

Technical Description

MINI-LINK 6351

DESCRIPTION

PRELIMINARY

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1 Introduction

MINI-LINK 6351 is a complete all-outdoor microwave packet radio with the capability of handling Ethernet traffic using frequencies in the 59–62 GHz range.

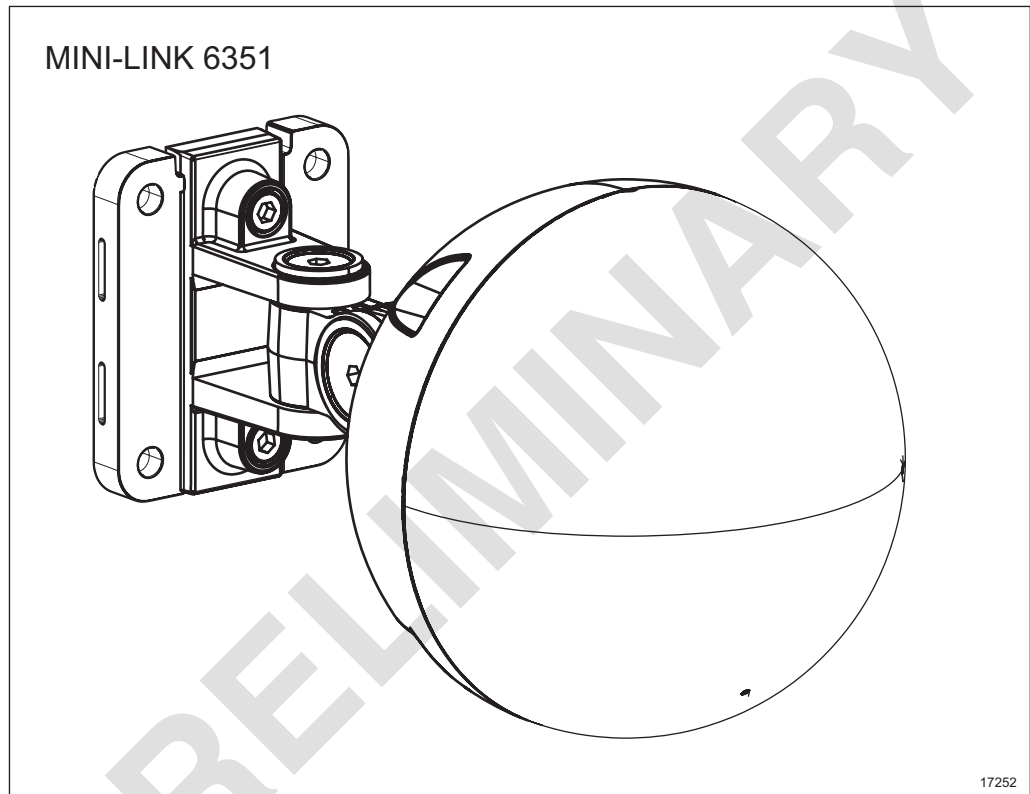


Figure 1 MINI-LINK 6351

The packet radio has the following interfaces:

- One interface for Power over Ethernet (1GE)
- One RJ45 interface for local management

The hardware is described in Section 6 on page 33.

Some functions described in this document are subject to license handling, that is, a soft key is required to enable a specific function.



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2 Scenarios

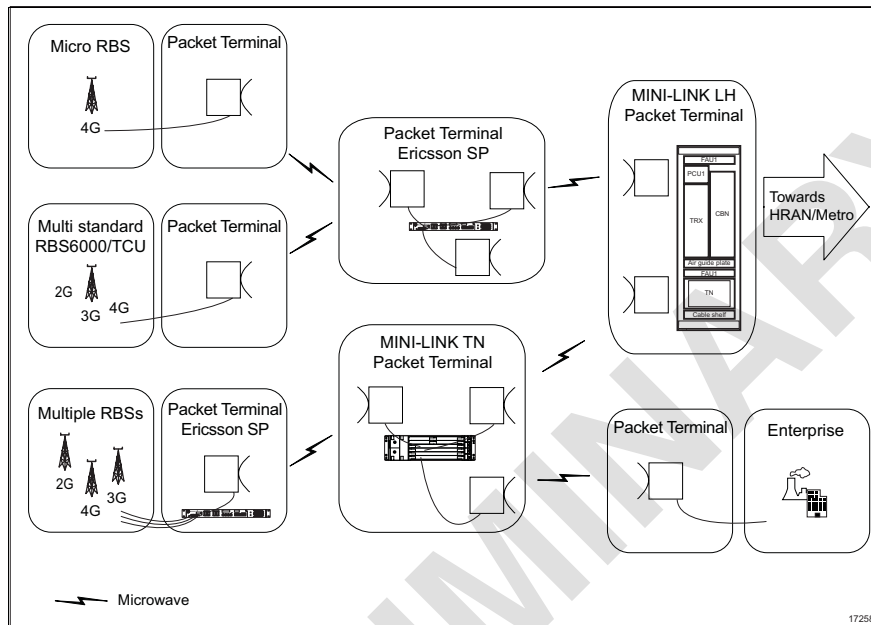


Figure 2 Network Scenario Overview

Using the MINI-LINK product portfolio to build an Ethernet network means that there is a broad range of alternatives to choose from. There is support for high-capacity Ethernet transport with different bandwidth and capacity options over both radio and fixed connections.

The products offer the size and capacity to meet the needs of both last mile access and first aggregation point, in a mobile backhaul network.



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3 Radio Link Functions

The packet radio operates within the 59–62 GHz frequency range, using 4, 16, 32, 64, 128, or 256 QAM, also supporting Adaptive Coding and Modulation (ACM).

3.1 Adaptive Coding and Modulation

Adaptive Coding and Modulation (ACM) enables automatic hitless switching between different ACM profiles, depending on radio channel conditions. Hitless ACM makes it possible to increase the available capacity over the same frequency channel during periods of normal propagation conditions.

Code rate and modulation (and thereby capacity) are high during normal radio channel conditions and lower during less favorable channel conditions, for example, when affected by rain or snow. ACM profile switches are hitless, that is, error free. In situations where traffic interruption normally would occur, it is possible to maintain parts of the traffic by switching to a lower ACM profile, using hitless ACM.

Figure 3 shows how the capacity changes when the received input signal crosses the receiver threshold for each ACM profile.

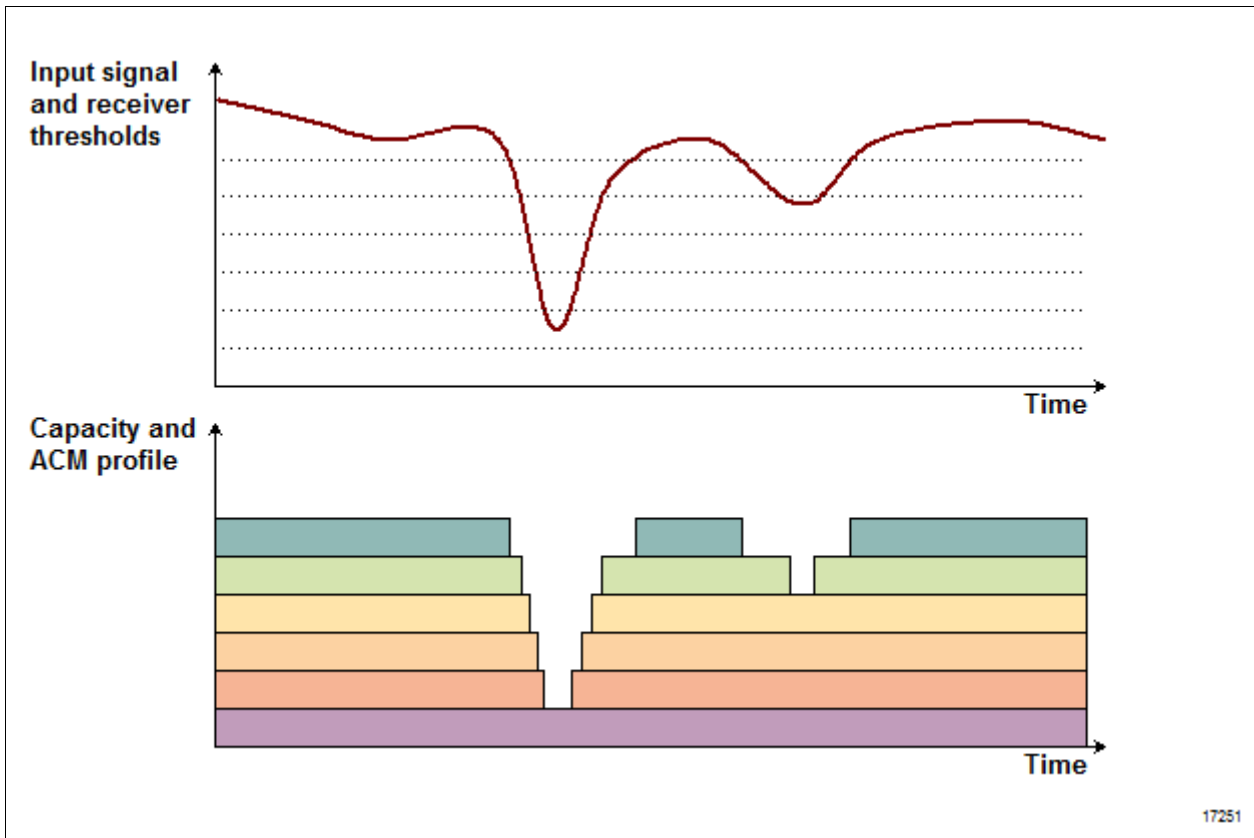


Figure 3 Principles of Adaptive Coding and Modulation

When using only Adaptive Modulation, the steps in Figure 3 only differ in terms of modulation. When using ACM, the steps can differ in both coding and modulation, which increases the number of possible steps.

In order to handle channel variations, the channel conditions are continuously monitored on the Rx side by measurement of Signal to Noise and Interference Ratio (SNIR). When the receiver, based on this data, detects that channel conditions imply a change to the next higher or lower ACM profile, a message is sent to the transmitter on the other side requesting a higher or lower ACM profile. Upon receipt of such request the transmitter starts transmitting with the new ACM profile. Each direction is independent. At demodulation the receiver follows the ACM profile as a slave.

The ACM profile can also be configured with the maximum ACM profile equal to the minimum ACM profile, and thereby achieving a mode comparable to static mode, where the ACM profile remains unchanged.

Hitless ACM is compatible with Automatic Transmit Power Control (ATPC), which is working in a closed loop only in the highest configured ACM profile. In lower ACM profiles the output power is set as high as possible.

Note: Hitless ACM requires a license.



Buffering

ACM can influence the design of the buffer dimensioning. In case packet aging is not used, the maximum delay variation time will increase due to that the buffer is configured in bytes and that data will travel at a slower speed during lower ACM profile steps. When packet aging is enabled, the maximum delay variation time will be kept regardless of ACM profile level. This will also ensure that there is no old data in lower priority queues when the ACM profile is increased after a fading situation.

ACM can influence the position of the narrowest congestion point in the network, with too small buffers this can have a strong negative impact on utilization and end user TCP performance. To ensure high link utilization and high TCP performance, buffers for TCP traffic should be dimensioned in the area above average Round Trip Time (RTT), which is typically in the area of 100–200 ms.

3.2

Transmit Power Control

The radio transmit power can be controlled in Automatic Transmit Power Control (ATPC) mode, including setting of associated parameters. In Automatic Transmit Power Control (ATPC) mode the transmit power can be increased rapidly during fading conditions and allows the transmitter to operate at less than the maximum power during normal path conditions. The normally low transmit power allows more efficient use of the available spectrum while the high transmit power can be used as input to path reliability calculations, such as fading margin and carrier-to-interference ratio.

The transmitter can be turned on or off from the management system.

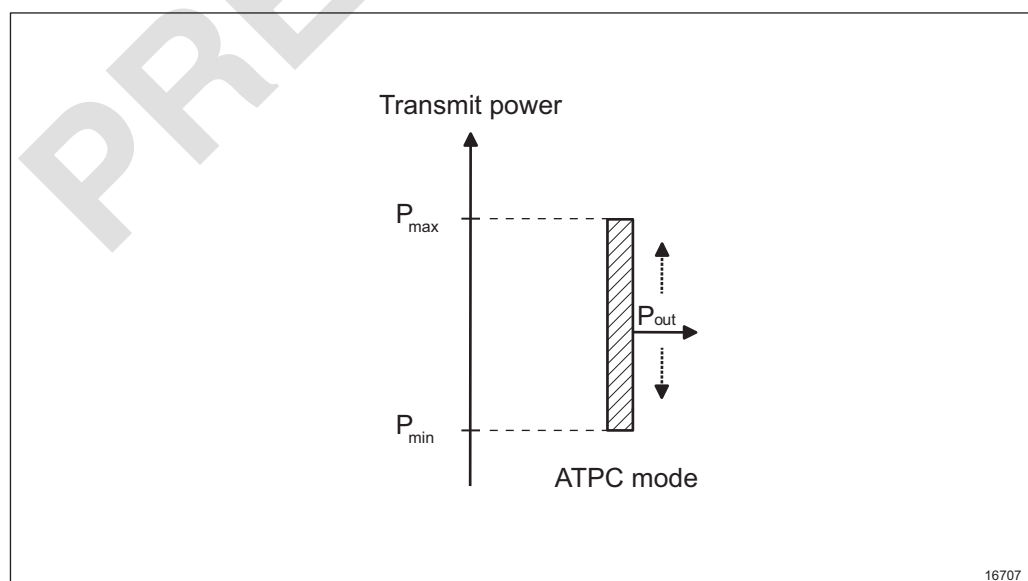


Figure 4 Transmit Power Control

ATPC is used to automatically adjust the transmit power P_{out} in order to maintain the received input level at the far-end radio at a target value. The received input level is compared with the target value, a deviation is calculated and sent to the near-end to be used as input for possible adjustment of the transmit power.

In ATPC mode, the transmit power P_{out} varies between a selected maximum level P_{max} and a minimum level P_{min} .

ECO mode is supported, and when ATPC mode is configured it is possible to achieve a power consumption reduction with maintained performance.

