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Definitions of Managed Objects  
for IEEE 802.3 Medium Attachment Units (MAUs)

Status of this Memo

This RFC 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" for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Abstract

This document defines a portion of the Management Information Base (MIB) for use with network management protocols in TCP/IP-based internets. In particular, it defines objects for managing IEEE 802.3 Medium Attachment Units (MAUs).

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## 1. The Network Management Framework

The Internet-standard Network Management Framework consists of three components. They are:

STD 16, RFC 1155 [1] which defines the SMI, the mechanisms used for describing and naming objects for the purpose of management. STD 16, RFC 1212 [7] defines a more concise description mechanism, which is wholly consistent with the SMI.

STD 17, RFC 1213 [4] which defines MIB-II, the core set of managed objects for the Internet suite of protocols.

STD 15, RFC 1157 [3] which defines the SNMP, the protocol used for network access to managed objects.

The Framework permits new objects to be defined for the purpose of experimentation and evaluation.

## 2. Object Definitions

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the subset of Abstract Syntax Notation One (ASN.1) defined in the SMI. In particular, each object object type is named by an OBJECT IDENTIFIER, an administratively assigned name. The object type together with an object instance serves to uniquely identify a specific instantiation of the object. For human convenience, we often use a textual string, termed the descriptor, to refer to the object type.

## 3. Overview

Instances of the object types defined in this document represent attributes of an IEEE 802.3 MAU. Several types of MAUs are defined in the IEEE 802.3/ISO 8802-3 CSMA/CD standard [9].

These MAUs may be connected to IEEE 802.3 repeaters or to 802.3 (Ethernet-like) interfaces. For convenience this document refers to these devices as "repeater MAUs" and "interface MAUs."

The definitions presented here are based on Draft 5 of Section 20 of IEEE P802.3p, "Layer Management for 10 Mb/s Medium Attachment Units

(MAUs), Section 20" [10] dated 11 July 1992.

### 3.1. Terminology

Refer to Section 3.1.2 of [13] for simple definitions of the terms "repeater," "port," and "MAU" as used in the context of this document. For a more complete and precise definition of these terms, refer to Section 9 of [9].

### 3.2. Structure of MIB

Objects in this MIB are arranged into MIB groups. Each MIB group is organized as a set of related objects.

#### 3.2.1. The Repeater MAU Basic Group Definitions

This group contains all repeater MAU-related configuration, status, and control objects. Implementation of the dot3RpMauBasicGroup is mandatory for MAUs attached to repeaters.

#### 3.2.2. The Interface MAU Basic Group Definitions

This group contains all interface MAU-related configuration, status, and control objects. Implementation of the dot3IfMauBasicGroup is mandatory for MAUs attached to interfaces.

#### 3.2.3. The Broadband MAU Basic Group Definitions

This group contains all broadband-specific MAU-related configuration objects. Implementation of the dot3BroadMauBasicGroup is mandatory for 10BROAD36 MAUs, and is not appropriate for other types of MAUs.

### 3.3. Relationship to Other MIBs

It is assumed that an agent implementing this MIB will also implement (at least) the 'system' group defined in MIB-II [4]. The following sections identify other MIBs that such an agent should implement.

#### 3.3.1. Relationship to the 'system' group

In MIB-II, the 'system' group is defined as being mandatory for all systems such that each managed entity contains one instance of each object in the 'system' group. Thus, those objects apply to the entity even if the entity's sole functionality is management of a MAU.

### 3.3.2. Relationship to the 'interfaces' group

The sections of this document that define interface MAU-related objects specify an extension to the 'interfaces' group of MIB-II [4]. An agent implementing these interface-MAU related objects must also implement the 'interfaces' group of MIB-II. The value of the same as the value of 'ifIndex' used to instantiate the interface to which the given MAU is connected.

It is expected that an agent implementing the interface-MAU related objects in this MIB will also implement the Ethernet-like Interfaces MIB [11].

(Note that repeater ports are not represented as interfaces in the sense of MIB-II's 'interfaces' group. See section 3.4.2 of the repeater MIB [12] for more details.)

