

Dibbler – a portable DHCPv6 User's guide

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0.7.2

Contents

1	Intro	5
1.1	Overview	5
1.2	Supported parameters	7
1.3	Not supported features	8
1.4	Requirements	8
1.5	Supported platforms	9
2	Installation and usage	9
2.1	Linux installation	9
2.2	Windows installation	10
2.3	IPv6 support	11
2.3.1	Setting up IPv6 in Linux	11
2.3.2	Setting up IPv6 in WindowsXP and 2003	11
2.3.3	Setting up IPv6 in Windows 2000	11
2.3.4	Setting up IPv6 in Windows NT4	12
2.4	Compilation	12
2.4.1	Linux compilation	12
2.4.2	Windows XP/2003 compilation	13
2.4.3	Windows NT/2000 compilation	13
3	Features HOWTO	13
3.1	Leasequery	13
3.2	Stateless vs stateful and IA, TA options	14
3.3	DNS Update	15
3.3.1	Example BIND configuration	17
3.3.2	Dynamic DNS Testing and tips	19
3.3.3	Accepting Unknown FQDNs	20
3.4	Introduction to client classification	21
3.4.1	Client class declaration	21
3.4.2	Access control	21
3.4.3	Assigning clients to defined classes	22
3.4.4	Examples of Client-Class Classifying	23
3.5	Server address caching	23
3.6	Relays	24
3.7	XML files	25
3.8	Prefix delegation	25
3.9	Authentication and Authorization	27
3.10	Exceptions: per client configuration	29
3.11	Vendor specific information	29
3.12	Not connected interfaces (inactive-mode)	30
3.13	Parameters not supported by server (insist-mode)	30
3.14	Different DUID types	30
3.15	Debugging/compatibility features	31
3.15.1	Interface-id option	31
3.15.2	Non-empty IA_NA option	32
3.16	Experimental features	32
3.16.1	Address Parameters	32
3.16.2	Mapping prefix	33

3.16.3	Extra options	33
3.16.4	Tunnel mode	34
3.16.5	Confirm	36
3.16.6	External scripts	37
4	Configuration files	37
4.1	Data types	37
4.2	Scopes	38
4.3	Comments	38
4.4	Client configuration file	38
4.4.1	Global parameters	38
4.4.2	Interface declaration	39
4.4.3	IA declaration	39
4.4.4	Address declaration	40
4.4.5	Standard options	40
4.4.6	Extension options	42
4.4.7	Stateless configuration	44
4.4.8	Relay support	44
4.5	Client configuration examples	44
4.5.1	Example 1: Default	45
4.5.2	Example 2: DNS	45
4.5.3	Example 3: Timeouts and specific address	45
4.5.4	Example 4: More than one address	46
4.5.5	Example 5: Quick configuration using Rapid-commit	46
4.5.6	Example 6: Stateless mode	46
4.5.7	Example 7: Dynamic DNS (FQDN)	47
4.5.8	Example 8: Interface indexes	48
4.5.9	Example 9: Vendor-specific options	48
4.5.10	Example 10: Unicast communication	49
4.5.11	Example 11: Prefix delegation	49
4.5.12	Example 12: Insist mode	50
4.5.13	Example 13: Inactive mode	50
4.5.14	Example 14: Authentication	50
4.5.15	Example 15: Skip Confirm	50
4.6	Server configuration file	51
4.6.1	Global scope	51
4.6.2	Interface declaration	51
4.6.3	Class scope	52
4.6.4	Standard options	52
4.6.5	Additional options	54
4.7	Server configuration examples	56
4.7.1	Example 1: Simple	56
4.7.2	Example 2: Timeouts	56
4.7.3	Example 3: Limiting amount of addresses	56
4.7.4	Example 4: Unicast communication	57
4.7.5	Example 5: Rapid-commit	57
4.7.6	Example 6: Access control	58
4.7.7	Example 7: Multiple classes	58
4.7.8	Example 8: Relay support	59
4.7.9	Example 9: Cascade 2 relays	59

4.7.10	Example 10: Dynamic DNS (FQDN)	60
4.7.11	Example 11: Vendor-specific Information option	61
4.7.12	Example 12: Per client configuration	61
4.7.13	Example 13: Prefix delegation	62
4.7.14	Example 14: Multiple prefixes	63
4.7.15	Example 15: Inactive mode	63
4.7.16	Example 16: Leasequery	64
4.7.17	Example 17: Authentication	64
4.7.18	Example 18: Relay support with unknown interface-id	64
4.8	Relay configuration file	65
4.8.1	Global scope	65
4.8.2	Interface declaration	65
4.8.3	Options	65
4.9	Relay configuration examples	67
4.9.1	Example 1: Simple	67
4.9.2	Example 2: Unicast/multicast	67
4.9.3	Example 3: Multiple interfaces	68
4.9.4	Example 4: 2 relays	68
4.9.5	Example 5: Guess-mode	69
4.9.6	Example 6: Relaying to multicast	69
4.10	Requestor configuration	70
5	Frequently Asked Questions	70
5.1	Common Questions	70
5.2	Linux specific questions	71
5.3	Windows specific questions	71
6	Miscellaneous topics	71
6.1	History	71
6.2	Contact and reporting bugs	72
6.3	Mailing lists	72
6.4	Thanks and greetings	72
	Bibliography	74

1 Intro

First of all, as an author I would like to thank you for your interest in this DHCPv6 implementation. If this documentation doesn't answer your questions or you have any suggestions, feel free to contact me. See [Contact](#) section for details. Also be sure to check out Dibbler website: <http://klub.com.pl/dhcpv6/>.