3.3 Maximizing Radio Link Throughput

The maximum bit rate of incoming traffic on the LAN interface can be significantly higher than the maximum bit rate over the radio link. For the radio link to match the frame rate on the LAN interface, it is necessary to increase the throughput on the radio link. This is done by stripping the IFG (interframe gap) and preamble, and optionally by using multilayer header compression on the Ethernet frames.

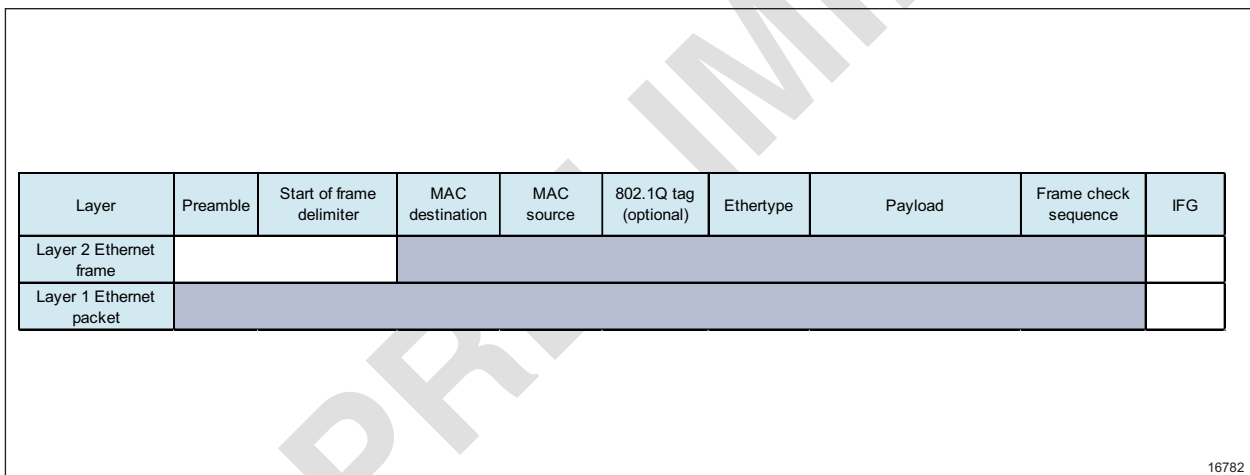


Figure 5 Ethernet Packet and Frame Structure

Stripping the Preamble, SFD, and IFG

On the LAN side, the Layer 2 Ethernet data is encapsulated by a Layer 1 header consisting of an Preamble sequence, an SFD and an IFG. The IFG, preamble and SFD are not needed in the traffic sent over the radio link. The IFG and preamble are stripped from the packet, leaving only the Ethernet Layer 2 frame. A small overhead is added to the frame before it is sent over the radio link. This way the traffic over the radio link consists almost entirely of the payload, making it possible for the radio link to keep the same frame rate as the LAN interface, even though the bit rate is lower.



Multi-Layer Header Compression

To further increase the frame rate over the radio link, Multi-Layer Header Compression (MLHC) is used on the Ethernet frame. Fields in the header are converted to a hash number, potentially resulting in a significant reduction in the size of the frames sent over the radio link.

The MLHC algorithm inspects the header for Ethernet, IPv4, IPv6, UDP, MPLS (up to three MPLS labels) and MPLS pseudowire information. See Table 1 for examples of traffic throughput gain (in percent) for different frame types and frame sizes when using MLHC:

Table 1 Traffic Throughput Gain for Different Frame Types when using MLHC

Frame Type	Frame Size (Bytes)			
	64	128	512	1500
Eth+S-tag+C-tag	42%	18%	4%	1%
Eth+S-tag+C-tag+IPv4+UDP	143%	43%	8%	3%
Eth+S-tag+C-tag+IPv6+UDP	N/A	88%	13%	4%
Eth+ MPLS+IPv4	89%	32%	7%	2%
Eth+C-tag+S-tag+3*MPLS+L2 PW	278%	61%	10%	3%
Eth+C-tag+S-tag+3*MPLS+L3 PW	N/A	100%	14%	4%

3.4 Radio Link Compatibility

MINI-LINK 6351 is only hop compatible with another MINI-LINK 6351.



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4 Ethernet Functions

The packet radio is targeting multiple applications and network environments with the embedded Ethernet capabilities. For information about the supported Ethernet services, see Section 4.3 on page 13.

In addition to the Ethernet functions described in the following sections, the following related functions are also available:

- **Synchronous Ethernet**, see Section 5.2 on page 31.
- **Ethernet Performance Counters**, see Section 7.5.3 on page 43.

4.1 Ethernet in Microwave Networks

Compared to other transmission technologies, a microwave link can be characterized as a limited bandwidth connection. This implies that microwave equipment must be designed to enable maximum packet payload throughput in the available bandwidth over the radio interface. The following features improve the link efficiency:

Quality of Service

For connections with limited bandwidth it is important to prioritize high priority packets when a connection is congested.

Adaptive Modulation

Adaptive modulation seeks continuously to use the modulation alternatives that will maximize throughput under different conditions.

Low Residual BER

Microwave links operate with large fade margins and forward error correction resulting in low residual BER level, typically 10^{-12} .

Header Compression

The maximum bit rate of incoming traffic on the LAN interface can be significantly higher than the maximum bit rate over the radio link. To maximize the throughput on the radio link, parts of the Ethernet frame is removed and the remaining headers are compressed before it is sent over the radio link.



Ethernet WAN Buffer

The WAN port buffer has been designed to handle burst and congestion in order to provide a high link utilization and goodput for high-speed data traffic.

Since extensive buffering has a negative impact on frame delay variation, it is important to have the possibility to configure buffer/queue size for different traffic classes independently.

This means that queues configured to handle delay variation sensitive traffic such as synchronization traffic, shall be configured to be very short.

In contrast, for traffic queues for less delay variation sensitive traffic the Transmission Control Protocol/Internet Protocol (TCP/IP) has a congestion avoidance mechanism that is based on buffer utilization. In order to provide a high link utilization and high TCP goodput, queues configured to handle this type of traffic needs to be in the area of hundreds of milliseconds at the smallest congestion point, equivalent to the network end-to-end Round-Trip time.

LAN port buffers are designed to be very small in order to keep delay variation as small as possible, whereas WAN port buffers are larger, to enable handling of congestion at the WAN port. Congestion at the WAN port can occur when the WAN port link speed is lower than the LAN port link speed.

4.2

Ethernet Capacity

The ethernet capacity depends on the configuration of the NE.

Table 2 Ethernet Capacity

ACM Profile		Layer 1 Line Capacity (Mbps)
CS (MHz)	ACM	
250	64 QAM	1000
	32 QAM	1000
	16 QAM	981
	4 QAM	490
200	128 QAM	1000
	64 QAM	1000
	32 QAM	980
	16 QAM	784
	4 QAM	391



ACM Profile		Layer 1 Line Capacity (Mbps)
CS (MHz)	ACM	
150	128 QAM	1000
	64 QAM	869
	32 QAM	724
	16 QAM	579
	4 QAM	289
100	256 QAM	770
	128 QAM	673
	64 QAM	578
	32 QAM	481
	16 QAM	385
	4 QAM	191
50	256 QAM	382
	128 QAM	334
	64 QAM	286
	32 QAM	238
	16 QAM	190
	4 QAM	95

4.3

Ethernet Services

Ethernet services according to MEF (Metro Ethernet Forum) specifications are supported. Figure 6 shows a basic model for Ethernet services. The Ethernet service is provided by Metro Ethernet Network (MEN) provider. The Customer Edge (CE) and MEN exchange service frames across the User Network Interface (UNI).

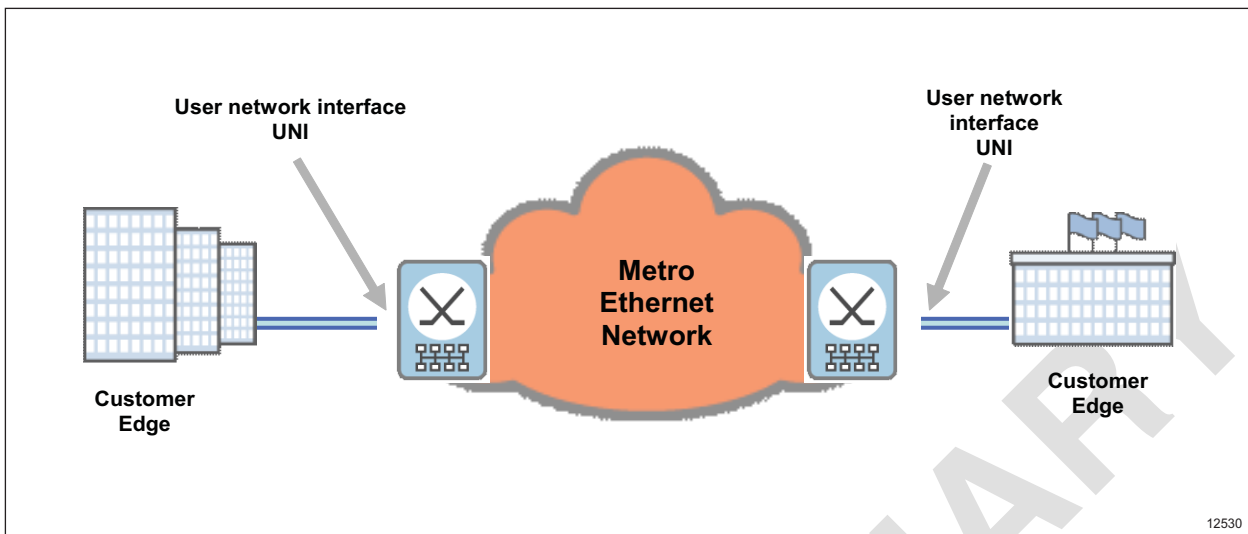


Figure 6 Ethernet Service Model

Based on Ethernet Virtual Connections (EVCs), the following service types are supported:

- Point-to-Point EVC:
 - Ethernet Private Line (EPL) service
 - Ethernet Virtual Private Line (EVPL) service
- Multipoint-to-Multipoint EVC:
 - Ethernet Private LAN (EPLAN) service
 - Ethernet Virtual Private LAN (EVPLAN) service

The LAN port can be used as a UNI, supporting up to 16 EVCs.

4.3.1 Ethernet Virtual Connection

An EVC is an instance of an association of two or more UNIs. It performs two functions:

- Connects two or more customer sites (UNIs) enabling the transfer of Ethernet service frames between them. The rules under which a service frame is delivered to the destination UNI are specific to the particular service definition.
- Prevents data transfer between customer sites that are not part of the same EVC.

Two types of EVCs are supported:

- Point-to-Point EVC (E-Line)

- Multipoint-to-Multipoint EVC (E-LAN)

Point-to-Point EVC (E-Line)

In a Point-to-Point EVC, also known as E-Line, exactly two UNIs are associated with one another through the EVC. Service frames are transferred between them. Figure 7 illustrates two Point-to-Point EVCs.

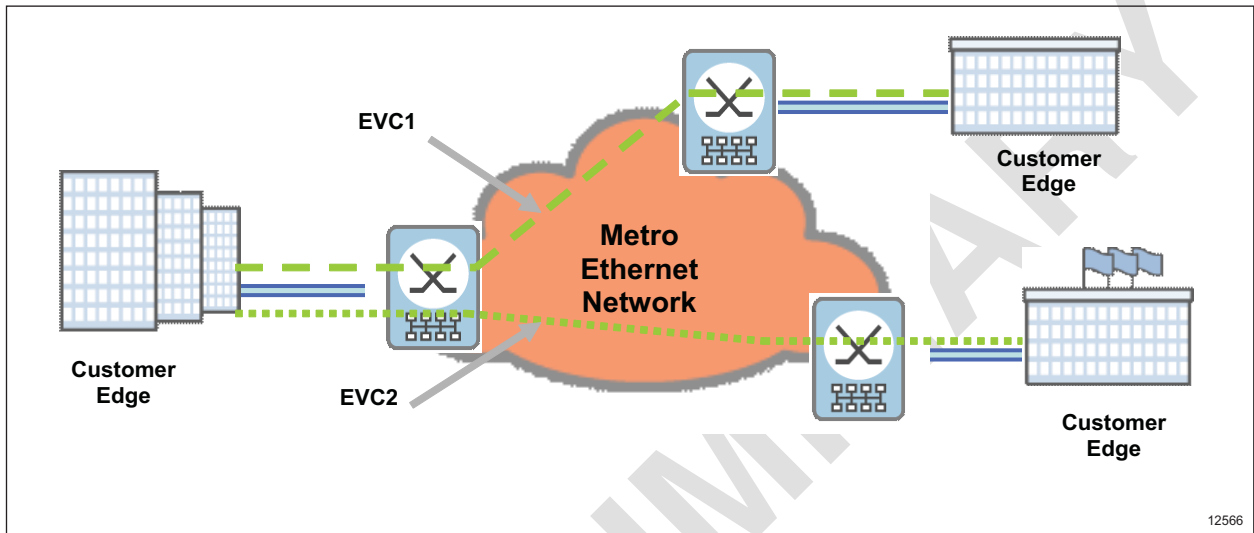


Figure 7 Point to Point EVC

Multipoint-to-Multipoint EVC (E-LAN)

In a Multipoint-to-Multipoint EVC, also known as E-LAN, two or more UNIs are associated with one another through the EVC. It allows unicast, broadcast and multicast service frames to be transferred from one ingress UNI to one or more egress UNIs. Figure 8 illustrates a Multipoint-to-Multipoint EVC.