### 3.3.3. Relationship to the 802.3 Repeater MIB

The section of this document that defines repeater MAU-related objects specifies an extension to the 802.3 Repeater MIB defined in [13]. An agent implementing these repeater-MAU related objects must also implement the 802.3 Repeater MIB.

The values of 'rpMauGroupIndex' and 'rpMauPortIndex' used to instantiate a repeater MAU variable shall be the same as the values of 'rpPtrPortGroupIndex' and 'rpPtrPortIndex' used to instantiate the port to which the given MAU is connected.

### 3.4. Management of Internal MAUs

In some situations, a MAU can be "internal" -- i.e., its functionality is implemented entirely within a device. For example, a managed repeater may contain an internal repeater- MAU and/or an internal interface-MAU through which management communications originating on one of the repeater's external ports pass in order to reach the management agent associated with the repeater. Such internal MAUs may or may not be managed. If they are managed, objects describing their attributes should appear in the appropriate MIB group -- dot3RpMauBasicGroup for internal repeater-MAUs and dot3IfMauBasicGroup for internal interface-MAUs.

## 4. Definitions

```
MAU-MIB DEFINITIONS ::= BEGIN
```

```
IMPORTS
```

```
    Counter                FROM RFC1155-SMI
    OBJECT-TYPE             FROM RFC-1212
    TRAP-TYPE               FROM RFC-1215;
```

```
snmpDot3MauMgt OBJECT IDENTIFIER ::= { mib-2 26 }
```

```
--                               References
```

```
-- The following references are used throughout this MIB:
```

```
-- [RFC 1213]
--   refers to McCloghrie, K., and M. Rose, Editors,
--   Management Information Base for Network Management
--   of TCP/IP-based internets: MIB-II, STD 17, RFC 1213,
--   Hughes LAN Systems, Performance Systems International,
--   March 1991.
```

```
-- [RFC 1368]
--   refers to McMaster, D., and K. McCloghrie, Editors,
--   Definitions of Managed Objects for IEEE 802.3 Repeater
--   Devices, RFC 1368, SynOptics Communications, Hughes
--   LAN Systems, October 1992.
```

```
-- [IEEE 802.3 MAU Mgt]
--   refers to IEEE P802.3p, 'Layer Management for 10 Mb/s
--   Medium Access Unit (MAUs), Section 20,' Draft Supplement
--   to ANSI/IEEE 802.3, Draft 5, 11 July 1992.
```

```
--                               MIB Groups
```

```
-- The dot3RpMauBasicGroup is mandatory for MAUs attached to
--   repeaters.
-- The dot3IfMauBasicGroup is mandatory for MAUs attached to
--   DTEs (interfaces).
-- The dot3BroadMauBasicGroup is mandatory for broadband MAUs
--   attached to DTEs.
```

```
dot3RpMauBasicGroup
```

```

    OBJECT IDENTIFIER ::= { snmpDot3MauMgt 1 }
dot3IfMauBasicGroup
    OBJECT IDENTIFIER ::= { snmpDot3MauMgt 2 }
dot3BroadMauBasicGroup
    OBJECT IDENTIFIER ::= { snmpDot3MauMgt 3 }

-- object identifiers for MAU types
-- (see rpMauType and ifMauType for usage)
dot3MauType
    OBJECT IDENTIFIER ::= { snmpDot3MauMgt 4 }
dot3MauTypeAUI      -- no internal MAU, view from AUI
    OBJECT IDENTIFIER ::= { dot3MauType 1 }
dot3MauType10Base5  -- thick coax MAU (per 802.3 section 8)
    OBJECT IDENTIFIER ::= { dot3MauType 2 }
dot3MauTypeFoirl    -- FOIRL MAU (per 802.3 section 9.9)
    OBJECT IDENTIFIER ::= { dot3MauType 3 }
dot3MauType10Base2  -- thin coax MAU (per 802.3 section 10)
    OBJECT IDENTIFIER ::= { dot3MauType 4 }
dot3MauType10BaseT  -- UTP MAU (per 802.3 section 14)
    OBJECT IDENTIFIER ::= { dot3MauType 5 }
dot3MauType10BaseFP -- passive fiber MAU (per 802.3 section 16)
    OBJECT IDENTIFIER ::= { dot3MauType 6 }
dot3MauType10BaseFB -- sync fiber MAU (per 802.3 section 17)
    OBJECT IDENTIFIER ::= { dot3MauType 7 }
dot3MauType10BaseFL -- async fiber MAU (per 802.3 section 18)
    OBJECT IDENTIFIER ::= { dot3MauType 8 }
dot3MauType10Broad36 -- broadband DTE MAU (per 802.3 section 11)
    -- note that 10BROAD36 MAUs can be attached to interfaces but
    -- not to repeaters
    OBJECT IDENTIFIER ::= { dot3MauType 9 }

--
--                               The Repeater MAU Basic Group
--
-- Implementation of the Repeater MAU Basic Group is mandatory
-- for MAUs attached to repeaters.
--
-- The Basic Repeater MAU Table
--
rpMauTable OBJECT-TYPE
    SYNTAX      SEQUENCE OF RpMauEntry
    ACCESS      not-accessible
    STATUS      mandatory
    DESCRIPTION