Tomasz Mrugalski

1.1 Overview

Dynamic Host Configuration Protocol for IPv6, often called DHCPv6 is a protocol, which is used to automatically configure IPv6 capable computers and other equipment located in a local network. This protocol defines *clients* (i.e. nodes, which should be configured), *servers* (i.e. nodes, which provide configuration to clients) and *relays* (i.e. nodes, which are connected to more than one network and are able to forward traffic between local clients and remote servers).

Requestor support has been added in version 0.7.0RC1. Requestor is a separate entity, which sends queries to the server regarding leases to a specific clients. It is possible to ask a server, who has specific address or what addresses are assigned to a specific client. This feature is part of the lease query mechanism defined in [15] and is considered advanced topic. If you don't know what lease query is, you definitely don't need it.

Dibbler is a portable DHCPv6 solution, which features server, client and relay. Currently there are ports available for Windows XP and 2003 (support for NT4 and 2000 is considered experimental) and Linux 2.4/2.6 systems. It supports both stateful (i.e. IPv6 address granting) and stateless (i.e. options granting) autoconfiguration. Besides basic functionality (specified in basic DHCPv6 spec, RFC3315 [5]), it also offers several enhancements, e.g. DNS servers and domain names configuration.

Dibbler is an open source software, distributed under [GNU GPL v2](#) licence. It means that it is freely available, free of charge and can be used by anyone (including commercial users). Source code is also provided, so anyone skilled enough can fix bugs, add new features and distribute his/her own version.

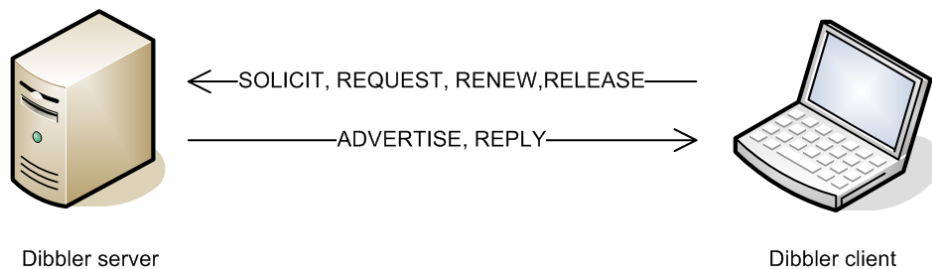


Figure 1: *General DHCPv6 operation*

As for now, Dibbler supports following features:

- Basic server discovery and address assignment (*SOLICIT*, *ADVERTISE*, *REQUEST* and *REPLY* messages) – This is a most common case: client discovers servers available in the local network, then asks for an address (and possibly additional options like DNS configuration), which is granted by a server.
- Server redundancy/Best server discovery – when client detects more than one server available (by receiving more than one *ADVERTISE* message), it chooses the best one and remembers remaining ones as a backup.