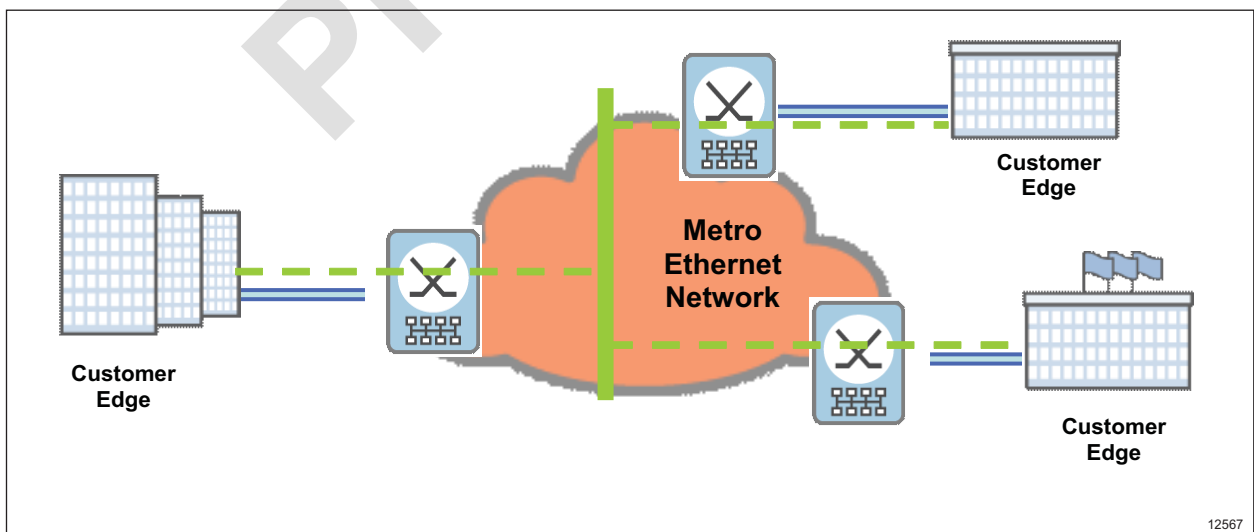


Figure 8 Multipoint to Multipoint EVC

4.3.2 Ethernet Private Line

The EPL is a type of Ethernet service based on a Point-to-Point EVC. It is a point-to-point connection between the packet radio and a remote network element, as shown in Figure 9. All Ethernet traffic ingress the UNI is mapped into a single EVC and transported through the Metro Ethernet Network.

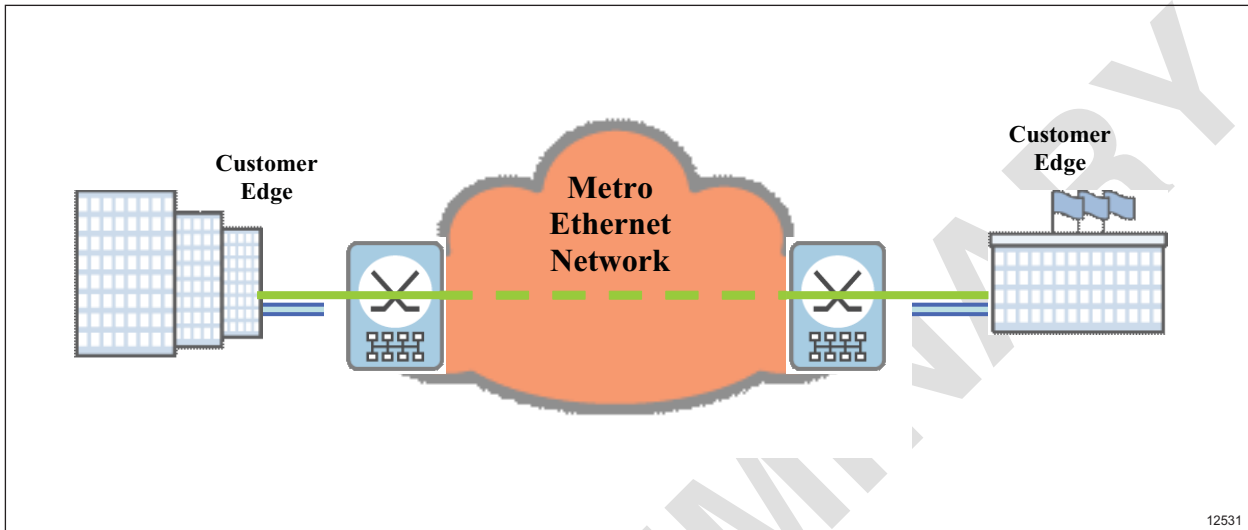


Figure 9 EPL

EPL is a port level service so there is no need for the customer and provider to negotiate things like VLAN to be used. All ingress frames from one UNI will be delivered to the other UNI without any modification to the packet. The following functions are supported to implement EPL:

- Basic error checking of the Ethernet frames is performed (for example, checking FCS, wrong Ethernet format, undersized packets or oversized packets).
- Rate limiting is used to police the ingress Ethernet traffic from the different subscribers to make it possible to meet the agreed Service Level Agreements (SLA).
- Drop non-conforming traffic or remark them with lower priority.
- Priority is used to make it possible for high priority packets to bypass low priority packets in buffers.

4.3.3 Ethernet Virtual Private Line

The EVPL is an Ethernet service similar to the EPL, but EVPL allows service multiplexing at the UNI. This means that multiple EVCs can be accessed by the subscriber from the UNI. Furthermore, the different EVCs one can access at a particular UNI can be routed to different part of the network independently.



An example of EVPL is shown in Figure 10.

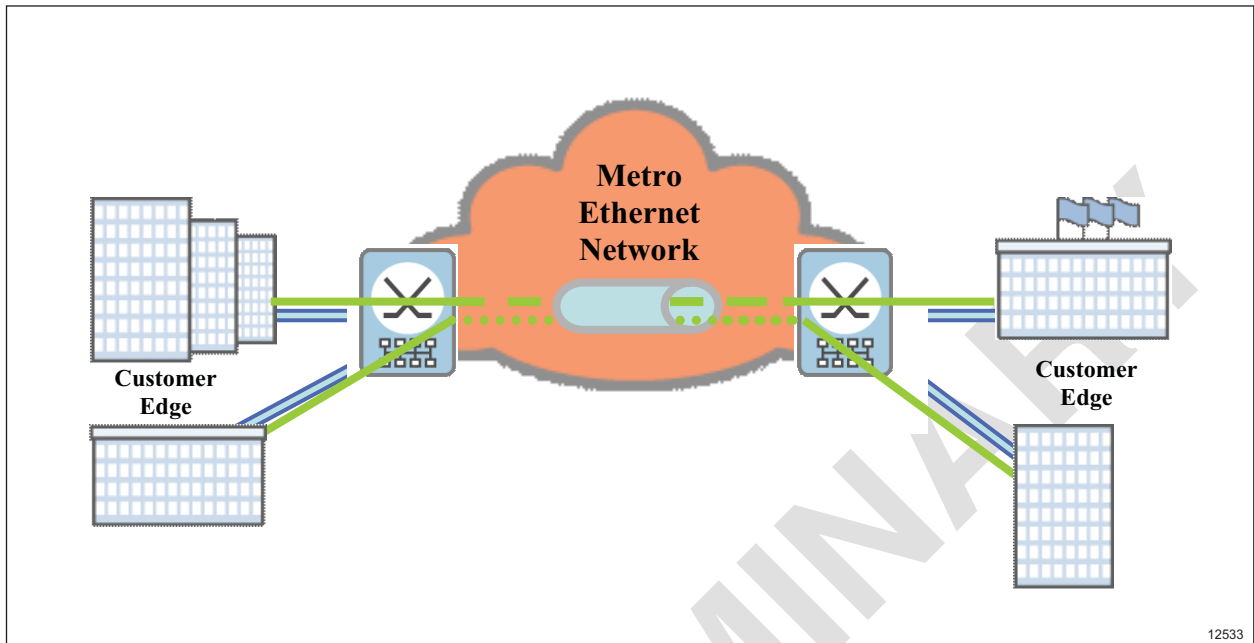


Figure 10 EVPL Service

It is possible to have multiple active EVPL services. The number is limited to 16 EVCs per packet radio. The different Ethernet services can be routed in different directions in the network.

Customer and service provider must agree on the mapping of different C-VLANs into the different EVCs. The mapping of C-VLAN to EVC can be one to one or many to one. Frames that arrive at the UNI with C-VLAN ID not recognized by the service provider will be dropped at the UNI. The following functions are supported to implement EVPL:

- Basic error checking of the Ethernet frames is performed (for example, checking FCS, wrong Ethernet format, undersized packets or oversized packets).
- Rate limiting is used to police the ingress Ethernet traffic from the different subscribers to make it possible to meet the agreed Service Level Agreements (SLA).
- Drop non-conforming traffic or remark them with lower priority.
- Priority is used to make it possible for high priority packets to bypass low priority packets in the buffers.

4.3.4 Ethernet Private LAN

An EPLAN provides LAN-type connectivity between multiple subscriber sites through dedicated UNIs. An EPLAN service is shown in Figure 11.

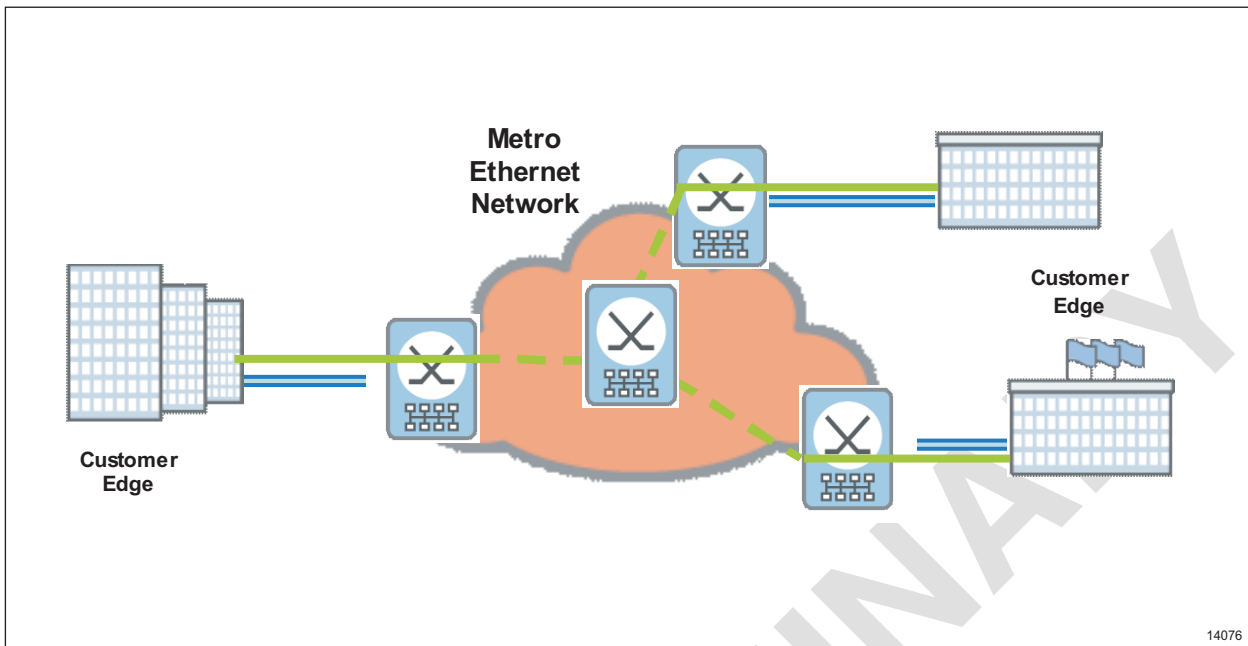


Figure 11 EPLAN

EPLAN is a port level service so there is no need for the customer and provider to negotiate things like VLAN to be used. The mapping of C-VLAN to EVC can be one to one or all to one. Frames that arrive at the UNI with C-VLAN ID not recognized by the service provider are dropped at the UNI. The following functions are supported to implement EVPL:

- Basic error checking of the Ethernet frames is performed (for example, checking FCS, wrong Ethernet format, undersized packets or oversized packets).
- Rate limiting is used to police the ingress Ethernet traffic from the different subscribers to make it possible to meet the agreed Service Level Agreements (SLA).
- Drop non-conforming traffic or remark them with lower priority.
- Priority is used to make it possible for high priority packets to bypass low priority packets in the buffers.

4.3.5 Ethernet Virtual Private LAN

The Ethernet Virtual Private LAN (EVPLAN) provides LAN-type connectivity between multiple subscriber sites through multiplexed UNIs. With a multiplex UNI, a particular customer site has access to multiple EVCs with that single UNI. The different EVCs one can access at a particular UNI can be routed to different parts of the network independently.



It is possible to have multiple active EVPLAN services. The number is limited to 16 EVCs per packet radio. The different Ethernet services can be routed in different directions in the network.

The following functions are supported to implement EVPLAN:

- Basic error checking of the Ethernet frames is performed (for example, checking FCS, wrong Ethernet format, undersized packets or oversized packets).
- Rate limiting is used to police the ingress Ethernet traffic from the different subscribers to make it possible to meet the agreed Service Level Agreements (SLA).
- Drop non-conforming traffic or remark them with lower priority.
- Priority is used to make it possible for high priority packets to bypass low priority packets in the buffers.

4.3.6

Maintenance Domains

A Maintenance Domain (MD) is defined as a network or sub-network, at the Ethernet level, within which OAM frames are exchanged. An MD determines the span of an OAM flow, across network administrative boundaries.

There are the following three types of MDs:

- Network Operator MD
- Service Provider MD
- Customer MD

MDs are hierarchal and as such, MDs of the same type do not overlap each other, for example, two MDs of the same level do not overlap each other. However, different MD types from different levels may overlap, for example, a Customer MD may overlap multiple Service Provider MDs, but the Customer MD cannot overlap another Customer MD.

An MD consists of the following components:

- Maintenance Entity (ME) — An OAM entity that requires management.
- Maintenance Domain (MD) — A management space on a network.
- Maintenance Association (MA) — A group of MEs that belong to the same service inside a common MD.
- Maintenance End Point (MEP) — An OAM reference point that can initiate and terminate OAM frames, and that reacts to diagnostic OAM frames.

- Maintenance Intermediate Point (MIP) — An OAM reference point that reacts to diagnostic OAM frames initiated by MEPs.
- MD Level — A way of distinguishing which MEs belong to the same MD. All MEs belonging to the same MD share the same MD Level.