```

"Table of descriptive and status information about  
the MAU(s) attached to the ports of a repeater."  
 ::= { dot3RpMauBasicGroup 1 }

rpMauEntry OBJECT-TYPE  
SYNTAX RpMauEntry  
ACCESS not-accessible  
STATUS mandatory  
DESCRIPTION  
"An entry in the table, containing information  
about a single MAU."  
INDEX { rpMauGroupIndex, rpMauPortIndex, rpMauIndex }  
 ::= { rpMauTable 1 }

RpMauEntry ::=  
SEQUENCE {  
rpMauGroupIndex  
INTEGER,  
rpMauPortIndex  
INTEGER,  
rpMauIndex  
INTEGER,  
rpMauType  
OBJECT IDENTIFIER,  
rpMauStatus  
INTEGER,  
rpMauMediaAvailable  
INTEGER,  
rpMauMediaAvailableStateExits  
Counter,  
rpMauJabberState  
INTEGER,  
rpMauJabberingStateEnters  
Counter  
}

rpMauGroupIndex OBJECT-TYPE  
SYNTAX INTEGER (1..1024)  
ACCESS read-only  
STATUS mandatory  
DESCRIPTION  
"This variable uniquely identifies the repeater  
group containing the port to which the MAU  
described by this entry is connected."  
REFERENCE  
"Reference RFC1368, rpMauGroupIndex."  
 ::= { rpMauEntry 1 }

```
rpMauPortIndex OBJECT-TYPE
    SYNTAX      INTEGER (1..1024)
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "This variable uniquely identifies the repeater
        port within group rpMauGroupIndex to which the MAU
        described by this entry is connected."
    REFERENCE
        "Reference RFC 1368, rpPtrPortIndex."
    ::= { rpMauEntry 2 }
```

```
rpMauIndex OBJECT-TYPE
    SYNTAX      INTEGER (1..9)
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "This variable uniquely identifies the MAU
        connected to port rpMauPortIndex within group
        rpMauGroupIndex that is described by this entry."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUID."
    ::= { rpMauEntry 3 }
```

```
rpMauType OBJECT-TYPE
    SYNTAX      OBJECT IDENTIFIER
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "This object identifies the 10 Mb/s baseband MAU
        type. An initial set of MAU types are defined
        above. The assignment of OBJECT IDENTIFIERS to
        new types of MAUs is managed by the IANA. If the
        MAU type is unknown, the object identifier
```

unknownMauType OBJECT IDENTIFIER ::= { 0 0 }

is returned. Note that unknownMauType is a syntactically valid object identifier, and any conformant implementation of ASN.1 and the BER must be able to generate and recognize this value."

```
REFERENCE
    "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
    aMAUType."
    ::= { rpMauEntry 4 }
```

```
rpMauStatus OBJECT-TYPE
```



```
SYNTAX      INTEGER {
                other(1),
                unknown(2),
                operational(3),
                standby(4),
                shutdown(5),
                reset(6)
            }
ACCESS      read-write
STATUS      mandatory
DESCRIPTION
```

"The current state of the MAU. This object may be implemented as a read-only object by those agents and MAUs that do not implement software control of the MAU state. Some agents may not support setting the value of this object to some of the enumerated values.