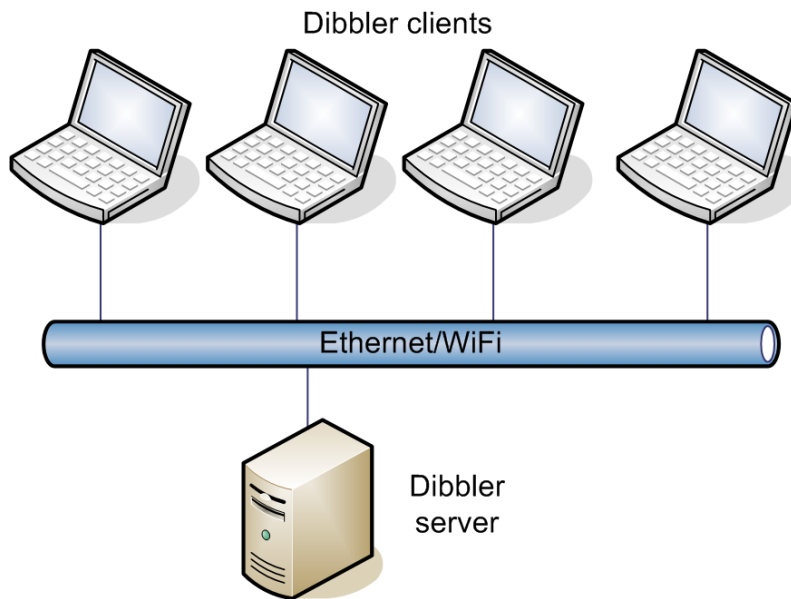


Figure 2: *Several clients supported by one server*

- Multiple servers support – Client is capable of discovering and maintaining communication with several servers. For example, client would like to have 5 addresses configured. Preferred server can only grant 3, so client send request for remaining 2 addresses to one of the remaining servers.
- Relay support – In a larger network, which contains several Ethernet segments and/or wireless areas, sometimes centrally located DHCPv6 server might not be directly reachable. In such case, additional proxies, so called relays, might be deployed to relay communication between clients and a remote server. Dibbler server supports indirect communication with clients via relays. Stand-alone, lightweight relay implementation is also available. Clients are capable of talking to the server directly or via relays.
- Address renewal – After receiving address from a server, client might be instructed to renew its address at regular intervals. Client periodically sends *RENEW* message to a server, which granted its address. In case of communication failure, client is also able to attempt emergency address renewal (i.e. it sends *REBIND* message to any server).
- Unicast communication – if specific conditions are met, client could send messages directly to a server's unicast address, so additional servers does not need to process those messages. It also improves efficiency, as all nodes present in LAN segment receive multicast packets.¹
- Duplicate address detection – Client is able to detect and properly handle faulty situation, when server grants an address which is illegally used by some other host. It will inform server of such circumstances (using *DECLINE* message), and request another address. Server will mark this address as used by unknown host, and will assign another address to a client.
- Power failure/crash support – After client recovers from a crash or a power failure, it still can have valid addresses assigned. In such circumstances, client uses *CONFIRM* message, to config if those addresses are still valid. ².

¹Nodes, which do not belong to specific multicast group, drop those packets silently. However, determining if host belongs or not to a group must be performed on each node. Also using multicast communication increases the network load.

²As for 0.7.2 version, this functionality works on the server side only, client side support will be available in future releases.

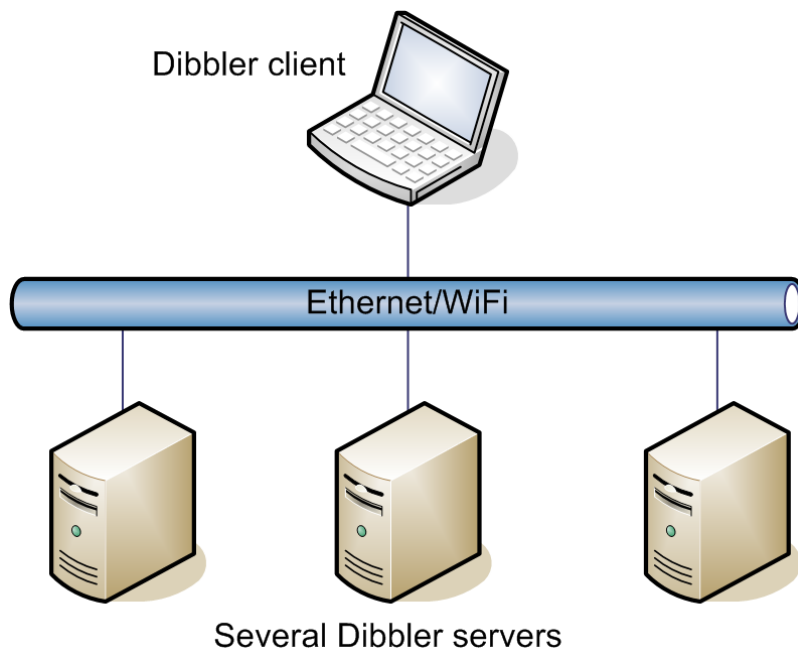


Figure 3: *Redundancy: several servers*

- Normal and temporary addresses – Depending on its purpose, client can be configured to ask for normal (*IA_NA* option) or temporary (*IA_TA* option). Although use of temporary addresses is rather uncommon, both dibbler server and client support it.
- Hint system – Client can be configured to send various parameters and addresses in the *REQUEST* message. It will be treated as a hint by the server. If such hint is valid, it will be granted for this client.
- Server caching – Server can cache granted addresses, so the same client will receive the same address each time it asks. Size of this cache can be configured.
- Stateless mode – Client can be configured to not ask for any addresses, but the configuration options only. In such case, when no addresses are granted, such configuration is called stateless (*INFORMATION-REQUEST* message is used instead of normal *REQUEST*).
- Rapid Commit – Sometimes it is desirable to quicken configuration process. If both client and server are configured to use rapid commit, address assignment procedure can be shortened to 2 messages, instead of usual 4. Major advantage is lesser network usage and quicker client startup time.

1.2 Supported parameters

Except RFC3315-specified behavior [5], Dibbler also supports several enhancements:

- DNS Servers – During normal operation, almost all hosts require constant use of the DNS servers. It is necessary for even basic operations, like web surfing. DHCPv6 client can ask for information about DNS servers and DHCPv6 server will provide necessary information. [9]
- Domain Name – Client might be interested in obtaining information about its domain. Properly configured domain allow reference to a different hosts in the same domain using hostname only, not the full domain name, e.g. `alice.example.com` with properly configured domain can refer to another host in the same domain by using 'bob' only, instead of full name `bob.example.com`. [9]