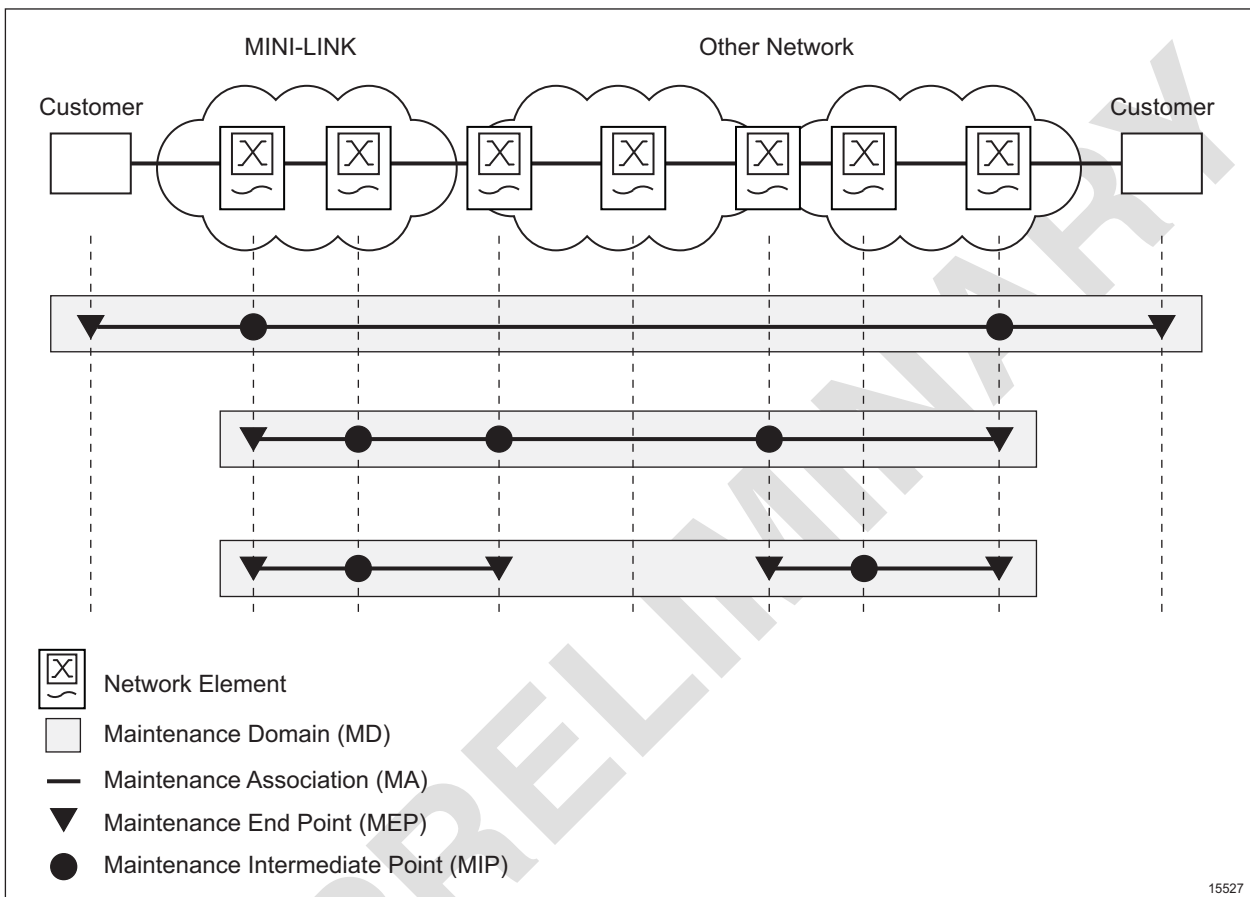


Figure 12 Ethernet Service OAM Network Overview

4.4 Quality of Service

Quality of Service (QoS) is a set of mechanisms that makes it possible to prioritize Ethernet frames depending on traffic type, and to make sure that the capacity is sufficient to guarantee a congestion-free network. QoS is an alternative to overprovisioning the network.

A network is logically separated in an operator domain and one or more customer domains, as in the example in Figure 13.

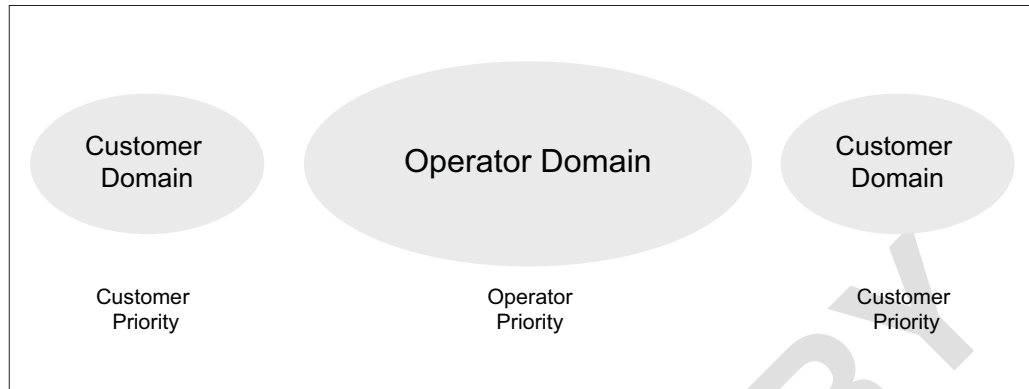


Figure 13 Customer and Operator Domains

The priority of a frame in an end-to-end Ethernet connection can be different in different parts of the network. Customers set the priority to use in their domains, and the operator sets the priority to use in the operator domain.

Figure 14 shows an overview of the QoS mechanisms that the packet radio supports. The following subsections describe the QoS mechanisms.

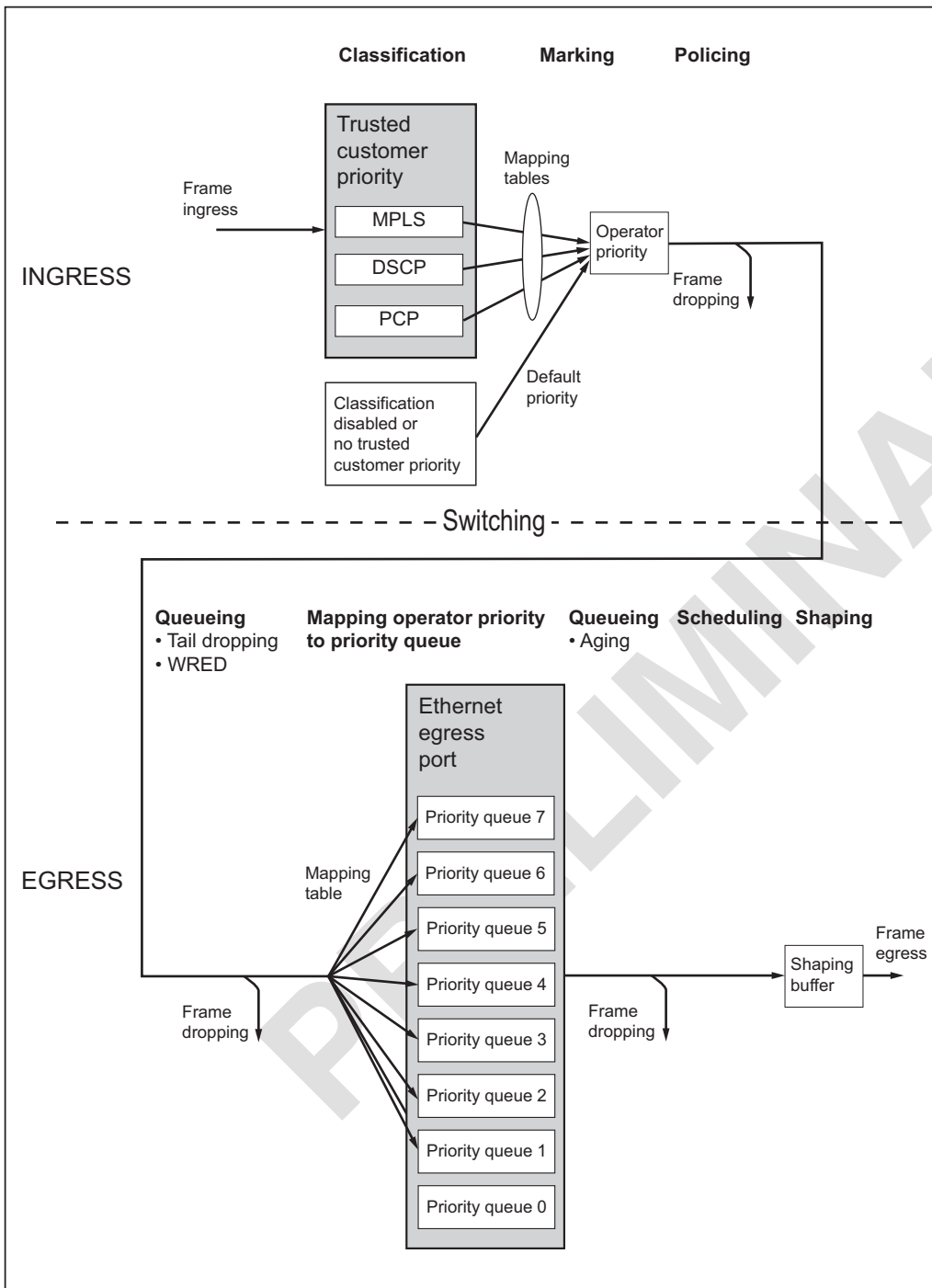


Figure 14 Overview of the QoS Mechanisms

In addition to the QoS mechanisms above, the packet radio also supports storm protection, which provides protection against broadcast and multicast storms.

MINI-LINK 6351 supports multicast, unicast, and broadcast frames, and supports frames with a size up to 9,216 bytes (Jumbo Frames).



MINI-LINK 6351 supports priority handling according to IEEE802.1Q 2005 and IEEE802.1D 2004. In a network, it is important to only use one set of priority definitions (for example, IEEE 802.1D 2004). Otherwise, the handling of traffic types can differ between parts of the network in a non-predictable way.

4.4.1 Classification

The classification mechanism extracts customer priority in frames that enter the operator domain.

The classification mechanism can extract the following types of customer priority:

- MPLS TC value in the MPLS header
- IPv4 DSCP value in the IP header
- IPv6 DSCP value in the IP header
- PCP value in the C-tag or S-tag of the Ethernet header

The classification mechanism also supports the following types of combined customer priority extraction:

- IPv4 and IPv6 headers
- MPLS headers, IP headers (both IPv4 and IPv6), and Ethernet headers, in that priority order

4.4.2 Marking

The marking mechanism sets the operator priority.

If a frame contains trusted customer priority, the marking mechanism can use the customer priority together with a mapping table to set the operator priority.

The marking mechanism sets the operator priority to the default priority in the following cases:

- the classification mechanism is disabled
- no trusted customer priority included in the frame

4.4.3 Policing

The policing mechanism makes sure that a customer does not use more than the allowed resources in a network.

The policing mechanism limits the input bit rates based on a bandwidth profile. The bandwidth profiles support the MEF concepts Committed Information



Rate (CIR), Committed Burst Size (CBS), Excess Information Rate (EIR), and Excess Burst Size (EBS). The policing mechanism drops excess traffic if the bit rate reaches the configured maximum bit rate.

The policing mechanism supports bandwidth profiles for MEF services in one of the following ways:

- Per UNI
- Per UNI + CoS
- Per EVC
- Per EVC + CoS

4.4.4 Mapping Operator Priority to Priority Queue

The Ethernet egress port has eight priority queues (also known as Traffic Classes (TCs)). The mechanism for mapping operator priority to priority queue uses a mapping table to forward frames to the correct priority queue. To handle temporary link congestion, the Ethernet egress port has a buffer. The priority queues share the buffer capacity.

4.4.5 Queuing

The queuing mechanism supports the following queue management mechanisms for the priority queues:

- **Tail dropping**
- **Weighted Random Early Detection (WRED)**
- **Aging**

A combination of queue management mechanisms is often used to get the required behavior.

4.4.6 Scheduling

The scheduling mechanism handles congestion by emptying the priority queues according to one or both of the following algorithms:

- **Strict Priority (SP)**
- **Weighted Fair Queuing (WFQ)**

The scheduling mechanism can be set up to work with one set of high-priority SP queues, one set of WFQ queues, and optionally one low-priority SP queue, as in the example in Figure 15.

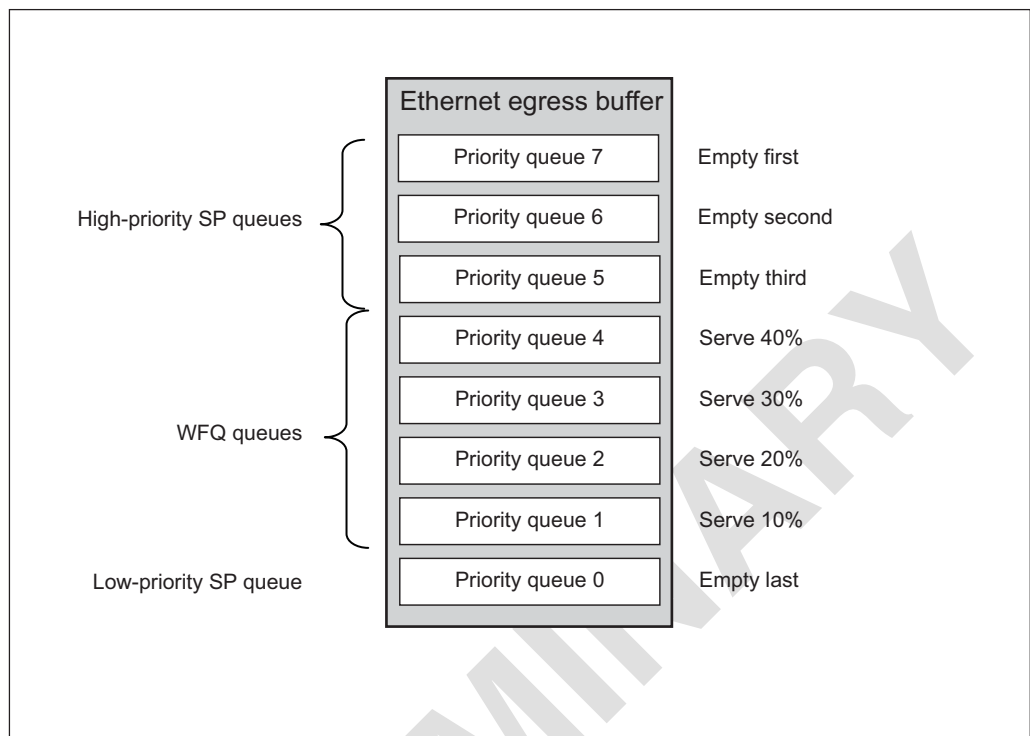


Figure 15 Example of Combined SP and WFQ Scheduling

The number of queues of each type is configurable (see Table 3).