The value other(1) is returned if the MAU is in a state other than one of the states 2 through 6.

The value unknown(2) is returned when the MAU's true state is unknown; for example, when it is being initialized.

A MAU in the operational(3) state is fully functional, operates, and passes signals to its attached DTE or repeater port in accordance to its specification.

A MAU in standby(4) state forces DI and CI and the media transmitter to idle. Standby(4) mode only applies to link type MAUs. The state of rpMauMediaAvailable is unaffected.

A MAU in shutdown(5) state assumes the same condition on DI, CI, and the media transmitter as though it were powered down. The MAU may return other(1) value for the mauJabber and rpMauMediaAvailable objects when it is in this state. For an AUI, this state will remove power from the AUI.

Setting this variable to the value reset(6) resets the MAU in the same manner as a power-off, power-on cycle of at least one-half second would. The agent is not required to return the value reset (6).

Setting this variable to the value operational(3), standby(4), or shutdown(5) causes the MAU to assume the respective state except that setting a mixing-type MAU or an AUI to standby(4) will cause the MAU to enter the shutdown state."

## REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUAdminState, and 20.2.3.3, acMAUAdminControl and acResetMAUAction."

::= { rpMauEntry 5 }

## rpMauMediaAvailable OBJECT-TYPE

```
SYNTAX      INTEGER {
                other(1),
                unknown(2),
                available(3),
                notAvailable(4),
                remoteFault(5),
                invalidSignal(6)
            }
```

ACCESS read-only

STATUS mandatory

## DESCRIPTION

"If the MAU is a link or fiber type (FOIRL, 10BASE-T, 10BASE-F) then this is equivalent to the link test fail state/low light function. For an AUI or a coax (including broadband) MAU this indicates whether or not loopback is detected on the DI circuit. The value of this attribute persists between packets for MAU types AUI, 10BASE5, 10BASE2, 10BROAD36, and 10BASE-FP.

The value other(1) is returned if the mediaAvailable state is not one of 2 through 6.

The value unknown(2) is returned when the MAU's true state is unknown; for example, when it is being initialized. At power-up or following a reset, the value of this attribute will be unknown for AUI, coax, and 10BASE-FP MAUs. For these MAUs loopback will be tested on each transmission during which no collision is detected. If DI is receiving input when DO returns to IDL after a transmission and there has been no collision during the transmission then loopback will be detected. The value of this attribute will only change during non-collided transmissions for AUI, coax, and 10BASE-FP MAUs.

The value available(3) indicates that the link, light, or loopback is normal. The value notAvailable(4) indicates link loss, low light, or no loopback.

The value remoteFault(5) indicates that a fault has been detected at the remote end of the link. The value invalidSignal(6) indicates that an invalid signal has been received from the other end of the link. Both remoteFault(5) and invalidSignal(6) apply only to MAUs of type 10BASE-FB."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMediaAvailable."

::= { rpMauEntry 6 }

#### rpMauMediaAvailableStateExits OBJECT-TYPE

SYNTAX Counter

ACCESS read-only

STATUS mandatory

#### DESCRIPTION

"A count of the number of times that rpMauMediaAvailable for this MAU instance leaves the state available(3)."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, lostMediaCount."

::= { rpMauEntry 7 }

#### rpMauJabberState OBJECT-TYPE

SYNTAX INTEGER {  
    other(1),  
    unknown(2),  
    noJabber(3),  
    jabbering(4)  
}

ACCESS read-only

STATUS mandatory

#### DESCRIPTION

"The value other(1) is returned if the jabber state is not 2, 3, or 4. The agent must always return other(1) for MAU type dot3MauTypeAUI.

The value unknown(2) is returned when the MAU's true state is unknown; for example, when it is being initialized.

If the MAU is not jabbering the agent returns noJabber(3). This is the 'normal' state.

If the MAU is in jabber state the agent returns the jabbering(4) value."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aJabber.jabberFlag."