- NTP Servers – To prevent clock misconfiguration and drift, NTP protocol [1] can be used to synchronize clocks. However, to successful use it, location of near NTP servers must be known. Dibbler is able to configure this information. [13]
- Time Zone – To avoid time-related ambiguation, each host should have timezone set properly. Dibbler is able to pass this parameter to all clients, who request it. [17]
- SIP Servers – Session Initiation Protocol (SIP) [4] is commonly used in VoIP solutions. One of the necessary information is SIP server addresses. This information can be passed to the clients. [6]
- SIP Domain Name – SIP domain name is another important parameter of the VoIP capable nodes. This parameter can be passed to all clients, who ask for it. [6]
- NIS, NIS+ Server – Network Information Service is a protocol for sharing authentication parameters between multiple Unix or Linux nodes. Both NIS and NIS+ server addresses can be passed to the clients. [11]
- NIS, NIS+ Domain Name – NIS or NIS+ domain name is another necessary parameter for NIS or NIS+. It can be obtained from the DHCPv6 server to all clients, who require it. [11]
- Option Renewal Mechanism (Lifetime option)– All of the options mentioned on this list can be refreshed periodically. This might be handy if one of those parameters change. [16]
- Dynamic DNS Updates – Server can assign a fully qualified domain name for a client. To make such name useful, DNS servers must be informed that such name is bound to a specific IPv6 address. This procedure is called DNS Update. There are two kinds of the DNS Updates: forward and reverse. First is used to translate domain name to an address. The second one is used to obtain full domain name of a known address. See section 3.3 for details. [14]
- Prefix Delegation – Server can be configured to manage a prefix pool, i.e. clients will be assigned whole pools instead on single addresses. This is very useful, when clients are not simple end users (e.g. desktop computers or laptops), but rather are routers (e.g. cable modems). This functionality is often used for remote configuration of IPv6 routers. [8]

1.3 Not supported features

Although list of the supported features increases with each release, some parts of the spec are not implemented yet. Below is a list of such features:

- Authorization [5]
- Reconfigure mechanism [5]
- DNSSec (DNS Security Extensions) [12] in DNS Updates [14]

1.4 Requirements

Dibbler can be run on Linux systems with kernels from 2.4 and 2.6 series. IPv6 (compiled into kernel or as module) support is necessary to run dibbler. DHCPv6 uses UDP ports below 1024, so root privileges are required. They're also required to add, modify and delete various system parameters, e.g. IPv6 addresses.

Dibbler also runs on Windows XP and 2003. In XP systems, at least Service Pack 1 is required. To install various Dibbler parts (server, client or relay) as services, administrator privileges might be required.

Support for Windows NT4 and 2000 is limited and considered experimental. Due to lack of support and any kind of informations from Microsoft, this is not expected to change.

See RELEASE-NOTES for details about version-specific upgrades, fixes and features.

1.5 Supported platforms

Although Dibbler was developed on the i386 architecture, there are ports available for other architectures: IA64, AMD64, PowerPC, HPPA, Sparc, MIPS, S/390 and Alpha. They are available in the PLD, Gentoo and Debian Linux distributions. You can download system and distribution specific packages from <http://www.pld-linux.org/>, <http://www.gentoo.org> or <http://www.debian.org>. Keep in mind that author has not tested those ports, so there might be some unknown issues present. If this is the case, be sure to notify package maintainers and possibly the author.

If your system is not on the list, don't despair. Dibbler is fully portable. Core logic is system independent and coded in C++ language. There are also several low-level functions, which are system specific. They're used for adding addresses, retrieving information about interfaces, setting DNS servers and so on. Porting Dibbler to other systems (and even other architectures) would require implementic only those serveral system-specific functions. See Developer's Guide for details.

2 Installation and usage

Client, server and relay are installed in the same way. Installation method is different in Windows and Linux systems, so each system installation is described separately. To simplify installation, it assumes that binary versions are used³.

2.1 Linux installation

Starting with 0.4.0, Dibbler consists of 3 different elements: client, server and relay. During writing this documentation, Dibbler is already present in following Linux distributions:

Debian GNU/Linux – use standard tools (apt-get, aptitude) to install dibbler-client, dibbler-server, dibbler-relay or dibbler-doc packages (e.g. apt-get install dibbler-client)

Gentoo Linux – use emerge to install dibbler (e.g. emerge dibbler).

PLD GNU/Linux – use standard PLD's poldek tool to install dibbler package.

If you are using other Linux distribution, obtain (e.g. download from <http://klub.com.pl/dhcpv6/>) an archive, which suits your needs. Currently there are available RPM packages (which can be used in RedHat, Fedora Core, Mandrake or PLD distribution), DEB packages (suitable for Debian, Ubuntu or Knoppix) and ebuild (for Gentoo users). To install rpm package, execute `rpm -i archive.rpm` command. For example, to install dibbler 0.4.1, issue following command:

```
rpm -i dibbler-0.4.1-1.i386.rpm
```

To install Dibbler on Debian or other system with dpkg management system, run `dpkg -i archive.deb` command. For example, to install server, issue following command:

```
dpkg -i dibbler-server_0.4.1-1_i386.deb
```

To install Dibbler in Gentoo systems, just type:

³Compilation is not required, usually binary version can be used. Compilation should be performed by advanced users only, see *Compilation* section for details.

