

Definitions of Managed Objects  
for the DS0 and DS0 Bundle Interface Type

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

This memo defines a portion of the Management Information Base (MIB) for use with network management protocols in the Internet community. In particular, it describes objects used for managing DS0 and DS0 Bundle interfaces. This document is a companion document with Definitions of Managed Objects for the DS1/E1/DS2/E2 (RFC 2495 [17]), DS3/E3 (RFC 2496 [18]), and the work in progress, SONET/SDH Interface Types.

This memo specifies a MIB module in a manner that is both compliant to the SNMPv2 SMI, and semantically identical to the peer SNMPv1 definitions.

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## 1. The SNMP Management Framework

The SNMP Management Framework presently consists of five major components:

- o An overall architecture, described in RFC 2271 [1].
- o Mechanisms for describing and naming objects and events for the purpose of management. The first version of this Structure of Management Information (SMI) is called SMIV1 and described in STD 16, RFC 1155 [2], STD 16, RFC 1212 [3] and RFC 1215 [4]. The second version, called SMIV2, is described in RFC 1902 [5], RFC 1903 [6] and RFC 1904 [7].
- o Message protocols for transferring management information. The first version of the SNMP message protocol is called SNMPv1 and described in STD 15, RFC 1157 [8]. A second version of the SNMP message protocol, which is not an Internet standards track protocol, is called SNMPv2c and described in RFC 1901 [9] and RFC 1906 [10]. The third version of the message protocol is called SNMPv3 and described in RFC 1906 [10], RFC 2272 [11] and RFC 2274 [12].
- o Protocol operations for accessing management information. The first set of protocol operations and associated PDU formats is described in STD 15, RFC 1157 [8]. A second set of protocol operations and associated PDU formats is described in RFC 1905 [13].
- o A set of fundamental applications described in RFC 2273 [14] and the view-based access control mechanism described in RFC 2275 [15]. Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the mechanisms defined in the SMI.

This memo specifies a MIB module that is compliant to the SMIV2. A MIB conforming to the SMIV1 can be produced through the appropriate translations. The resulting translated MIB must be semantically equivalent, except where objects or events are omitted because no translation is possible (use of Counter64). Some machine readable information in SMIV2 will be converted into textual descriptions in SMIV1 during the translation process. However, this loss of machine readable information is not considered to change the semantics of the MIB.

2. Overview

These objects are used when the particular media being used to realize an interface is a DS0 interface. At present, this applies to these values of the ifType variable in the Internet-standard MIB:

- ds0 (81)
- ds0Bundle (82)

2.1. BONDing Terminology

Please reference The BONDing Spec [20] for definitions of terms used to describe bonding modes.

2.2. Use of ifTable for DS0 Layer

The following items are defined in RFC 2233 [16].

Only the ifGeneralInformationGroup and ifCounterDiscontinuityGroup need to be supported.

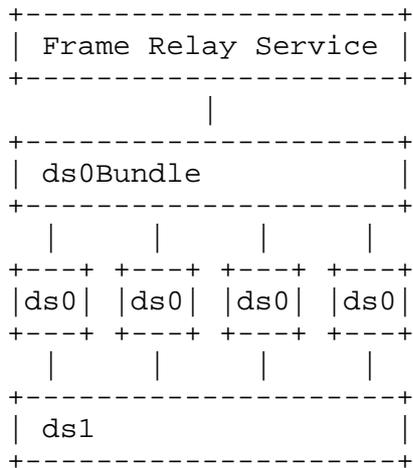
ifTable Object	Use for DS0 Layer
ifIndex	Interface index.
ifDescr	See interfaces MIB [16].
ifType	ds0(81) or ds0Bundle(82).
ifSpeed	64000 for ds0 (regardless of the setting of robbed bit signalling) or N*64000 for ds0Bundle.
ifPhysAddress	The value of the Circuit Identifier. If no Circuit Identifier has been assigned this object should have an octet string with zero length.

ifAdminStatus	See interfaces MIB [16].
ifOperStatus	See interfaces MIB [16].
ifLastChange	See interfaces MIB [16].
ifName	See interfaces MIB [16].
ifLinkUpDownTrapEnable	Set to disabled(2). Supports read-only access.
ifHighSpeed	Set to rounded ifSpeed/1000000.
ifConnectorPresent	Set to false(2).