::= { rpMauEntry 8 }

#### rpMauJabberingStateEnters OBJECT-TYPE

SYNTAX Counter  
ACCESS read-only  
STATUS mandatory

#### DESCRIPTION

"A count of the number of times that rpMauJabberState for this MAU instance enters the state jabbering(4). For a MAU of type dot3MauTypeAUI, this counter will always indicate zero."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aJabber.jabberCounter."

::= { rpMauEntry 9 }

--

-- The Interface MAU Basic Group

--

-- Implementation of the Interface MAU Basic Group is mandatory  
-- for MAUs attached to DTEs (interfaces).

--

-- The Basic Interface MAU Table

--

#### ifMauTable OBJECT-TYPE

SYNTAX SEQUENCE OF IfMauEntry  
ACCESS not-accessible  
STATUS mandatory

#### DESCRIPTION

"Table of descriptive and status information about the MAU(s) attached to an interface."

::= { dot3IfMauBasicGroup 1 }

#### ifMauEntry OBJECT-TYPE

SYNTAX IfMauEntry  
ACCESS not-accessible

```
STATUS      mandatory
DESCRIPTION
    "An entry in the table, containing information
    about a single MAU."
INDEX       { ifMauIfIndex, ifMauIndex }
 ::= { ifMauTable 1 }

IfMauEntry ::=
SEQUENCE {
    ifMauIfIndex
        INTEGER,
    ifMauIndex
        INTEGER,
    ifMauType
        OBJECT IDENTIFIER,
    ifMauStatus
        INTEGER,
    ifMauMediaAvailable
        INTEGER,
    ifMauMediaAvailableStateExits
        Counter,
    ifMauJabberState
        INTEGER,
    ifMauJabberingStateEnters
        Counter
}

ifMauIfIndex OBJECT-TYPE
SYNTAX      INTEGER
ACCESS      read-only
STATUS      mandatory
DESCRIPTION
    "This variable uniquely identifies the interface
    to which the MAU described by this entry is
    connected."
REFERENCE
    "Reference RFC 1213, ifIndex."
 ::= { ifMauEntry 1 }

ifMauIndex OBJECT-TYPE
SYNTAX      INTEGER (1..9)
ACCESS      read-only
STATUS      mandatory
DESCRIPTION
    "This variable uniquely identifies the MAU
    connected to interface ifMauIfIndex that is
    described by this entry."
REFERENCE
```

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUID."  
 ::= { ifMauEntry 2 }

#### ifMauType OBJECT-TYPE

SYNTAX OBJECT IDENTIFIER

ACCESS read-only

STATUS mandatory

#### DESCRIPTION

"This object identifies the 10 Mb/s baseband or broadband MAU type. An initial set of MAU types are defined above. The assignment of OBJECT IDENTIFIERS to new types of MAUs is managed by the IANA. If the MAU type is unknown, the object identifier

unknownMauType OBJECT IDENTIFIER ::= { 0 0 }

is returned. Note that unknownMauType is a syntactically valid object identifier, and any conformant implementation of ASN.1 and the BER must be able to generate and recognize this value."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUType."

::= { ifMauEntry 3 }

#### ifMauStatus OBJECT-TYPE

SYNTAX INTEGER {  
     other(1),  
     unknown(2),  
     operational(3),  
     standby(4),  
     shutdown(5),  
     reset(6)  
 }

ACCESS read-write

STATUS mandatory

#### DESCRIPTION

"The current state of the MAU. This object may be implemented as a read-only object by those agents and MAUs that do not implement software control of the MAU state. Some agents may not support setting the value of this object to some of the enumerated values.

The value other(1) is returned if the MAU is in a state other than one of the states 2 through 6.

The value unknown(2) is returned when the MAU's true state is unknown; for example, when it is being initialized.

A MAU in the operational(3) state is fully functional, operates, and passes signals to its attached DTE or repeater port in accordance to its specification.

A MAU in standby(4) state forces DI and CI and the media transmitter to idle. Standby(4) mode only applies to link type MAUs. The state of ifMauMediaAvailable is unaffected.

A MAU in shutdown(5) state assumes the same condition on DI, CI, and the media transmitter as though it were powered down. The MAU may return other(1) value for the mauJabber and ifMauMediaAvailable objects when it is in this state. For an AUI, this state will remove power from the AUI.