emerge dibbler

If you would like to install Dibbler from sources, please download tar.gz source archive, extract it, type make followed by target (e.g. server, client or relay⁴). After successful compilation type make install. For example, to build server and relay, type:

```
tar zxvf dibbler-0.4.0-src.tar.gz
make server relay
make install
mkdir -p /var/lib/dibbler
```

Depending what functionality do you want to use (server, client or relay), you should edit configuration file (`client.conf` for client, `server.conf` for server and `relay.conf` for relay). All configuration files should be placed in the `/etc/dibbler` directory. Also make sure that `/var/lib/dibbler` directory is present and is writeable. After editing configuration files, issue one of the following commands:

```
dibbler-server start
dibbler-client start
dibbler-relay start
```

`start` parameter requires little explanation. It instructs Dibbler to run in daemon mode – detach from console and run in the background. During configuration files fine-tuning, it is often better to watch Dibbler's behavior instantly. In this case, use `run` instead of `start` parameter. Dibbler will present its messages on your console instead of log files. To finish it, press ctrl-c.

To stop server, client or relay running in daemon mode, type:

```
dibbler-server stop
dibbler-client stop
dibbler-relay stop
```

To see, if client, server or relay are running, type:

```
dibbler-server status
dibbler-client status
dibbler-relay status
```

To see full list of available commands, type `dibbler-server`, `dibbler-client` or `dibbler-relay` without any parameters.

2.2 Windows installation

Since the 0.2.1-RC1 release, Dibbler supports Windows XP and 2003. In version 0.4.1 experimental support for Windows NT4 and 2000 was added. The easiest way of Windows installation is to download clickable Windows installer. It can be downloaded from <http://klub.com.pl/dhcpv6/>. After downloading, click on it and follow on screen instructions. Dibbler will be installed and all required links will be placed in the Start menu. Note that there are two Windows versions: one for XP/2003 and one for NT4/2000. Make sure to use proper port. If you haven't set up IPv6 support, see following sections for details.

⁴To get full target list, type: make help.

2.3 IPv6 support

Some systems does not have IPv6 enabled by default. In that is the case, you can skip following subsections safely. If you are not sure, here is an easy way to check it. To verify if you have IPv6 support, execute following command: `ping6 ::1` (Linux) or `ping ::1` (Windows). If you get replies, you have IPv6 already installed.

2.3.1 Setting up IPv6 in Linux

IPv6 can be enabled in Linux systems in two ways: compiled directly into kernel or as a module. If you don't have IPv6 enabled, try to load IPv6 module: `modprobe ipv6` (command executed as root) and try `ping6` once more. If that fails, you have to recompile kernel to support IPv6. There are numerous descriptions how to recompile kernel available on the web, just type "kernel compilation howto" in [Google](#).

2.3.2 Setting up IPv6 in WindowsXP and 2003

If you have already working IPv6 support, you can safely skip this section. The easiest way to enable IPv6 support is to right click on the **My network place** on the desktop, select **Properties**, then locate your network interface, right click it and select **Properties**. Then click **Install...**, choose protocol and then IPv6 (its naming is somewhat different depending on what Service Pack you have installed). In XP, there's much quicker way to install IPv6. Simply run command `ipv6 install` (i.e. hit Start..., choose run... and then type `ipv6 install`). Also make sure that you have built-in firewall disabled. See *Frequently Asked Question* section for details.

2.3.3 Setting up IPv6 in Windows 2000

If you have already working IPv6 support, you can safely skip this section. The following description was provided by Sob ([sob\(at\)hisoftware.cz](mailto:sob@hisoftware.cz)). Thanks. This description assumes that ServicePack 4 is already installed.

1. Download the file `tpipv6-001205.exe` from: <http://msdn.microsoft.com/downloads/sdks/platform/tpipv6.asp> and save it to a local folder (for example, `C:\IPv6TP`).
2. From the local folder (`C:\IPv6TP`), run `Tpipv6-001205.exe` and extract the files to the same location.
3. From the local folder (`C:\IPv6TP`), run `Setup.exe -x` and extract the files to a subfolder of the current folder (for example, `C:\IPv6TP\files`).
4. From the folder containing the extracted files (`C:\IPv6TP\files`), open the file `Hotfix.inf` in a text editor.
5. In the [Version] section of the `Hotfix.inf` file, change the line `NTServicePackVersion=256` to `NTServicePackVersion=1024`, and then save changes. ⁵
6. From the folder containing the extracted files (`C:\IPv6TP\files`), run `Hotfix.exe`.
7. Restart the computer when prompted.
8. After the computer is restarted, from the Windows 2000 desktop, click Start, point to Settings, and then click Network and Dial-up Connections. As an alternative, you can right-click My Network Places, and then click Properties.

⁵This defines Service Pack requirement. `NTServicePackVersion` is a ServicePack version multiplied by 256. If there would be SP5 available, this value should have been changed to the 1280.

9. Right-click the Ethernet-based network interface to which you want to add the IPv6 protocol, and then click Properties. Typically, this network interface is named Local Area Connection.
10. Click Install.
11. In the Select Network Component Type dialog box, click Protocol, and then click Add.
12. In the Select Network Protocol dialog box, click Microsoft IPv6 Protocol and then click OK.
13. Click Close to close the Local Area Connection Properties dialog box.