### 2.3. Using ifStackTable

This section describes by example how to use ifStackTable to represent the relationship of ds0 and ds0Bundles with ds1 interfaces. Implementors of the stack table for ds0 and ds0Bundle interfaces should look at the appropriate RFC for the service being stacked on ds0s and ds0Bundles. Examples given below are for illustration purposes only.

Example: A Frame Relay Service is being carried on 4 ds0s of a ds1.



The assignment of the index values could for example be:

ifIndex	Description
1	FrameRelayService (type 44)
2	ds0Bundle (type 82)
3	ds0 #1 (type 81)

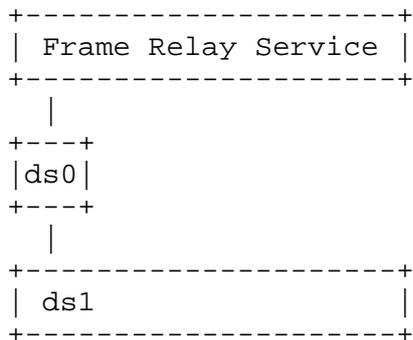
4	ds0 #2	(type 81)
5	ds0 #3	(type 81)
6	ds0 #4	(type 81)
7	ds1	(type 18)

The ifStackTable is then used to show the relationships between the various interfaces.

#### ifStackTable Entries

HigherLayer	LowerLayer
0	1
1	2
2	3
2	4
2	5
2	6
3	7
4	7
5	7
6	7
7	0

In the case where the frameRelayService is using a single ds0, then the ds0Bundle is not required.



The assignment of the index values could for example be:

ifIndex	Description
1	FrameRelayService (type 44)
2	ds0 (type 81)
3	ds1 (type 18)

The ifStackTable is then used to show the relationships between the various interfaces.

## ifStackTable Entries

HigherLayer	LowerLayer
0	1
1	2
2	3
3	0

## 2.3.1. Usage of Channelization for DS3, DS1, DS0

An example is given here to explain the channelization objects in the DS3, DS1, and DS0 MIBs to help the implementor use the objects correctly. Treatment of E3 and E1 would be similar, with the number of DS0s being different depending on the framing of the E1. Timeslot 16 is not created for framing types that do not pass data over it.

Assume that a DS3 (with ifIndex 1) is channelized into DS1s (without DS2s). The object dsx3Channelization is set to enabledDs1. There will be 28 DS1s in the ifTable. Assume the entries in the ifTable for the DS1s are created in channel order and the ifIndex values are 2 through 29. In the DS1 MIB, there will be an entry in the dsx1ChanMappingTable for each ds1. The entries will be as follows:

## dsx1ChanMappingTable Entries

ifIndex	dsx1Ds1ChannelNumber	dsx1ChanMappedIfIndex
1	1	2
1	2	3
.....		
1	28	29

In addition, the DS1s are channelized into DS0s. The object dsx1Channelization is set to enabledDs0 for each DS1. When this object is set to this value, 24 DS0s are created by the agent. There will be 24 DS0s in the ifTable for each DS1. If the dsx1Channelization is set to disabled, the 24 DS0s are destroyed.

Assume the entries in the ifTable are created in channel order and the ifIndex values for the DS0s in the first DS1 are 30 through 53. In the DS0 MIB, there will be an entry in the dsx0ChanMappingTable for each DS0. The entries will be as follows:

## dsx0ChanMappingTable Entries

ifIndex	dsx0Ds0ChannelNumber	dsx0ChanMappedIfIndex
2	1	30
2	2	31
.....		
2	24	53

## 2.3.2. Usage of ifIndex Mapping for DS0Bundle

An example is given here to explain the ifIndex mapping objects in the DS0Bundle MIB to help the implementor use the objects correctly.