Setting this variable to the value reset(6) resets the MAU in the same manner as a power-off, power-on cycle of at least one-half second would. The agent is not required to return the value reset(6).

Setting this variable to the value operational(3), standby(4), or shutdown(5) causes the MAU to assume the respective state except that setting a mixing-type MAU or an AUI to standby(4) will cause the MAU to enter the shutdown state."

#### REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUAdminState, and 20.2.3.3, acMAUAdminControl and acResetMAUAction."

```
::= { ifMauEntry 4 }
```

ifMauMediaAvailable OBJECT-TYPE

```
SYNTAX      INTEGER {
                other(1),
                unknown(2),
                available(3),
                notAvailable(4),
                remoteFault(5),
                invalidSignal(6)
            }
```

ACCESS read-only  
STATUS mandatory  
DESCRIPTION

"If the MAU is a link or fiber type (FOIRL, 10BASE-T, 10BASE-F) then this is equivalent to the link test fail state/low light function. For an AUI or a coax (including broadband) MAU this indicates whether or not loopback is detected on the DI circuit. The value of this attribute persists between packets for MAU types AUI, 10BASE5, 10BASE2, 10BROAD36, and 10BASE-FP.

The value other(1) is returned if the mediaAvailable state is not one of 2 through 6.

The value unknown(2) is returned when the MAU's true state is unknown; for example, when it is being initialized. At power-up or following a reset, the value of this attribute will be unknown for AUI, coax, and 10BASE-FP MAUs. For these MAUs loopback will be tested on each transmission during which no collision is detected. If DI is receiving input when DO returns to IDL after a transmission and there has been no collision during the transmission then loopback will be detected. The value of this attribute will only change during non-collided transmissions for AUI, coax, and 10BASE-FP MAUs.

The value available(3) indicates that the link, light, or loopback is normal. The value notAvailable(4) indicates link loss, low light, or no loopback.

The value remoteFault(5) indicates that a fault has been detected at the remote end of the link. The value invalidSignal(6) indicates that an invalid signal has been received from the other end of the link. Both remoteFault(5) and invalidSignal(6) apply only to MAUs of type 10BASE-FB."

REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMediaAvailable."

::= { ifMauEntry 5 }

ifMauMediaAvailableStateExits OBJECT-TYPE  
SYNTAX Counter



```

ACCESS      read-only
STATUS      mandatory
DESCRIPTION
    "A count of the number of times that
    ifMauMediaAvailable for this MAU instance leaves
    the state available(3)."
```

```

REFERENCE
    "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
    lostMediaCount."
 ::= { ifMauEntry 6 }
```

```

ifMauJabberState OBJECT-TYPE
    SYNTAX      INTEGER {
                    other(1),
                    unknown(2),
                    noJabber(3),
                    jabbering(4)
                }
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "The value other(1) is returned if the jabber
        state is not 2, 3, or 4. The agent must always
        return other(1) for MAU type dot3MauTypeAUI.

        The value unknown(2) is returned when the MAU's
        true state is unknown; for example, when it is
        being initialized.

        If the MAU is not jabbering the agent returns
        noJabber(3). This is the 'normal' state.

        If the MAU is in jabber state the agent returns
        the jabbering(4) value."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
        aJabber.jabberFlag."
 ::= { ifMauEntry 7 }
```

```

ifMauJabberingStateEnters OBJECT-TYPE
    SYNTAX      Counter
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "A count of the number of times that
        ifMauJabberState for this MAU instance enters the
        state jabbering(4). For a MAU of type
        dot3MauTypeAUI, this counter will always indicate
```

```

        zero."
REFERENCE
    "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
    aJabber.jabberCounter."
 ::= { ifMauEntry 8 }

--
--                               The Broadband MAU Basic Group
--
-- Implementation of the Broadband MAU Basic Group is mandatory
-- for broadband MAUs attached to DTEs.
--
--
-- The Basic Broadband MAU Table
--
broadMauBasicTable OBJECT-TYPE
    SYNTAX      SEQUENCE OF BroadMauBasicEntry
    ACCESS      not-accessible
    STATUS      mandatory
    DESCRIPTION
        "Table of descriptive and status information about
        the broadband MAUs connected to interfaces."
    ::= { dot3BroadMauBasicGroup 1 }

broadMauBasicEntry OBJECT-TYPE
    SYNTAX      BroadMauBasicEntry
    ACCESS      not-accessible
    STATUS      mandatory
    DESCRIPTION
        "An entry in the table, containing information
        about a single broadband MAU."
    INDEX      { broadMauIfIndex, broadMauIndex }
    ::= { broadMauBasicTable 1 }

BroadMauBasicEntry ::=
    SEQUENCE {
        broadMauIfIndex
            INTEGER,
        broadMauIndex
            INTEGER,
        broadMauXmtRcvSplitType
            INTEGER,
        broadMauXmtCarrierFreq
            INTEGER,
        broadMauTranslationFreq
            INTEGER
    }