Table 3 Supported Combinations of SP and WFQ Priority Queues

Number of high-priority SP queues	Number of WFQ queues	Number of low-priority SP queues
8	0	0
0	8	0
2	6	0
3	5	0
3	4	1
4	3	1

4.4.7

Shaping

The shaping mechanism enforces a bit rate that is lower than the line rate of the physical interface. The mechanism buffers excess frames and schedules them for later transmission. Shaping results in a smoother frame output bit rate.



4.4.8 Storm Protection

The storm protection mechanism protects other parts of the network from being affected by flooding from broadcast or multicast traffic at a very high bit rate.

Storm protection can be activated per EVC to reduce unwanted or hostile traffic. If the limit is reached, additional bits are discarded until the bit rate is below the specified threshold.

The packet radio only supports storm protection on EVC, not on the port.

4.5 Ethernet Protection

4.5.1 Rapid Spanning Tree Protocol

The packet radio supports the Rapid Spanning Tree Protocol (RSTP) according to the standard IEEE 802.1D (2004).

The RSTP mechanism adapts to changes in the physical network topology (that is, links going down and coming up) faster than the traditional STP variant. The STP variant takes a minute to adapt to a change, while the RSTP adapts in less than a second.

4.6 Delay

Typical delay performance per link for priority traffic is <100 μ s.

4.7 Ethernet Operation and Maintenance

This section describes O&M capabilities related to the Ethernet application.

4.7.1 Ethernet Link OAM

The packet radio supports the Ethernet link layer OAM based on the IEEE 802.3ah specification, which enables service providers to monitor and troubleshoot a single Ethernet link. The primary benefits of IEEE 802.3ah are that it enables the service provider to monitor a link for critical events and then, if necessary, put the remote device into loopback mode in order to do a test on the link.

The following IEEE 802.3ah features are supported:

- **Discovery** — Identifies devices in the network and their OAM capabilities. It uses periodic OAM Protocol Data Units (PDUs) to advertise OAM mode, configuration, and capabilities; to advertise PDU configuration; and platform identity.

- **Link Monitoring** — Detects and indicates link faults under a variety of conditions and uses the event notification OAM PDU to notify the remote OAM device when it detects problems on the link.
- **Remote Failure Indication** — Notification of an Ethernet link failure to or from far end for an NE in operation.
- **Remote Loopback** — Puts the remote link partner into loopback mode so that every frame received is transmitted back on the same port. This is used to ensure the quality of links during installation or troubleshooting.

4.7.2 Ethernet Service OAM

Ethernet Service OAM is used to manage networks comprising of multiple LANs. It supports fault management on Ethernet links, according to IEEE 802.1Q 2011, and performance management according to ITU Y.1731.

Ethernet Service OAM can be used in both Customer mode and Provider mode, if Ethernet Service OAM PDUs are C- or S-VLAN tagged, and can be used in LAG and RSTP/MSTP scenarios.

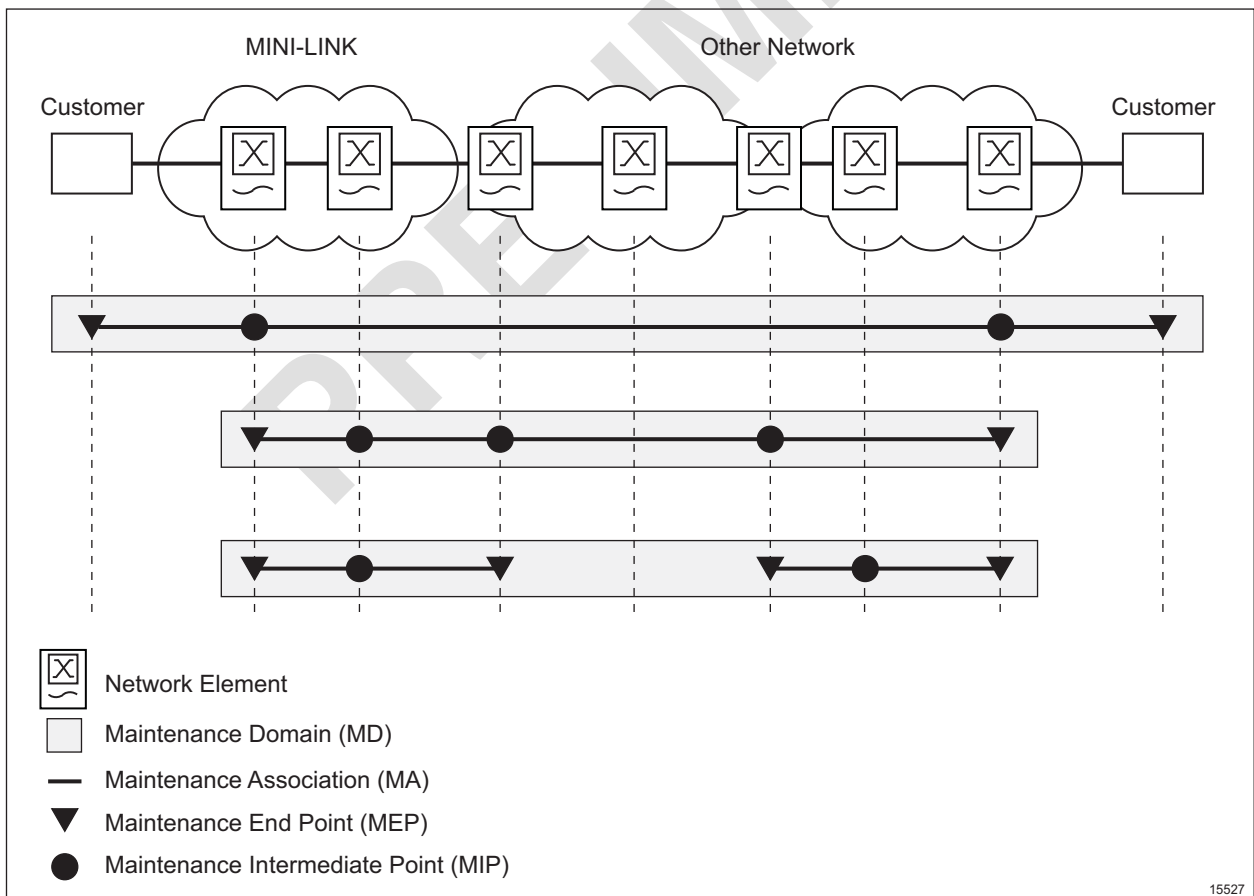


Figure 16 Ethernet Service OAM Network Overview



4.7.2.1 Ethernet Service OAM for Fault Management

The four main Ethernet Service OAM for FM functions are as follows:

- **Continuity Check Monitoring** — Continuity Check Monitoring detects service interruption between MEPs. Continuity Check Messages (CCMs) are sent from one MEP to another, enabling MEPs to locate other MEPs. CCM confirmation can also be requested by an MEP from a linked MEP, to ensure that the CCMs are sent and received without fault. The CCM intervals can be set at 3.3 ms, 10 ms, 100 ms, 1 s, 10 s, 1 min, or 10 min.
- **Remote Defect Indication** — An MEP uses Remote Defect Indication (RDI) to communicate with linked MEPs that a fault has occurred, usually that CCM confirmation were not received. The RDI is an indication that a fault has occurred either at the far-end MEP or between the two MEPs.
- **Loopback** — Loopback is a troubleshooting tool that verifies the connectivity of a MEP with linked MEPs and linked Maintenance Intermediate Points (MIPs).
- **Linktrace** — Linktrace is a bidirectional continuity check used for fault localization. When a Linktrace Message (LTM) is sent to a destination MEP or MIP, a Linktrace Reply (LTR) is expected from all the intermediate MIPs along the path to the destination and from the destination MEP or MIP itself. Missing or misordered LTRs point out the location of a fault in an efficient way.

4.7.2.2 Ethernet Service OAM for Performance Management

Performance management as defined by ITU Y.1731 is supported.

The ITU Y.1731 standard specifies the following features:

- Throughput is a measurement on the basis of the Loop Back Message (LBM) and Loop Back Response (LBR) messages. The throughput is measured by sending frames at an increasing rate (up to the theoretical maximum), graphing the percentage of received frames, and reporting the rate at which frames start being dropped. In general, this rate is dependent on the frame size.

Up to 90 Mbps of throughput testing traffic can be generated.

- Delay Measurement (DM) can be used for on-demand OAM to measure frame delay and frame delay variation. Frame delay and frame delay variation measurements are performed by sending periodic frames with DM information to the peer Maintenance End Point (MEP), and receiving frames with DM information from the peer MEP during the diagnostic interval. Each MEP can perform frame delay and frame delay variation measurement. When a MEP is enabled to generate frames with DM information, it periodically sends frames with DM information to its peer MEP in the same ME. When a MEP is enabled to generate frames with DM



information, it also expects to receive frames with DM information from its peer MEP in the same ME.

A MEP sends frames with DM request information to its peer MEP, and receives frames with DM reply information from its peer MEP to perform two-way frame delay and two-way frame delay variation measurements. The Protocol Data Unit (PDU) used for DM request is Delay Measurement Message (DMM). The PDU used for DM reply is Delay Measurement Response (DMR).

- Single-Ended Loss Measurement (LM), including Loss Measurement Message (LMM) and Loss Measurement Response (LMR), is used to collect counter values applicable to ingress and egress service frames, where the counters maintain a count of transmitted and received data frames between a pair of MEPs. single-ended LM is used for on-demand OAM. In this case, a MEP sends frames with LM request information to its peer MEP and receives frames with LM reply information from its peer MEP to perform loss measurement.

Note: LM can be performed in two ways: single-ended LM and dual-ended LM. The radio only supports single-ended LM.

The radio supports storing a large amount of Performance Measurement (PM) data, including the following:

- Delay and delay variation measurements:
 - Average, maximum and minimum measured round trip delay of the interval
 - Average, maximum and minimum measured round trip Inter Frame Delay Variation (IFDV)
- Frame loss measurements:
 - Average measured in one way frame loss ratio forward direction
 - Total frames sent and received in forward direction
 - Average measured in one way frame loss ratio reverse direction
 - Total frames sent and received in reverse direction



PRELIMINARY

5 Synchronization Functions

By default, the packet radio works in Free Running mode. In this mode, the packet radio is not a part of the synchronization network, and does not maintain a SEC.

The packet radio can also be configured to work in Network Synchronized mode where it maintains a SEC and distributes synchronization and synchronization quality level status according to ITU-T G.8261, G.8262, and G.8264.

5.1 Network Synchronized Mode

Network Synchronized mode makes it possible to build a synchronized network where all the NEs are synchronized to the same source. Figure 17 shows an example of a network where the synchronization information is carried to all the NEs through an assigned path. In case of link failures, the synchronization can be reestablished using the unassigned synchronization paths.

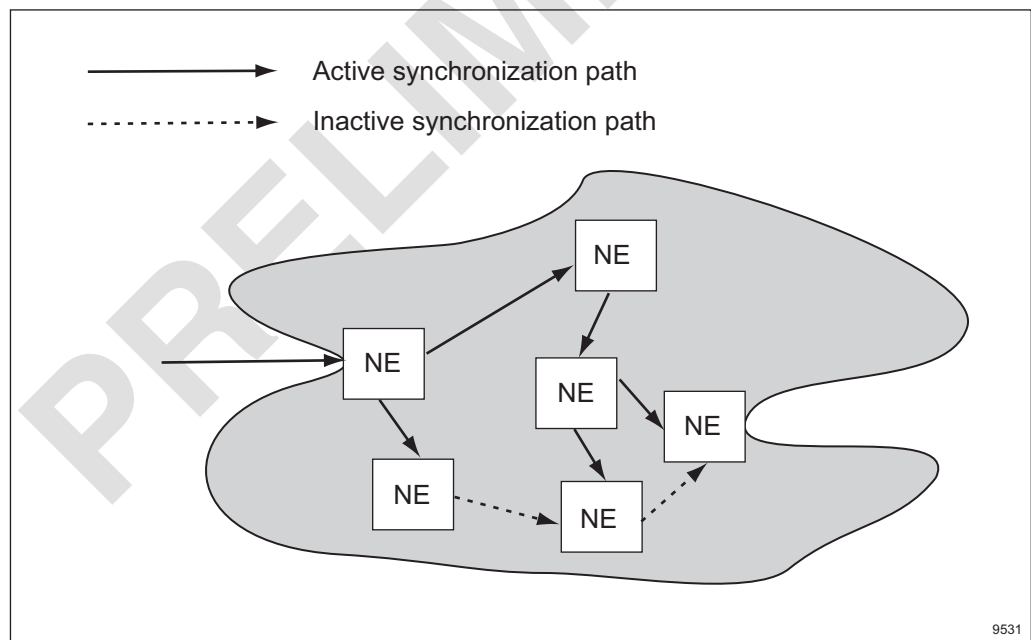


Figure 17 Master-Slave Synchronized Network

In this mode, the packet radio uses the Node Clock on all the protocol layers generated in the node.



5.2 Network Synchronization Methods

The packet radio supports the following methods for network synchronization:

- Synchronization over radio link
- Synchronous Ethernet (SyncE) according to the ITU-T G.8261, G.8262, and G.8264 standards.
- Transparent Clock (TC) according to the IEEE 1588-2008 standard.

It is possible to configure one or more of the above methods. If more methods are used, a general rule is to configure the packet radios on either side of a hop so that one uses Ethernet and the other uses radio link as sync source. If TC is used, it is recommended to enable SyncE.

PRELIMINARY

6 Hardware

The packet radio is an antenna sphere painted light gray, with a wall mount and arm painted dark gray.