Assume that a DS1 (with ifIndex 1) is channelized into DS0s. There will be 24 DS0s in the ifTable. Assume the entries in the ifTable for the DS0s are created in channel order and the ifIndex values are 2 through 25. Now, assume that there are two bundles on the DS1. The first one uses channels 1 and 2. The second uses channels 3 and 4. There will be two ifTable entries for these bundles, with values of 26 and 27 for ifIndex. There will be an entry in the dsx0BundleTable for each bundle. The entries will be as follows:

## dsx0BundleTable Entries

dsx0BundleIndex	dsx0BundleIfIndex
1	26
2	27

There will be an entry in the dsx0ConfigTable for each DS0. The entries will be as follows:

## dsx0ConfigTable Entries

ifIndex	dsx0Ds0ChannelNumber	dsx0Ds0BundleMappedIfIndex
2	1	26
3	2	26
4	3	27
5	4	27
6	5	0
7	6	0
.....		
25	24	0

## 3. Overview of the MIB

This document contains 2 MIB modules, the DS0 MIB and the DS0Bundle MIB.

### 3.1. DS0 MIB

The DS0 MIB is used to represent individual DS0s in a DS1 or E1. Variables in this MIB would be created for each DS0 in the ifTable. This MIB contains the following group:

The DS0 Config Group - This group contains configuration information about a particular DS0.

### 3.2. DS0Bundle MIB

The DS0Bundle MIB is used to represent collections of DS0s that are used together to carry data within a DS1/E1 at speeds greater than that of a single DS0. DS0Bundles are created on top of DS0s and are represented that way in the ifStackTable. This MIB contains the following groups:

The DS0 Bundle Group - This group contains objects used for creating new ds0Bundles. This group is mandatory.

The DS0 Bonding Group - This group contains information about bonding for a ds0Bundle, if bonding is enabled. This group is optional.

## 4. Object Definitions for DS0

```
DS0-MIB DEFINITIONS ::= BEGIN
```

```
IMPORTS
```

```
    MODULE-IDENTITY, OBJECT-TYPE,
    transmission                               FROM SNMPv2-SMI
    MODULE-COMPLIANCE, OBJECT-GROUP           FROM SNMPv2-CONF
    DisplayString, TruthValue                 FROM SNMPv2-TC
    ifIndex, InterfaceIndex,
    InterfaceIndexOrZero                       FROM IF-MIB;
```

```
-- This is the MIB module for the DS0 Interface objects.
```

```
ds0 MODULE-IDENTITY
```

```
    LAST-UPDATED "9807161630Z"
```

```
    ORGANIZATION "IETF Trunk MIB Working Group"
```

```
    CONTACT-INFO
```

```
        "          David Fowler
```

```
        Postal: Newbridge Networks Corporation
                600 March Road
                Kanata, Ontario, Canada K2K 2E6
```

```
        Tel: +1 613 591 3600
```

Fax: +1 613 599 3619

E-mail: davef@newbridge.com"

DESCRIPTION

"The MIB module to describe  
DSO interfaces objects."

REVISION "9805242010Z"

DESCRIPTION

"Initial version of the DSO-MIB."

::= { transmission 81 }

-- The DSO Config Group

-- Implementation of this group is mandatory for all  
-- systems that use a DSO Interface.

-- The DSO Config Group consists of two tables:

-- DSO Configuration Table  
-- DSO Channel Mapping Table

-- The DSO Configuration Table

dsx0ConfigTable OBJECT-TYPE

SYNTAX SEQUENCE OF Dsx0ConfigEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"The DSO Configuration table."

::= { ds0 1 }

dsx0ConfigEntry OBJECT-TYPE

SYNTAX Dsx0ConfigEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the DSO Configuration table. There  
is an entry in this table for each DSO interface."