2.3.4 Setting up IPv6 in Windows NT4

If you have already working IPv6 support, you can safely skip this section. The following description was provided by The following description was provided by Sob ([sob\(at\)hisoftware.cz](mailto:sob(at)hisoftware.cz)). Thanks.

1. Download the file msripv6-bin-1-4.exe from: <http://research.microsoft.com/msripv6/msripv6.htm> Microsoft and save it to a local folder (for example, C:\IPv6Kit).
2. From the local folder (C:\IPv6Kit), run `msripv6-bin-1-4.exe` and extract the files to the same location.
3. Start the Control Panel's "Network" applet (an alternative way to do this is to right-click on "Network Neighborhood" and select "Properties") and select the "Protocols" tab.
4. Click the "Add..." button and then "Have Disk...". When it asks you for a disk, give it the full pathname to where you downloaded the binary distribution kit (C:\IPv6Kit).
5. IPv6 is now installed.

2.4 Compilation

Dibbler is distributed in 2 versions: binary and source code. For most users, binary version is better choice. Compilation is performed by more experienced users, preferably with programming knowledge. It does not offer significant advantages over binary version, only allows to understand internal Dibbler workings. You probably want just install and use Dibbler. If that is your case, read section named *Installation*. However, if you are skilled enough, you might want to tune several Dibbler aspects during compilation. See *Dibbler Developer's Guide* for information about various compilation parameters.

2.4.1 Linux compilation

Compilation in most cases is not necessary and should be performed only by experienced users. To compile dibbler, issue following commands:

```
tar zxvf dibbler-0.4.0-src.tar.gz
cd dibbler
make server client relay doc
```

That's it. You can also install it in the system by issuing command:

```
make install
```

If there are problems with missing/different compiler version, take a look at the beginning of the `Makefile.inc` file. Dibbler was compiled using gcc 2.95, 3.0, 3.2, 3.3, 3.4, 4.0 and 4.1 versions. Note that 2.95 is now considered obsolete and was not tested for some time. Lexer files were generated using flex 2.5.33. Parser file were created using bison++ 1.21.9⁶.

If there are problems with `SrvLexer.cpp` and `ClntLexer.cpp` files, please use `FlexLexer.h` in `Port-linux/` directory. Most simple way to do this is to copy this file to `/usr/include` directory.

2.4.2 Windows XP/2003 compilation

Download `dibbler-0.7.2-src.tar.gz` and extract it. In `Port-win32` there are several project files (for server, client and relay) for MS Visual Studio 2003. Previous dibbler releases were compiled using MS Visual Studio .NET (sometimes called 2002). It might work with newest dibber version, but there are no guarantee. Open one of the project files and click Build command. That should start compilation. After a while, binary exe files will be stored in the `Debug/` directory.

2.4.3 Windows NT/2000 compilation

Windows NT4/2000 port is considered experimental, but there are reports that it works just fine. To compile it, you should download `dev-cpp` (<http://www.bloodshed.net/dev/devcpp.html>), a free IDE for Windows utilising minGW port of the gcc for Windows. Run `dev-cpp`, click „open project...”, and open one of the `*.dev` files located in the `Port-winnt2k` directory, then click compile. You also should take a look at `Port-winnt2k/INFO` file for details.

3 Features HOWTO

This section contains information about setting up various Dibbler features. Since this section was added recently, it is not yet comprehensive. That is expected to change.

3.1 Leasequery

Servers provide addresses, prefixes and other configuration options to the clients. Sometime administrators may want to obtain information regarding certain leases, e.g. who has been given a specific address or what addresses have been assigned to a specific client. This mechanism is called Leasequery [15]. New DHCPv6 participant called requestor has been defined. Its sole purpose is to send queries and receive responses. Dibbler provides example implementation. To define a query, command line parameters are used.

There are two types of queries: by address (who leases this address?) and by client identifier (what addresses has this client?). To specify one of such types, `-addr` or `-duid` command-line switches can be used. It is also mandatory to specify (using `-i IFACE`), which interface should be used to transmit the query.

Here is a complete list of all command-line switches:

-i IFACE – defines thru which interface should the query be sent

-addr ADDR – sets query type to query by address. Also defines address, which the query will be about.

-duid DUID – sets query type to query by client identifier. Also defines client identifier.

-timeout SECS – specifies time, which requestor should wait for response.

⁶flex and bison++ tools are not required to compile Dibbler. Generated files are placed in CVS and in tar.gz archives

-dstaddr ADDR – destination address of the lease query message. By default messages are sent to the multicast address (ff02::1:2). To transmit query to an unicast address, use this option.

Example query 1: Who has 2000::1 address?

```
dibbler-requestor -i eth0 -addr 2000::1
```

Example query 2: Which addresses are assigned to client with specific client identifier?

```
dibbler-requestor -i eth0 -duid 00:01:00:01:0e:8d:a2:d7:00:08:54:04:a3:24
```

3.2 Stateless vs stateful and IA, TA options

This section explains the difference between stateless and stateful configurations. IA and TA options usage is also described.

Usually, normal stateful configuration based on non-temporary addresses should be used. If you don't know, what temporary addresses are, you don't need them.