```

}

broadMauIfIndex OBJECT-TYPE

SYNTAX INTEGER

ACCESS read-only

STATUS mandatory

DESCRIPTION

"This variable uniquely identifies the interface to which the MAU described by this entry is connected."

REFERENCE

"Reference RFC 1213, ifIndex."

::= { broadMauBasicEntry 1 }

broadMauIndex OBJECT-TYPE

SYNTAX INTEGER (1..9)

ACCESS read-only

STATUS mandatory

DESCRIPTION

"This variable uniquely identifies the MAU connected to interface broadMauIfIndex that is described by this entry."

REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aMAUID."

::= { broadMauBasicEntry 2 }

broadMauXmtRcvSplitType OBJECT-TYPE

SYNTAX INTEGER {  
    other(1),  
    single(2),  
    dual(3)  
}

ACCESS read-only

STATUS mandatory

DESCRIPTION

"This object indicates the type of frequency multiplexing/cabling system used to separate the transmit and receive paths for the 10BROAD36 MAU.

The value other(1) is returned if the split type is not either single or dual.

The value single(2) indicates a single cable system. The value dual(3) indicates a dual cable system, offset normally zero."

REFERENCE

"Reference IEEE 802.3 MAU Mgt, 20.2.3.2, aBbMAUXmitRcvSplitType."

```

 ::= { broadMauBasicEntry 3 }

broadMauXmtCarrierFreq OBJECT-TYPE
    SYNTAX      INTEGER
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "This variable indicates the transmit carrier
         frequency of the 10BROAD36 MAU in MHz/4; that is,
         in units of 250 kHz."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
         aBroadbandFrequencies.xmitCarrierFrequency."
 ::= { broadMauBasicEntry 4 }

broadMauTranslationFreq OBJECT-TYPE
    SYNTAX      INTEGER
    ACCESS      read-only
    STATUS      mandatory
    DESCRIPTION
        "This variable indicates the translation offset
         frequency of the 10BROAD36 MAU in MHz/4; that is,
         in units of 250 kHz."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.2,
         aBroadbandFrequencies.translationFrequency."
 ::= { broadMauBasicEntry 5 }

-- Traps for use by 802.3 MAUs

-- Traps are defined using the conventions in RFC 1215 [8].

rpMauJabberTrap TRAP-TYPE
    ENTERPRISE  snmpDot3MauMgt
    VARIABLES   { rpMauJabberState }
    DESCRIPTION
        "This trap is sent whenever a managed repeater MAU
         enters the jabber state.

         The agent must throttle the generation of
         consecutive rpMauJabberTraps so that there is at
         least a five-second gap between them."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.4,
         nJabberNotification."
 ::= 1

```

```
ifMauJabberTrap TRAP-TYPE
    ENTERPRISE    snmpDot3MauMgt
    VARIABLES     { ifMauJabberState }
    DESCRIPTION
        "This trap is sent whenever a managed interface
        MAU enters the jabber state.

        The agent must throttle the generation of
        consecutive ifMauJabberTraps so that there is at
        least a five-second gap between them."
    REFERENCE
        "Reference IEEE 802.3 MAU Mgt, 20.2.3.4,
        nJabberNotification."
    ::= 2

END
```

## 5. Acknowledgments

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## 7. Security Considerations

Security issues are not discussed in this memo.



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