INDEX { ifIndex }

::= { dsx0ConfigTable 1 }

Dsx0ConfigEntry ::=

SEQUENCE {

dsx0Ds0ChannelNumber	INTEGER,
dsx0RobbedBitSignalling	TruthValue,
dsx0CircuitIdentifier	DisplayString,
dsx0IdleCode	INTEGER,
dsx0SeizedCode	INTEGER,

```

        dsx0ReceivedCode          INTEGER,
        dsx0TransmitCodesEnable   TruthValue,
        dsx0Ds0BundleMappedIfIndex InterfaceIndexOrZero
    }

dsx0Ds0ChannelNumber OBJECT-TYPE
    SYNTAX  INTEGER(0..31)
    MAX-ACCESS  read-only
    STATUS  current
    DESCRIPTION
        "This object indicates the channel number of the
         ds0 on its DS1/E1."
    ::= { dsx0ConfigEntry 1 }

dsx0RobbedBitSignalling OBJECT-TYPE
    SYNTAX  TruthValue
    MAX-ACCESS  read-write
    STATUS  current
    DESCRIPTION
        "This object indicates if Robbed Bit Signalling is
         turned on or off for a given ds0.  This only
         applies to DS0s on a DS1 link.  For E1 links the
         value is always off (false)."
    ::= { dsx0ConfigEntry 2 }

dsx0CircuitIdentifier OBJECT-TYPE
    SYNTAX  DisplayString (SIZE (0..255))
    MAX-ACCESS  read-write
    STATUS  current
    DESCRIPTION
        "This object contains the transmission vendor's
         circuit identifier, for the purpose of
         facilitating troubleshooting."
    ::= { dsx0ConfigEntry 3 }

dsx0IdleCode OBJECT-TYPE
    SYNTAX  INTEGER(0..15)
    MAX-ACCESS  read-write
    STATUS  current
    DESCRIPTION
        "This object contains the code transmitted in the
         ABCD bits when the ds0 is not connected and
         dsx0TransmitCodesEnable is enabled.  The object is
         a bitmap and the various bit positions are:
          1      D bit
          2      C bit
          4      B bit
          8      A bit"

```

```
::= { dsx0ConfigEntry 4 }
```

```
dsx0SeizedCode OBJECT-TYPE
```

```
SYNTAX INTEGER(0..15)
```

```
MAX-ACCESS read-write
```

```
STATUS current
```

```
DESCRIPTION
```

```
"This object contains the code transmitted in the
ABCD bits when the ds0 is connected and
dsx0TransmitCodesEnable is enabled. The object is
a bitmap and the various bit positions are:
```

```
1      D bit
```

```
2      C bit
```

```
4      B bit
```

```
8      A bit"
```

```
::= { dsx0ConfigEntry 5 }
```

```
dsx0ReceivedCode OBJECT-TYPE
```

```
SYNTAX INTEGER(0..15)
```

```
MAX-ACCESS read-only
```

```
STATUS current
```

```
DESCRIPTION
```

```
"This object contains the code being received in
the ABCD bits. The object is a bitmap and the
various bit positions are:
```

```
1      D bit
```

```
2      C bit
```

```
4      B bit
```

```
8      A bit"
```

```
::= { dsx0ConfigEntry 6 }
```

```
dsx0TransmitCodesEnable OBJECT-TYPE
```

```
SYNTAX TruthValue
```

```
MAX-ACCESS read-write
```

```
STATUS current
```

```
DESCRIPTION
```

```
"This object determines if the idle and seized
codes are transmitted. If the value of this object
is true then the codes are transmitted."
```

```
::= { dsx0ConfigEntry 7 }
```

```
dsx0Ds0BundleMappedIfIndex OBJECT-TYPE
```

```
SYNTAX InterfaceIndexOrZero
```

```
MAX-ACCESS read-only
```

```
STATUS current
```

```
DESCRIPTION
```

```
"This object indicates the ifIndex value assigned
by the agent for the ds0Bundle(82) ifEntry to
```

which the given ds0(81) ifEntry may belong.