There are two kinds of configurations in DHCPv6 ([5], [10]):

stateful – it assumes that addresses (and possibly other parameters) are assigned to a client. To perform this kind of configuration, four messages are exchanged: *SOLICIT*, *ADVERTISE*, *REQUEST* and *REPLY*.

stateless – when only parameters are configured (without assigning addresses to a client). During execution of this type of configuration, only two messages are exchanged: *INF-REQUEST* and *REPLY*.

During normal operation, client works in a stateful mode. If not instructed otherwise, it will request one or more normal (i.e. non-temporary) address. It will use *IA* option (Identity Association for Non-temporary Addresses, see [5] for details) to request and retrieve addresses. Since this is a default behavior, it does not have to be mentioned in the client configuration file. Nevertheless, it can be provided:

```
# client.conf
iface eth0 {
    ia
    option dns-server
}
```

In a specific circumstances, client might be interested in obtaining only temporary addresses. Although this is still a stateful mode, its configuration is slightly different. There is a special option called *TA* (Identity Association for Temporary Addresses, see [5] for details). This option will be used to request and receive temporary addresses from the client. To force client to request temporary addresses instead of permanent ones, **ta** keyword must be used in client.conf file. If this option is defined, only temporary address will be requested. Keep in mind that temporary addresses are not renewed.

```
# client.conf
iface eth0 {
    ta
    option dns-server
}
```

It is also possible to instruct client to work in a stateless mode. It will not ask for any type of addresses, but will ask for specific non-address related configuration parameters, e.g. DNS Servers information. This can be achieved by using **stateless** keyword. Since this is a global parameter, it is not defined on any interface, but as a global option.

```
# client.conf
stateless
iface eth0
{
    option dns-server
}
```

Some of the cases mentioned above can be used together. However, several combinations are illegal. Here is a complete list:

none – When no option is specified, client will assume one IA with one address should be requested. Client will send **ia** option (stateful autoconfiguration).

ia – Client will send **ia** option (stateful autoconfiguration).

ia,ta – When both options are specified, client will request for both - Non-temporary as well as Temporary addresses (stateful autoconfiguration).

stateless – Client will request additional configuration parameters only and will not ask for addresses (stateless autoconfiguration).

stateless,ia – This combination is not allowed.

stateless,ta – This combination is not allowed.

stateless,ia,ta – This combination is not allowed.

3.3 DNS Update

Note: In this section, we will assume that hostnames will be used from the example.com domain and that addresses will be provided from the 2000::/64 pool.

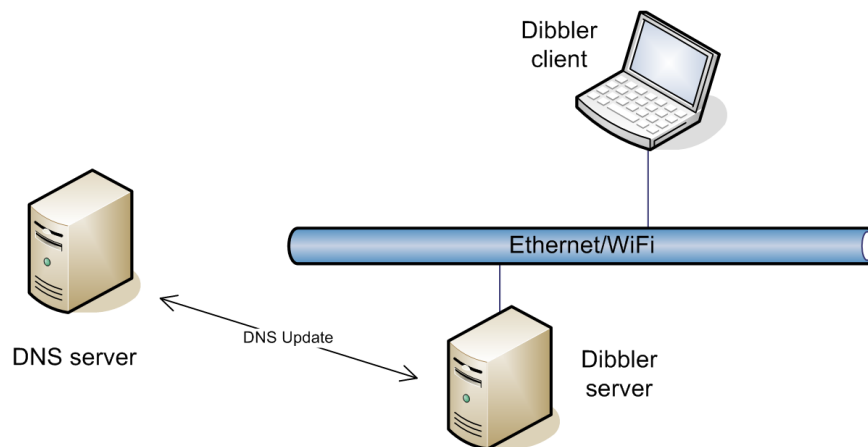


Figure 4: *DNS Update (performed by server)*

During normal operation, DHCPv6 client receives one or more IPv6 address(es) from DHCPv6 server. If configured to do so, it can also receive information about DNS server addresses. As an additional service, DNS Update can be performed. This feature, sometimes known as Dynamic DNS, keeps DNS entries up to date. When client boots, it gets its fully qualified domain name and this name can be used to reach this particular client by other nodes. Details of this mechanism is described in [14].

There are two types of the DNS Updates. First is a so called forward resolving. It allows to change a node's name into its address, e.g. malcolm.example.com can be translated into 2000::123. Other kind of record, which can be updated is a so called reverse resolving. It allows to obtain full name of a node with know address, e.g. 2000::124 can be translated into zoe.example.com.

To configure this feature, following steps must be performed:

1. Configure DNS server. DNS server supporting IPv6 and dynamic updates must be configured. One example of such server is a BIND 9.3. It is necessary to allow listening on the IPv6 sockets and define that specific domain can be updated. See example below.
2. Configure Dibbler server to provide DNS server informations for clients. DNS Updates will be sent to the first DNS server on the list of available servers.
3. Configure Dibbler server to work in stateful mode, i.e. that it can provide addresses for the clients. This is a default mode, so unless configuration was altered, this step is already done. Make sure that there is no „stateless” keyword in the `server.conf` file.
4. Define list of the available names in the server configuration file. Make sure to use fully qualified domain names (e.g. malcolm.example.com), not the hostnames only.
5. Configure dibbler client to request for DNS Update. Use „option fqdn” to achieve this.
6. Server can be configured to execute
 - both (AAAA and PTR) updates by itself
 - execute PTR only by itself and let client execute AAAA update
 - don't perform any updates and let client perform AAAA update.

