failed: Total: 0 Time: 60s Cur: 0 0/s
RX Bit Errors: Total: 0 Time: 3s Cur: 0 0/s
Rx Dropped Pkts: Total: 0 Time: 3s Cur: 0 0/s
Cx Detected: 0
Rx Duplicate Pkts: Total: 0 Time: 60s Cur: 0 0/s
Tx Pkts: Total: 0 Time: 60s Cur: 0 0/s
Tx Pkts (On Wire): Total: 0 Time: 60s Cur: 0 0/s
Tx Bytes: Total: 0 Time: 60s Cur: 0 0/s
```

Remove Cross Connect: `delete_cx`

Remember to delete a cross connect before you delete its endpoints.

```
$ ./lf_firemod.pl --action delete_cx --mgr cholla-f19 --cx_name cx_0
```

Controlling Traffic

You need to use `do_cmd` to control Unicast traffic.

By default, cross connects are created in the `default_tm` test manager. To control them, you want to specify `default_tm` in your `set_cx_state` CLI command.

```
./lf_firemod.pl --mgr 127.0.0.1 --quiet 0 --action do_cmd --cmd "set_cx_state default_tm cx_0 RUNN
```

The format of the command is specified in the [CLI User Guide: set_cx_state](#). Possible CX states include:

- RUNNING
- SWITCH
- QUIECE
- STOPPED
- DELETED

For Multicast traffic, use `start_endp/stop_endp`

```
$ ./lf_firemod.pl --mgr cholla-f19 --action stop_endp --endp_name cx_0-A
```

Multicast Endpoints

There are different options for creating multicast endpoints.

```
$ ./lf_firemod.pl --action create_endp --endp_name mcast_xmit_1 \
--endp_type mc_udp --speed 154000 \
--mcast_addr 224.9.9.8 --mcast_port 9998 \
--rcv_mcast NO --port_name eth1 \
--min_pkt_sz 1072 --max_pkt_sz 1472 \
--use_csums NO --ttl 32
```

Add secondary IPs to a Port

This is not a default script option, so we use the `do_cmd` action:

```
C:\> perl .\lf_firemod.pl --mgr 192.168.100.1
--action do_cmd "set_sec_ip 1 1 eth1 10.26.0.20-250/24"
```

See the [LANforge CLI User Guide](#) for more info.

Present Options

This is the output of `lf_firemod.pl --help`:

```
./lf_firemod.pl --action { create_endp | show_endp | set_endp | show_port | list_ports
                        | do_cmd | start_endp | stop_endp | delete_endp
                        | create_cx | list_cx | show_cx | delete_cx } ]
[--endp_vals {key,key,key,key}]
# show_endp output can be narrowed with key-value arguments
# Examples:
# --action show_endp --endp_vals MinTxRate,DestMAC,Avg-Jitter
# Not available: Latency,Pkt-Gaps, or rows below steps-failed.
# Special Keys:
# --endp_vals tx_bps      (Tx Bytes)
# --endp_vals rx_bps     (Rx Bytes)
[--mgr {host-name | IP}]
[--mgr_port {ip port}]
[--cmd {lf-cli-command text}]
[--endp_name {name}]
[--port_name {name}]
[--resource {number}]
[--speed {speed in bps}]
[--tos { DONT-SET | LOWDELAY | THROUGHPUT | RELIABILITY | LOWCOST },{priority}]
[--max_speed {speed in bps}]
[--quiet { yes | no }]
[--endp_type { lf_udp | lf_udp6 | lf_tcp | lf_tcp6 | mc_udp | mc_udp6 }]
[--mcast_addr {multicast address, for example: 224.4.5.6}]
[--mcast_port {multicast port number}]
[--min_pkt_sz {minimum payload size in bytes}]
[--max_pkt_sz {maximum payload size in bytes}]
[--rcv_mcast { yes (receiver) | no (transmitter) }]
[...]
```