If the given ds0(81) ifEntry does not belong to any ds0Bundle(82) ifEntry, then this object has a value of zero.

While this object provides information that can also be found in the ifStackTable, it provides this same information with a single table lookup, rather than by walking the ifStackTable to find the possibly non-existent ds0Bundle(82) ifEntry that may be stacked above the given ds0(81) ifTable entry."

```
::= { dsx0ConfigEntry 8 }
```

-- The DS0 Channel Mapping Table

dsx0ChanMappingTable OBJECT-TYPE

SYNTAX SEQUENCE OF Dsx0ChanMappingEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"The DS0 Channel Mapping table. This table maps a DS0 channel number on a particular DS1/E1 into an ifIndex."

```
::= { ds0 3 }
```

dsx0ChanMappingEntry OBJECT-TYPE

SYNTAX Dsx0ChanMappingEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the DS0 Channel Mapping table. There is an entry in this table corresponding to each ds0 ifEntry within any interface that is channelized to the individual ds0 ifEntry level.

This table is intended to facilitate mapping from channelized interface / channel number to DS0 ifEntry. (e.g. mapping (DS1 ifIndex, DS0 Channel Number) -> ifIndex)

While this table provides information that can also be found in the ifStackTable and dsx0ConfigTable, it provides this same information with a single table lookup, rather than by walking the ifStackTable to find the various constituent ds0 ifTable entries, and testing various

```

        dsx0ConfigTable entries to check for the entry
        with the applicable DS0 channel number."
INDEX   { ifIndex, dsx0Ds0ChannelNumber }
 ::= { dsx0ChanMappingTable 1 }

Dsx0ChanMappingEntry ::=
    SEQUENCE {
        dsx0ChanMappedIfIndex  InterfaceIndex
    }

dsx0ChanMappedIfIndex OBJECT-TYPE
    SYNTAX      InterfaceIndex
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "This object indicates the ifIndex value assigned
        by the agent for the individual ds0 ifEntry that
        corresponds to the given DS0 channel number
        (specified by the INDEX element
        dsx0Ds0ChannelNumber) of the given channelized
        interface (specified by INDEX element ifIndex)."
```

```

 ::= { dsx0ChanMappingEntry 1 }

-- conformance information

ds0Conformance OBJECT IDENTIFIER ::= { ds0 2 }

ds0Groups          OBJECT IDENTIFIER ::= { ds0Conformance 1 }
ds0Compliances    OBJECT IDENTIFIER ::= { ds0Conformance 2 }

-- compliance statements

ds0Compliance MODULE-COMPLIANCE
    STATUS      current
    DESCRIPTION
        "The compliance statement for DS0 interfaces."
    MODULE     -- this module
        MANDATORY-GROUPS { ds0ConfigGroup }

        OBJECT dsx0RobbedBitSignalling
        MIN-ACCESS read-only
        DESCRIPTION
            "The ability to set RBS is not required."
        OBJECT dsx0CircuitIdentifier
        MIN-ACCESS read-only
        DESCRIPTION
```

"The ability to set the circuit identifier is not required."

OBJECT dsx0IdleCode  
MIN-ACCESS read-only  
DESCRIPTION

"The ability to set the idle code is not required."

OBJECT dsx0SeizedCode  
MIN-ACCESS read-only  
DESCRIPTION

"The ability to set the seized code is not required."

OBJECT dsx0TransmitCodesEnable  
MIN-ACCESS read-only  
DESCRIPTION

"The ability to enable and disable the transmitting of idle and seized codes is not required."