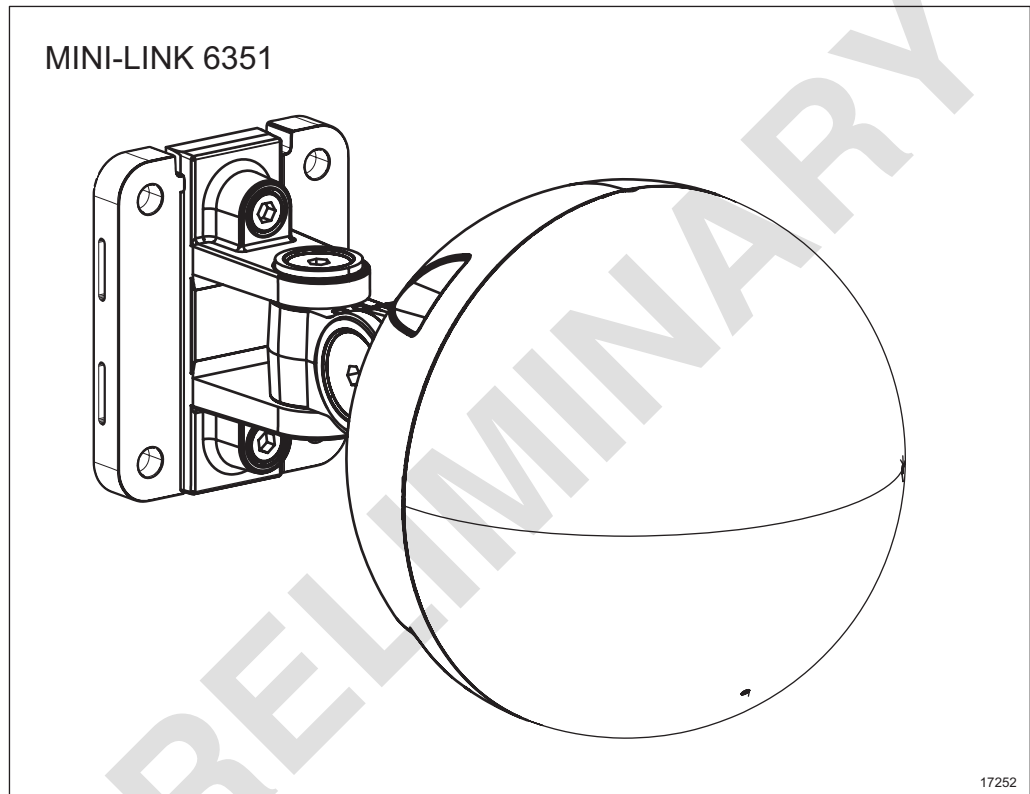


Figure 18 Mechanical Design

The horizontal deflection angle (how much the antenna can be turned sideways) depends on the vertical deflection angle (how much the antenna is turned up or down).

Vertical deflection angle	Maximum horizontal deflection angle
0°	±80°
±65°	±68°



External Interfaces

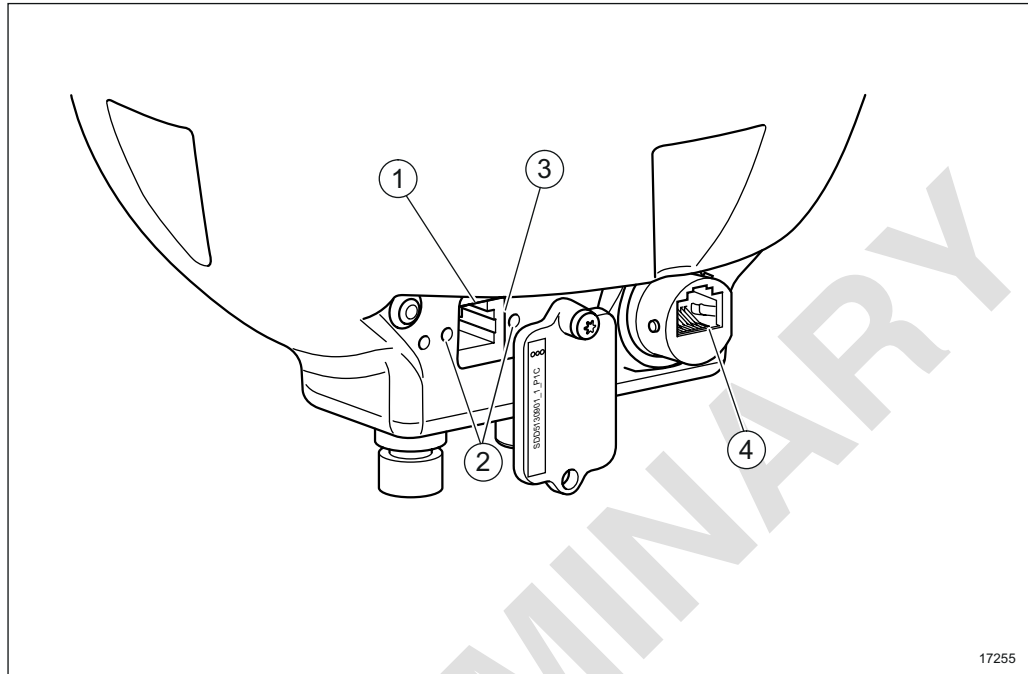


Figure 19 External Interfaces, Mechanical Design

Item	Description
1	Operation & Maintenance socket for local O&M cable.
2	Test port for antenna alignment.
3	Slot for RMM.
4	Socket for PoE cable.

The packet radio is environmentally sealed, so that it can withstand most conditions. The antenna, O&M cover, and PoE connection are sealed.



7 Management

7.1 DCN

The packet radio supports L2 DCN, and needs to be configured as a host on a LAN with an IP address, a subnet mask, and a default gateway.

The packet radio provides DCN over VLAN for transport of the O&M data. Figure 20 illustrates the DCN configuration.

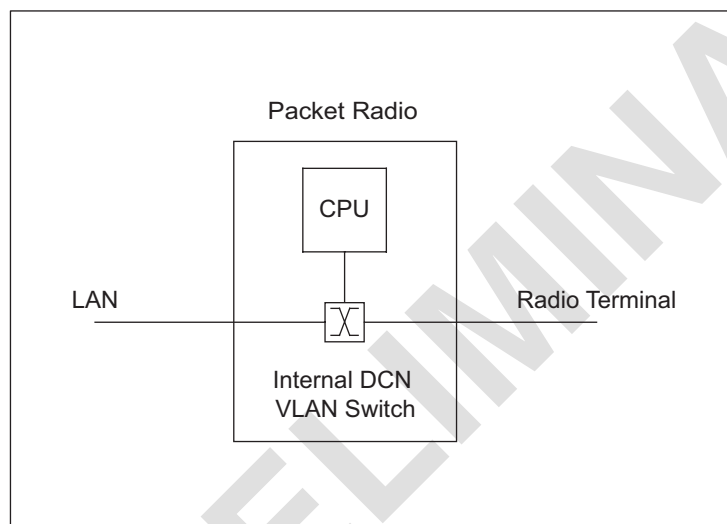


Figure 20 DCN over VLAN

The DCN is carried in-band on the traffic cable or the Radio Link on a separate VLAN. This VLAN is terminated in the packet radio.

The remote supervision of the packet radio can be realized with a connection over the line side or the Radio Link in-band DCN management VLAN.

7.1.1 IP Services

The following standard external IP network services are supported:

- All clocks, used for example, for time stamping alarms and events, can be synchronized with a Network Time Protocol (NTP) server. NTP authentication is supported.
- Secure File Transfer Protocol (SFTP) is used as a file transfer mechanism for software upgrade.
- An embedded Node GUI, including an overview of the and status information.

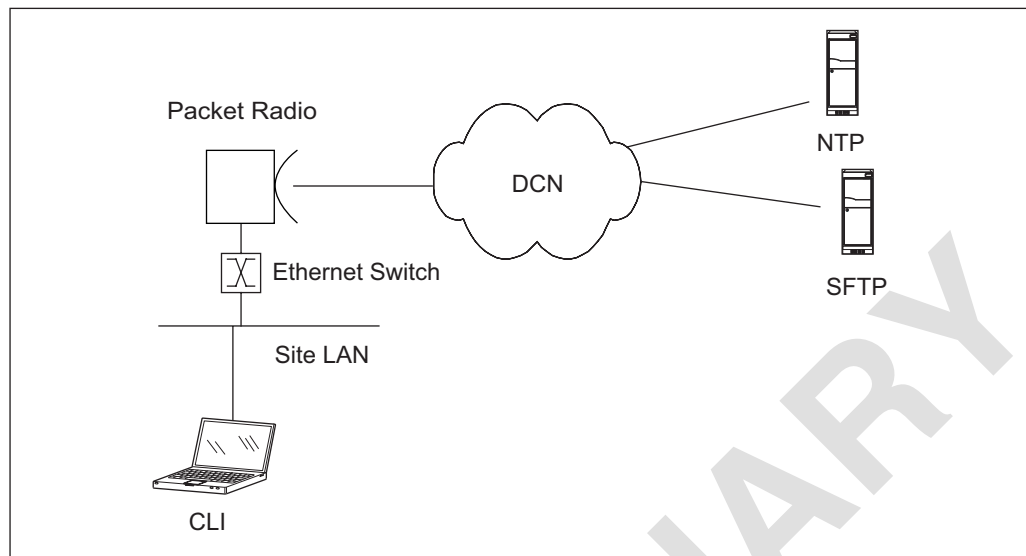


Figure 21 IP Services

7.2 Management Tools and Interfaces

The packet radio provides two management tools:

- Command Line Interface (CLI)
- Node GUI

The management tools can connect to the packet radio using one of the following management interfaces:

- a DCN for local and remote access (see Section 7.1 on page 35)
- an Ethernet management interface (not connected to the router) for local access

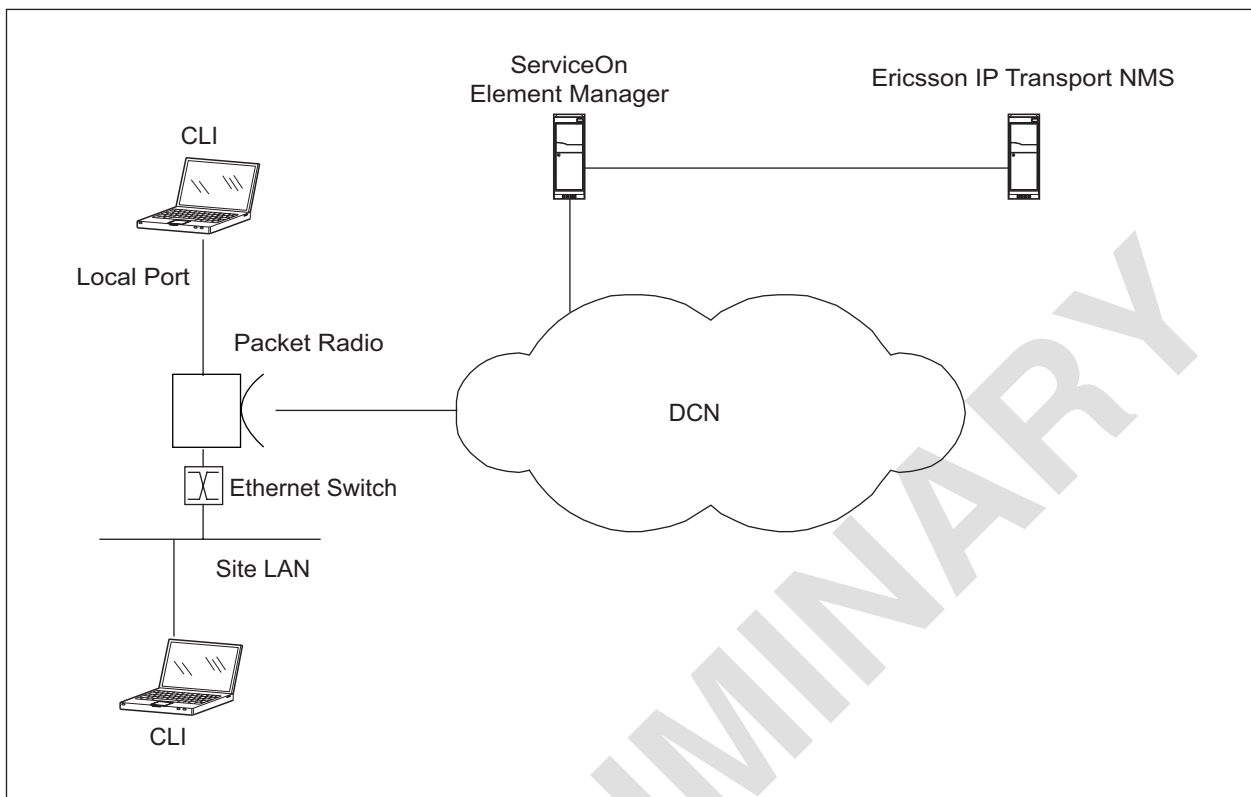


Figure 22 Management Tools and Interfaces

The CLI and the Node GUI can be used, for example, for the following management tasks:

- configuration management
- fault management
- performance management
- software management

The configuration management features of the Node GUI are limited compared to configuration management features of the CLI.

7.2.1 CLI

A CLI provides commands for on-site installation, configuration management, fault management, performance management, and software upgrade. It is also used to configure the traffic routing function, protection and DCN.

The CLI is used for local management, that is the packet radio is accessed locally, on the unit, by connecting a PC to the Ethernet Management Port, with a cable.



This CLI is similar to Cisco's industry standard router configuration and is accessed from a Command Prompt window using SSH.

The packet radio can also be accessed over the site LAN. In this case, a VLAN capable Ethernet switch has to be used, and the port where the PC is connected should be configured to be on the same VLAN as set up for the in-band DCN.

7.2.2 Node GUI

The packet radio has a built-in GUI that provides tools for on-site installation and software upgrade.

The Node GUI is used for local management, that is the packet radio is accessed locally, on the unit, by connecting a PC to the Ethernet Management Port, with a cable.

The packet radio can also be accessed over the site LAN. In this case, a VLAN capable Ethernet switch has to be used, and the port where the PC is connected should be configured to be on the same VLAN as set up for the in-band DCN.

7.2.3 ServiceOn Element Manager

The packet radio is managed remotely using ServiceOn Element Manager. ServiceOn Element Manager provides functions such as FM, CM, AM, PM and SM based on the recommendations from Open Systems Interconnect (OSI) model. The CM functionality is either embedded or provided using dedicated Local Managers and Element Managers. ServiceOn Element Manager can also be used to mediate FM, PM and Inventory data to other management systems.

The system provides:

- Fault Management
- Configuration Management
- Performance Management
- Security Management
- Remote Software Upgrade

ServiceOn Element Manager provides element management services across a whole network. Network elements can be managed on an individual basis, providing the operator with remote access to several network elements, one by one.

ServiceOn Element Manager supports a real time window reporting alarms and events from the managed network elements. It is possible to filter alarms on the basis of assigned resources and alarm filtering criteria.