::= { ds0Compliances 1 }

-- units of conformance

ds0ConfigGroup OBJECT-GROUP

OBJECTS { dsx0Ds0ChannelNumber,  
dsx0RobbedBitSignalling,  
dsx0CircuitIdentifier,  
dsx0IdleCode,  
dsx0SeizedCode,  
dsx0ReceivedCode,  
dsx0TransmitCodesEnable,  
dsx0Ds0BundleMappedIfIndex,  
dsx0ChanMappedIfIndex }

STATUS current

DESCRIPTION

"A collection of objects providing configuration information applicable to all DS0 interfaces."

::= { ds0Groups 1 }

END

## 5. Object Definitions for DS0 Bundle

```
DSOBUNDLE-MIB DEFINITIONS ::= BEGIN
```

```
IMPORTS
```

```
    MODULE-IDENTITY, OBJECT-TYPE,
    transmission                               FROM SNMPv2-SMI
    MODULE-COMPLIANCE, OBJECT-GROUP           FROM SNMPv2-CONF
    DisplayString, RowStatus,
    TestAndIncr                               FROM SNMPv2-TC
    ifIndex, InterfaceIndex                   FROM IF-MIB;
```

```
-- This is the MIB module for the DS0Bundle Interface
-- objects.
```

```
ds0Bundle MODULE-IDENTITY
```

```
    LAST-UPDATED "9807161630Z"
    ORGANIZATION "IETF Trunk MIB Working Group"
    CONTACT-INFO
        "          David Fowler
```

```
        Postal: Newbridge Networks Corporation
                600 March Road
                Kanata, Ontario, Canada K2K 2E6
```

```
        Tel: +1 613 591 3600
        Fax: +1 613 599 3619
```

```
        E-mail: davef@newbridge.com"
```

```
DESCRIPTION
```

```
    "The MIB module to describe
    DS0 Bundle interfaces objects."
```

```
REVISION "9805242010Z"
```

```
DESCRIPTION
```

```
    "Initial version of the DSOBUNDLE-MIB."
```

```
 ::= { transmission 82 }
```

```
--
```

```
-- The DS0 Bundle Config Group
```

```
--
```

```
-- Implementation of this group is mandatory for all
-- systems that use a DS0Bundle Interface.
```

```
--
```

```
-- The DS0 Bundle Config Group consists of one table:
--   DS0 Bundle Table
```

```
-- The DS0 Bundle Table
```

## dsx0BundleNextIndex OBJECT-TYPE

SYNTAX TestAndIncr  
 MAX-ACCESS read-write  
 STATUS current  
 DESCRIPTION

"This object is used to assist the manager in selecting a value for dsx0BundleIndex. Because this object is of syntax TestAndIncr (see the SNMPv2-TC document, RFC 1903) it can also be used to avoid race conditions with multiple managers trying to create rows in the table.

If the result of the SET for dsx0BundleNextIndex is not success, this means the value has been changed from index (i.e. another manager used the value), so a new value is required.

The algorithm is:

```
done = false
while done == false
  index = GET (dsx0BundleNextIndex.0)
  SET (dsx0BundleNextIndex.0=index)
  if (set failed)
    done = false
  else
    SET(dsx0BundleRowStatus.index=createAndGo)
    if (set failed)
      done = false
    else
      done = true
      other error handling"
 ::= { ds0Bundle 2 }
```

## dsx0BundleTable OBJECT-TYPE

SYNTAX SEQUENCE OF Dsx0BundleEntry  
 MAX-ACCESS not-accessible  
 STATUS current  
 DESCRIPTION

"There is an row in this table for each ds0Bundle in the system. This table can be used to (indirectly) create rows in the ifTable with ifType = 'ds0Bundle(82)'."

```
::= { ds0Bundle 3 }
```

## dsx0BundleEntry OBJECT-TYPE

SYNTAX Dsx0BundleEntry  
 MAX-ACCESS not-accessible  
 STATUS current

```

DESCRIPTION
    "There is a row in entry in this table for each
    ds0Bundle interface."
INDEX    { dsx0BundleIndex }
 ::= { dsx0BundleTable 1 }

Dsx0BundleEntry ::=
SEQUENCE {
    dsx0BundleIndex          INTEGER,
    dsx0BundleIfIndex       InterfaceIndex,
    dsx0BundleCircuitIdentifier DisplayString,
    dsx0BundleRowStatus     RowStatus
}

dsx0BundleIndex OBJECT-TYPE
SYNTAX  INTEGER (0..2147483647)
MAX-ACCESS not-accessible
STATUS  current
DESCRIPTION
    "A unique identifier for a ds0Bundle.  This is not
    the same value as ifIndex.  This table is not
    indexed by ifIndex because the manager has to
    choose the index in a createable row and the agent
    must be allowed to select ifIndex values."
 ::= { dsx0BundleEntry 1 }

dsx0BundleIfIndex OBJECT-TYPE
SYNTAX  InterfaceIndex
MAX-ACCESS read-only
STATUS  current
DESCRIPTION
    "The ifIndex value the agent selected for the
    (new) ds0Bundle interface."
 ::= { dsx0BundleEntry 2 }

dsx0BundleCircuitIdentifier OBJECT-TYPE
SYNTAX  DisplayString (SIZE (0..255))
MAX-ACCESS read-create
STATUS  current
DESCRIPTION
    "This variable contains the transmission vendor's
    circuit identifier, for the purpose of
    facilitating troubleshooting."
 ::= { dsx0BundleEntry 3 }

dsx0BundleRowStatus OBJECT-TYPE
SYNTAX  RowStatus
MAX-ACCESS read-create

```

```

STATUS current
DESCRIPTION
    "This object is used to create and delete rows in
    this table."
 ::= { dsx0BundleEntry 4 }

-- The DS0 Bonding Group

-- Implementation of this group is optional for all
-- systems that use a DS0Bundle Interface.

-- The DS0 Bonding Group consists of one table:
--   DS0 Bonding Table

-- The DS0 Bonding Table

dsx0BondingTable OBJECT-TYPE
    SYNTAX SEQUENCE OF Dsx0BondingEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "The DS0 Bonding table."
    ::= { ds0Bundle 1 }

dsx0BondingEntry OBJECT-TYPE
    SYNTAX Dsx0BondingEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "An entry in the DS0 Bonding table. There is a
        row in this table for each DS0Bundle interface."
    INDEX { ifIndex }
    ::= { dsx0BondingTable 1 }

Dsx0BondingEntry ::=
    SEQUENCE {
        dsx0BondMode          INTEGER,
        dsx0BondStatus        INTEGER,
        dsx0BondRowStatus     RowStatus
    }

dsx0BondMode OBJECT-TYPE
    SYNTAX INTEGER {
        none(1),
        other(2),
        mode0(3),
        mode1(4),
        mode2(5),