7.2.4 Ericsson IP Transport Network Management System

The Ericsson IP Transport Network Management System (IPT NMS) provides full management across a whole network through one easy to use browser. IPT NMS manages end-to-end L1, L2, and L3 services across TDM, Ethernet, and IP, IPT NMS also manages all standard Ethernet services.

IPT NMS is compatible with existing NMS hardware and operating systems, and easily integrates third-party network equipment.

7.2.5 SNMP

The packet radio has support for Simple Network Management Protocol (SNMP) versions SNMPv1, SNMPv2c, and SNMPv3.

This SNMP support enables integration with any SNMP-based network management system (NMS). The SNMP interface of the packet radio uses standard MIBs and enterprise MIBs.

The packet radio supports fetching the following types of information:

- General NE information data:
 - Basic
 - Environmental
 - Inventory
- Alarm and event data:
 - Historical alarms and events
- Performance data:
 - Performance counter values
- Configuration data:
 - Radio link data

Notifications from the packet radio are sent using SNMP v1, SNMP v2c, and SNMP v3 traps.

7.2.6 MINI-LINK Configuration Generator

MINI-LINK Configuration Generator (CG) is an offline tool for simplifying the Network Rollout (NRO) process. MINI-LINK CG uses radio link planning data and transport planning data as input to create configuration scripts for NEs, see Figure 23.



MINI-LINK CG is compatible with MINI-LINK 6351 2.4 and later.

MINI-LINK CG can combine radio link planning data and transport planning data to generate one common CLI configuration script. This enables an installation technician to configure each NE by deploying the script, rather than by performing configurations step-by-step in a graphical user interface.

MINI-LINK CG takes Network Configuration Files (NCFs) as input and generates CLI scripts for the NE included in the NCF. An NCF is an XML document that is compliant with a certain XML schema, called the NCF schema. MINI-LINK CG can also combine planning data in the NCF format with templates, and then merge and convert the NCFs to create deployable CLI configuration scripts for selected sites and NEs.

MINI-LINK CG provides offline validation to reduce configuration errors and does not need connect to the NE to create the configuration scripts

The configuration scripts generated by MINI-LINK CG can be deployed to separate NEs through SOEM, through a CLI session, or by placing them on the RMMs in the packet radio (see Section 7.3.3 on page 41).

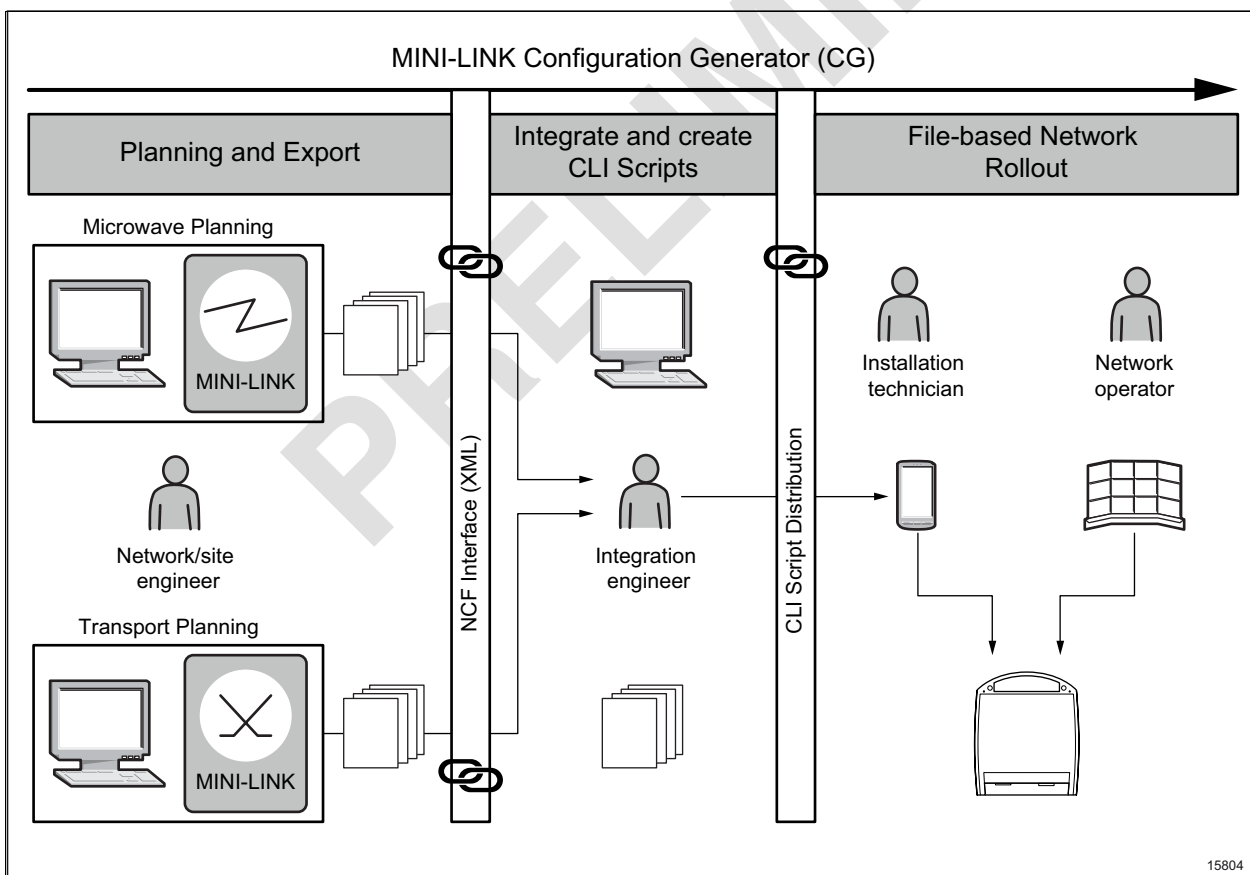


Figure 23 MINI-LINK CG Overview

For further information about MINI-LINK CG, see MINI-LINK CG documentation.



7.3 Configuration Management

Configuration management operations are performed using CLI or an XML-based protocol towards a ServiceOn Element Manager (SOEM).

7.3.1 Configuration File

The configuration file is stored both in the RMM and in a flash memory on the packet radio.

If a packet radio needs to be replaced, the RMM from the faulty packet radio can be inserted in the new packet radio.

If a packet radio or an RMM is replaced, the configuration file identity of the RMM and flash memory are compared on power up. If the configuration file identity differs, the configuration file on the RMM is used.

7.3.2 Automatic Rollback

An automatic rollback function for the configuration is available. When this function is enabled, most changes to the configuration are temporary (to avoid malfunction, changes that has to do with the internal configuration database, licenses, software, and users are always saved).

Unless a command to save the changes is entered within 15 minutes, the configuration automatically reverts to the state it was in before the changes were made,

7.3.3 Scripts on RMM

CLI scripts that are located on the RMM are executed automatically when the packet radio is powered up.

MINI-LINK RMM Writer is needed to write scripts to the RMM. MINI-LINK RMM Writer is part of MINI-LINK Configuration Generator.

7.4 Fault Management

All software and hardware in operation is monitored by the control system. The control system locates and maps faults to replaceable HW parts.

The practical fault management is based around alarm and event notifications. Reporting of some alarms is turned off by default. Furthermore, alarm filter persistency is set for some types of alarms by default. This may prevent reporting of some types of alarms by default.



Alarm notifications can be enabled or disabled for the entire system (terminal). Disabling alarm notifications means that no new alarm or event notifications are sent to the management system.

For a list of replaceable HW parts, see Section 7.6 on page 44.

Fault management for Ethernet is described in Section 4.7 on page 26.

7.5 Performance Management

7.5.1 General

The purpose of Performance Management for the packet radio is to monitor the performance of the Ethernet interface and the RF interface.

Performance data is stored in a volatile memory, so that a restart will lose all gathered data.

7.5.2 Radio Link Performance Counters

The following table shows the performance counters that are monitored:

Table 4 Performance Counters, their Respective Counting Intervals, and the Type of Data Stored in the NE

Performance counter	Counting Intervals	Data stored in the NE
RF input power	15 minutes intervals	The counters for the current 15 minutes and the previous 96×15 minutes
RF output power	15 minutes intervals	The counters for the current 15 minutes and the previous 96×15 minutes



Table 4 Performance Counters, their Respective Counting Intervals, and the Type of Data Stored in the NE

Performance counter	Counting Intervals	Data stored in the NE
Adaptive Modulation states	15 minutes (default) or 24 hours intervals	The seconds spent in each modulation as well as the number of changes between modulations are counted
<p>G.826</p> <p>The following performance counters are used by G.826:</p> <ul style="list-style-type: none"> • Errored Seconds (ES) • Severely Errored Seconds (SES) • Background Block Error (BBE) (only structured interfaces) • Unavailable Seconds (UAS) • Elapsed time • Background Block 	Continuous (default), 15 minutes, or 24 hours intervals	<ul style="list-style-type: none"> • Continuous data • The current 15 minutes and the previous 96×15 minutes • The current 24 hours and the previous 30×24 hours

7.5.3 Ethernet Performance Counters

The following Ethernet performance counters are available:

Bandwidth Utilization — Measures bandwidth utilization per port or per Traffic Class on the WAN port.

- Average, Max, and Min bandwidth
- Bandwidth utilization histogram

Queuing Delay — Measures queuing delay per port or per Traffic Class on the WAN port.

- Average, Max, and Min delay
- Delay histogram

RMON — Performance counters as specified in IETF RFC 2819.

- Separate counters for LAN and WAN ports
- RMON counter statistics are sampled every 900 seconds (15 minutes) and stored in 96 intervals.



IfStatistics Counters — Performance counters as specified in IETF RFC 1213.

- Separate counters for LAN and WAN ports
- IfStatistics counters are continuous counters

7.6 Hardware Management

The packet radio is a single HW unit, including both a modem part and a radio part.

The replaceable parts of a packet radio system are:

- The packet radio unit
- RMM

When replacing an optical SFP, no configuration is needed.

RMMs containing new licenses can be replaced, no new configuration is needed.

When replacing a packet radio, the new packet radio must be configured according to the set up requirements. The previous RMM or a new RMM must be inserted as they are not included with the package.

7.7 Software Management

The packet radio software is upgraded using a load module, which is downloaded from a server and stored in the flash memory.

7.8 License Management

The packet radio has a mini-SIM card reader on the board for the RMM. The RMM contains licenses and can be accessed in the RJ45 O&M Adapter. Optional features can be expanded by installing license keys that enable additional optional features. Licenses for optional features are distributed in a License Key File (LKF), which can be stored on the RMM.

Features for the packet radio are only enabled if a corresponding license is available on the inserted RMM.

To upgrade the licenses on the packet radio, new licenses can be downloaded remotely.

The license key installation can be made both locally and remotely, without disturbing the traffic through the packet radio. License keys can also be preinstalled at delivery, when a complete and preconfigured packet radio is purchased.



For more information about license management, see *License System*.

7.9 Security Management

All management access to the NE is protected by a user name and a password. The following user roles are defined:

- *guest* with read-only access
- *operator* with read and write access
- *net-admin* with read and write access
- *sys-admin* with read and write access

Note: Only the *sys-admin* has full read and write access. The *operator* and *net-admin* have full read access, but limited write access.

All users have an associated password. All users can change their own passwords, but only users with the *sys-admin* user role can change passwords for other users.

Secure Shell (SSH) protocol can be used for secure remote access and use of CLI commands.

The packet radio offers two types of authentication towards the external SSH server: passwords or the Rivest-Shamir-Adleman (RSA) key algorithm. The RSA algorithm uses a public and a private key for authentication and makes it possible to log on without a password. The key pair is generated on the SSH server with a maximum size of 1024 bits. The public key is placed on the SSH server, while the private key is installed on the packet radio. After the installation of the private key, the NE is able to log on to the external SSH server without a password. Another advantage of using RSA keys is that it provides protection for the external SSH server against brute-force attacks, as the keys used are too long to crack them.

AAA

Authentication, Authorization, and Accounting (AAA) is a security architecture for distributed systems. The Authentication process makes sure that only accepted users can log on to the system, for example, using user names and passwords. The Authorization process gives authenticated users certain permissions, for example, based user roles. The Accounting process records information about access and use of the system.

There are three AAA policies in MINI-LINK: local, RADIUS, and TACACS+.

Note: If the connection to the remote AAA server is interrupted, the NE falls back to local authentication.



Local

The local policy supports the following features:

- Authentication

For local user authentication, it is necessary to supply authentication information in the form of a username and password. During the authentication process, the NE searches its locally stored configuration for a user with a matching username. If a matching username cannot be found, the request is refused. The maximum number of local users the packet radio supports is sixteen.

- Authorization

The NE uses local authorization information to distinguish which privileges belong to a role.

The authorization process is based on the user role (system admin, network admin, operator, or guest). For local user authentication, the role is defined when the user account is created, and is stored locally as part of the user configuration.

RADIUS

The RADIUS protocol, which is based on a client-server model, enables remote access to networks and network services. When configured with the IP or host name of a RADIUS server, the NE can act as a RADIUS client. The format and validation of RADIUS packets is in accordance with the IETF protocol specification RFC 2865. The NE does not support RADIUS accounting features.

RADIUS uses UDP, which offers best-effort delivery.

RADIUS only encrypts the password in the Access-Request packet from the client to the server. The rest of the packet (for example, username, authorized services, and accounting) is not encrypted.

RADIUS supports the following features:

- Authentication

The NE supports both local user authentication and remote authentication using RADIUS. A user needs to have an account created on the external server before logging on. Once the account is created, it can be configured to receive either local authentication or remote authentication using RADIUS. For local user authentication, it is necessary to supply authentication information in the form of a username and password. During the authentication process, the NE searches its locally stored configuration for a user with a matching username. If a matching username cannot be found, the request is refused. The maximum number of local users the NE supports is sixteen.



- Authorization

The NE supports fetching the user roles through a RADIUS server. The NE uses local authorization information to distinguish which privileges belong to a role.

The authorization process is based on the user role (system admin, network admin, operator, or guest). For local user authentication, the role is defined when the user account is created, and is stored locally as part of the user configuration. For authentication using RADIUS, the RADIUS server provides the user role when the user logs on to the NE. For locally-authenticated users, the locally stored user policy configuration will be used, for example, password expiration and user account expiration. The NE can be managed in situations when a RADIUS server is unreachable. Therefore it ensures there is always at least one locally-authenticated system administrator account. The default locally-authenticated system administrator account is **admin**. The NE does not allow any configuration change that would delete all locally-authenticated system administrator accounts.