```

```

        mode3(6)
    }
MAX-ACCESS  read-create
STATUS      current
DESCRIPTION
    "This object indicates which BONDing mode is used,
    if any, for a ds0Bundle. Mode0 provides parameter
    and number exchange with no synchronization. Mode
    1 provides parameter and number exchange. Mode 1
    also provides synchronization during
    initialization but does not include inband
    monitoring. Mode 2 provides all of the above plus
    inband monitoring. Mode 2 also steals 1/64th of
    the bandwidth of each channel (thus not supporting
    n x 56/64 kbit/s data channels for most values of
    n). Mode 3 provides all of the above, but also
    provides n x 56/64 kbit/s data channels. Most
    common implementations of Mode 3 add an extra
    channel to support the inband monitoring overhead.
    ModeNone should be used when the interface is not
    performing bandwidth-on-demand."
 ::= { dsx0BondingEntry 1 }

dsx0BondStatus OBJECT-TYPE
SYNTAX  INTEGER {
        idle(1),
        callSetup(2),
        dataTransfer(3)
    }
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "This object indicates the current status of the
    bonding call using this ds0Bundle. idle(1) should
    be used when the bonding mode is set to none(1)."
```

```
 ::= { dsx0BondingEntry 2 }
```

```
dsx0BondRowStatus OBJECT-TYPE
SYNTAX  RowStatus
MAX-ACCESS  read-create
STATUS      current
DESCRIPTION
    "This object is used to create new rows in this
    table, modify existing rows, and to delete
    existing rows."
 ::= { dsx0BondingEntry 3 }
```

```

-- conformance information

ds0BundleConformance OBJECT IDENTIFIER ::= { ds0Bundle 4 }

ds0BundleGroups      OBJECT IDENTIFIER
  ::= { ds0BundleConformance 1 }

ds0BundleCompliances OBJECT IDENTIFIER
  ::= { ds0BundleConformance 2 }

-- compliance statements

ds0BundleCompliance MODULE-COMPLIANCE
  STATUS current
  DESCRIPTION
    "The compliance statement for DS0Bundle
    interfaces."
  MODULE -- this module
    MANDATORY-GROUPS {ds0BundleConfigGroup }

    GROUP          ds0BondingGroup
    DESCRIPTION
      "Implementation of this group is optional for all
      systems that attach to a DS0Bundle Interface."

    OBJECT          dsx0BundleRowStatus
    SYNTAX           INTEGER {
                      active(1),
                      createAndGo(4),
                      destroy(6)
                    }
    MIN-ACCESS      read-only
    DESCRIPTION
      "The agent is not required to support a SET
      operation to this object, and only three of the
      six enumerated values for the RowStatus textual
      convention need be supported.  Only supporting
      createAndGo for a creation process prevents the
      manager from creating an inactive row in the
      ds0BundleTable.  Inactive rows in the
      ds0BundleTable do not make sense."

    OBJECT          dsx0BundleCircuitIdentifier
    MIN-ACCESS      read-only
    DESCRIPTION
      "The agent is not required to support a SET

```

```

operation to this object."

 ::= { ds0BundleCompliances 1 }

-- units of conformance

ds0BondingGroup OBJECT-GROUP
  OBJECTS { dsx0BondMode,
            dsx0BondStatus,
            dsx0BondRowStatus }
  STATUS current
  DESCRIPTION
    "A collection of objects providing
    configuration information applicable
    to all DSO interfaces."
 ::= { ds0BundleGroups 1 }
ds0BundleConfigGroup OBJECT-GROUP
  OBJECTS { dsx0BundleNextIndex,
            dsx0BundleIfIndex,
            dsx0BundleCircuitIdentifier,
            dsx0BundleRowStatus }
  STATUS current
  DESCRIPTION
    "A collection of objects providing the ability to
    create a new ds0Bundle in the ifTable as well as
    configuration information about the ds0Bundle."
 ::= { ds0BundleGroups 2 }
END

```

## 6. Intellectual Property

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## 7. Acknowledgments

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## 9. Security Considerations

SNMPv1 by itself is such an insecure environment. Even if the network itself is secure (for example by using IPSec), even then, there is no control as to who on the secure network is allowed to access and GET (read) the objects in this MIB.

It is recommended that the implementors consider the security features as provided by the SNMPv3 framework. Specifically, the use of the User-based Security Model RFC 2274 [12] and the View-based Access Control Model RFC 2275 [15] is recommended.

It is then a customer/user responsibility to ensure that the SNMP entity giving access to an instance of this MIB, is properly configured to give access to those objects only to those principals (users) that have legitimate rights to access them.

Setting the following objects to an inappropriate value can cause loss of traffic. In the case of dsx0RobbedBitSignalling, for example, the nature of the traffic flowing on the DS0 can be affected.

- dsx0RobbedBitSignalling
- dsx0IdleCode
- dsx0SeizedCode
- dsx0TransmitCodesEnable
- dsx0BundleRowStatus
- dsx0BondMode
- dsx0BondRowStatus

Setting the following objects is mischievous, but not harmful to traffic.

- dsx0CircuitIdentifier
- dsx0BundleNextIndex

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