- RADIUS Server-Client Feature

The NE supports up to six RADIUS servers. It connects to the servers one-by-one according to their priorities. If no server is reachable, the NE enables local authentication automatically.

The NE supports three RADIUS packet types: Access-Request, Access-Accept, and Access-Reject.

A RADIUS Access-Request message containing the authentication information is sent to a remote server. When the RADIUS server receives the request, it validates the client using a “shared secret”. If the client is valid, the RADIUS server consults its user database to validate the access. The server responds to an Access-Request message with either an Access-Reject message or an Access-Accept message. On receipt of an Access-Reject message, the client refuses access to the user. On receipt of an Access-Accept message, the client grants access to the user.

If the NE does not receive a RADIUS response to an Access-Request message within the configured timeout, it keeps retransmitting the request until it receives a response, or until the configured number of maximum transmissions has been reached.

TACACS+

The TACACS+ protocol enables the building of a system that secures remote access to networks and network services. TACACS+ is based on a client/server architecture. The TACACS+ servers are configured on a per-context basis, with a limit of six servers.



TACACS+ uses the Authentication, Authorization, and Accounting (AAA) architecture. This allows separate authentication solutions that can still use TACACS+ for authorization and accounting.

TACACS+ uses TCP, which offers connection-oriented transport.

TACACS+ encrypts the entire body of the packet, but leaves a standard TACACS+ header. Within the header is a field that indicates whether the body is encrypted or not. For debugging purposes, it is useful to have the body of the packets unencrypted. However, during normal operation, the body of the packet is fully encrypted for securer communications.

TACACS+ supports the following features:

- Authentication

The NE supports both local user authentication and remote authentication using TACACS+. A user needs to have an account created on the external server before logging on. Once the account is created, it can be configured to receive either local authentication or remote authentication using TACACS+. For local user authentication, it is necessary to supply authentication information in the form of a username and password. During the authentication process, the NE searches its locally stored configuration for a user with a matching username. If a matching username cannot be found, the request will be refused. The maximum number of local users the NE supports is sixteen.

- Authorization

The NE supports fetching the user roles through a TACACS+ server, and the NE uses local authorization information to distinguish which role has what kinds of privileges.

The authorization process is based on the user role (system admin, network admin, operator, or guest). For local user authentication, the role is defined when the user account is created, and is stored locally as part of the user configuration. For authentication using TACACS+, the TACACS+ server provides the user role when the user logs on to the NE. For locally-authenticated users, the locally stored user policy configuration will be used, for example, password expiration and user account expiration. The NE can be managed in situations when a TACACS+ server is unreachable. Therefore it ensures there is always at least one locally-authenticated system administrator account. The default locally-authenticated system administrator account is **admin**. The NE does not allow any change in configuration which would result in no locally-authenticated system administrator accounts.



SFTP

An SFTP server can be used to upgrade NE system software, instead of just using an FTP server. Using SFTP instead of FTP ensures that the entire session, including passwords, is encrypted.

Firewall

A firewall is in place for packet filtering on the IP address and the range of the IP address. The packet filter option is protection from external traffic connections through each possible port or service by closing or opening commands.

Security Protocols

To increase the security, it is possible for the operator to block a security protocol if a certain service is not needed, or to redirect a protocol to another port. The following security protocols are configurable:

- SSH - SSH server
- HTTP - Web server
- HTTPS - Web server Secure Socket Layer (SSL) connection
- SNMP - SNMP server
- XRPC - XML based Remote Procedure Calls (XRPC) server

SSL/TLS Certificates

The NE has a built-in web server that hosts the Node GUI as a web server application that is accessed using a web browser. By default, a web browser communicates with the web server over HTTPS using a default self-signed SSL/TLS certificate that is not unique for the NE.

If the default certificate is not approved by the organizations security policy, it can be replaced with one of the following types of certificates:

- A node-unique certificate that is signed by a trusted certificate provider.
- A node-unique self-signed certificate that is generated by the NE.

NTP Authentication

To prevent manipulation of the time signal, the **packet radio** authenticates the NTP server it is connected to. An alarm is generated if the connection to the NTP server is lost.

The user is able to do the following:

- Enable/disable authentication



- Download a keyfile from an external server. The keyfile contains a number of cryptographic NTP keys.

PRELIMINARY

8 Accessories

The packet radio product program contains a number of accessories for installation and operation. This section gives additional technical information for some accessories.

8.1 Power Over Ethernet

One electrical Ethernet cable can supply the packet radio with Ethernet payload, in-band DCN, and DC-power when using the Power Over Ethernet (PoE) accessories.

The equipment used for PoE support is the following:

- PoE injector, for either AC or DC power supply
- Pole mounting kit (optional)
- PoE cable

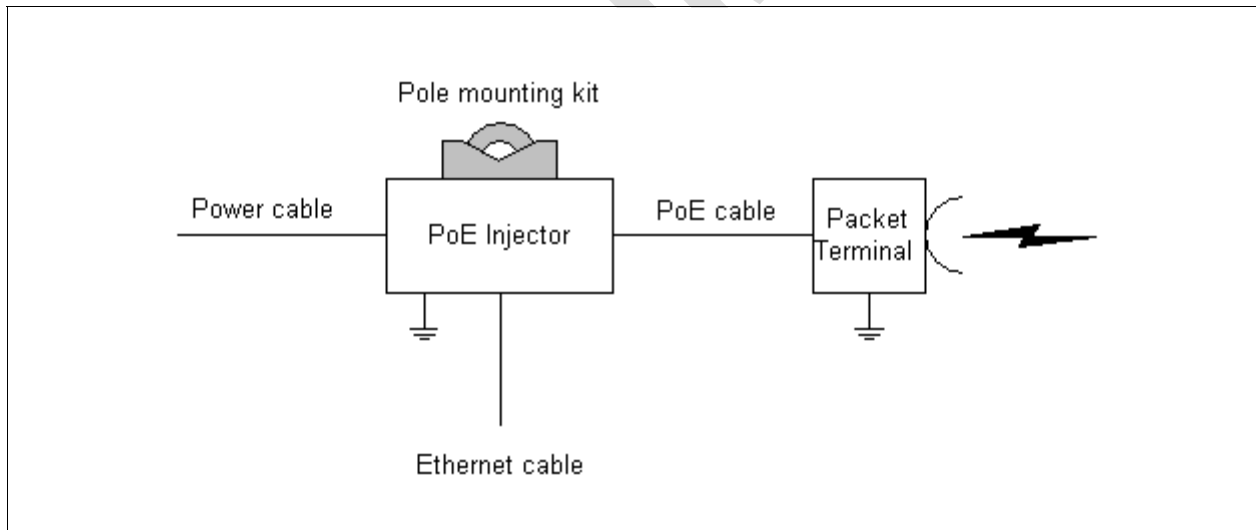


Figure 24 PoE Overview

8.1.1 PoE Injector

The PoE injector merges the Ethernet payload and the input power on to the wires in the electrical Ethernet cable. It also provides overvoltage protection towards the indoor parts, the power supply, and the Ethernet interface. The PoE injector supports one packet radio and can be mounted on a wall or in a mast using an optional pole mounting kit.



The Ethernet and PoE cables are connected to the injector using shielded RJ45 connectors.

There are two versions of the injector: one for AC power supply and one for DC power supply.

Power supply requirements for the AC version:

Input Voltage: 100 to 240 V AC

Input Current: 1A

Frequency: 50 to 60 Hz

Power supply requirements for the DC version:

Input Voltage: 30 to 60 V DC

Input Current: 1A

8.1.2

Power Over Ethernet Cable

One Ethernet cable can supply the packet radio with Ethernet payload, in-band DCN, and DC-power. The cable has an angled, environmentally sealed, RJ45 connector on the end that is connected to the packet radio, and a standard RJ45 on the other.

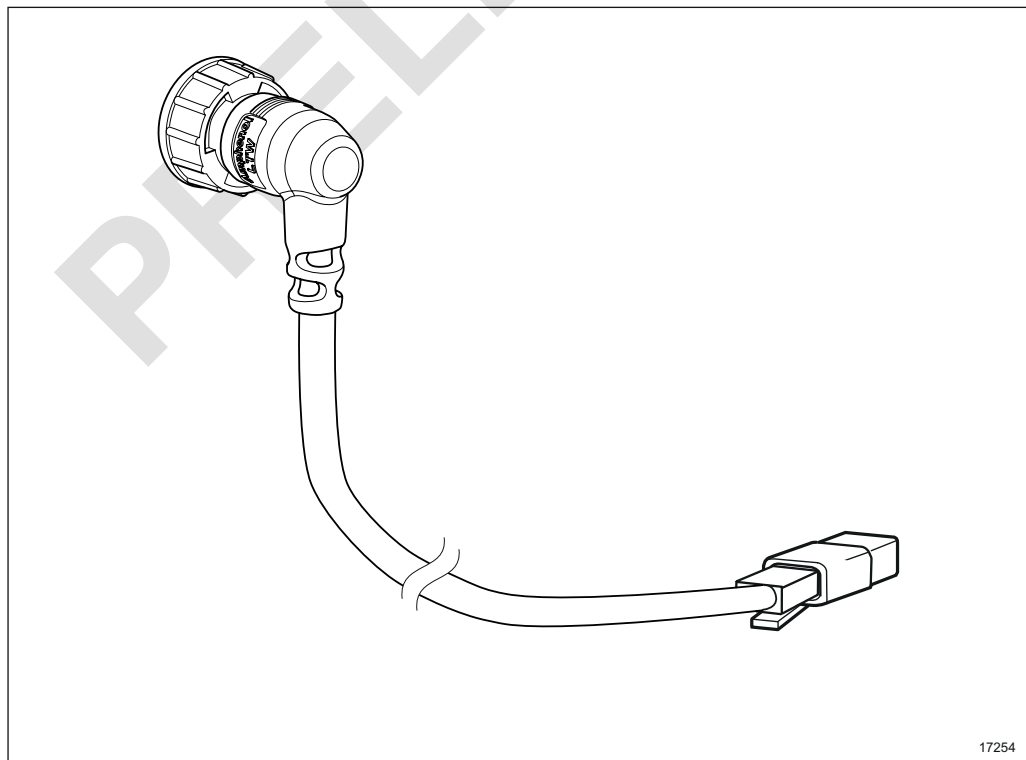


Figure 25 Power over Ethernet Cable



8.2 Alignment Camera

The alignment camera attaches to the MINI-LINK 6351 and streams the camera image over Wi-Fi to a smartphone running the MINI-LINK Alignment app, simplifying alignment.

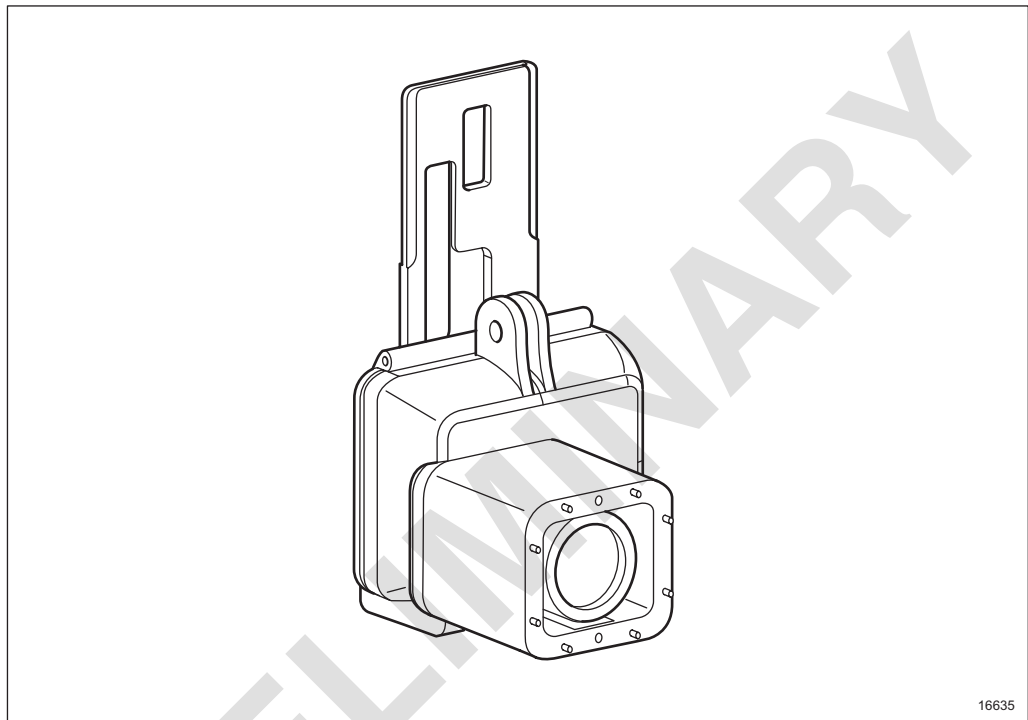


Figure 26 Alignment Camera

8.3 Commissioning Guide

Commissioning Guide can run on a PC or on a mobile device (such as a mobile phone or tablet) that is connected to the packet radio. Commissioning Guide requires a web browser that supports HTML 5.

It is possible to use Commissioning Guide for the following tasks during installation:

- Antenna alignment
- Installation verification



PRELIMINARY



9 Technical Specifications

This section summarizes some technical specifications for the packet radio.

9.1 Power Supply Requirements

The packet radio is power supplied with Power over Ethernet.

Table 5 PoE Power Supply

Power Supply	Nominal	Minimum	Maximum
PoE+ PD Type 2	+53 V DC	+42.5 V DC	+57 V DC
Proprietary PoE	-48 V DC	-39.5 V DC	-58.8 V DC

9.2 Power Consumption

The typical power consumption for one packet radio, excluding power cable loss, is < 25.5 W.

9.3 Dimensions and Weight

The following dimensions and weight apply for the packet radio:

- Weight: 2.4 kg
- Sphere diameter: 175 mm



PRELIMINARY



10

Federal Communications Commission and Industry Canada Notices

This device complies with Part 15 of the FCC Rules and with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications made to this equipment not expressly approved by (manufacturer name) may void the FCC authorization to operate this equipment.