Note that only server is allowed to execute PTR updates. After configuration, client and/or server should log following line, which informs that Dynamic DNS Update was completed successfully.

```
2006.07.24 01:52:51 Client Notice    FQDN Configured successfully !
```

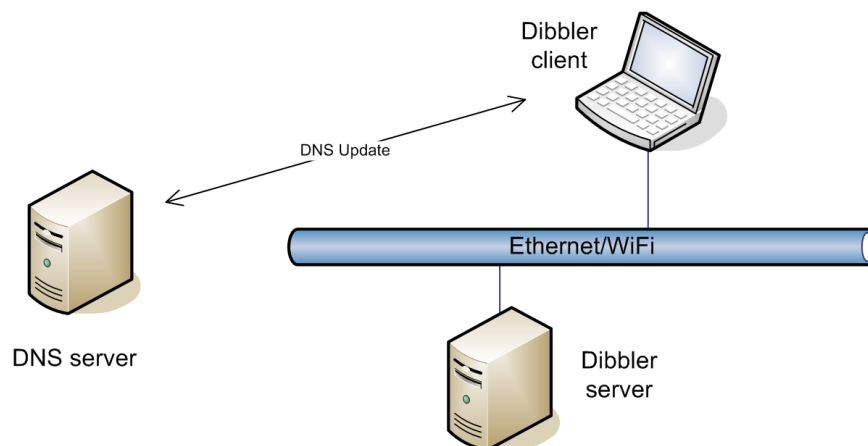


Figure 5: *DNS Update (performed by client)*

3.3.1 Example BIND configuration

Below are example configuration files for the BIND 9.3. First is a relevant part of the `/etc/bind/named.conf` configuration file. Generally, support for IPv6 in BIND is enabled (`listen-on-v6`) and there are two zones added: `example.com` (normal domain) and `0.0.0.0.0.0.0.0.0.0.0.0.0.0.2.ip6.arpa` (reverse mapping). Corresponding files are stored in `example.com` and `rev-2000` files. For details about meaning of those directives, please consult *BIND 9 Administrator Reference Manual*.

Note: Provided configuration is not safe from the security point of view. See next subsection for details.

```
// part of the /etc/bind/named.conf configuration file
options {
    listen-on-v6 { any; };
    listen-on    { any; };

    // other global options here
    // ...
};

zone "example.com" {
    type master;
    file "example.com";
    allow-update { any; };
    allow-transfer { any; };
    allow-query  { any; };

    // other example.com domain-specific
    // options follow
    // ...
};

zone "0.0.0.0.0.0.0.0.0.0.0.0.0.0.2.ip6.arpa" {
    type master;
    file "rev-2000";
    allow-update { any; };
    allow-transfer { any; };
    allow-query  { any; };

    // other 2000::/64 reverse domain related
    // options follow
    // ...
};
```

Below are examples of two files: forward and reverse zone. First example presents how to configure normal domain. As an example there is entry provided for `zoe.example.com` host, which has `2000::123` address. Note that you do not have to manually configure such entries – `dibbler` will do this automatically. It was merely provided as an example, what kind of mapping will be done in this zone.

```
;
$ORIGIN .
$TTL 86400      ; 1 day
example.com     IN SOA v13.klub.com.pl. root.v13.klub.com.pl. (
```



```
v13:/var# dig @2000::1 jayne.example.com AAAA
; <<>> DiG 9.3.2 <<>> @2000::1 jayne.example.com AAAA
; (1 server found)
;; global options: printcmd
;; Got answer:
;; ->HEADER<- opcode: QUERY, status: NOERROR, id: 33416
;; flags: qr aa rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 1, ADDITIONAL: 2

;; QUESTION SECTION:
;jayne.example.com.          IN      AAAA

;; ANSWER SECTION:
jayne.example.com.    7200    IN      AAAA    2001::e4

;; AUTHORITY SECTION:
example.com.          86400   IN      NS       v13.klub.com.pl.

;; Query time: 6 msec
;; SERVER: 2000::1#53(2000::1)
;; WHEN: Mon Jul 24 01:38:13 2006
;; MSG SIZE rcvd: 136
```

3.3.3 Accepting Unknown FQDNs

By default, server configured to support FQDN has a list of names that are to be provided to clients. But there are scenarios, where client uses its own name and sends it to the server. So it makes sense to sometimes allow client's own domain names. Server does not know anything about such names, thus its nickname "Unknown FQDN".

To configure such support, add `accept-unknown-fqdn` option to the interface. For example:

```
iface "eth0" {

# assign addresses from this class
class {
    pool 2000::/64
}

# provide DNS server location to the clients
# also server will use this address to perform DNS Update,
# so it must be valid and DNS server must accept DNS Updates.
option dns-server 2000::1

# provide their domain name
option domain example.com

# provide fully qualified domain names for clients
# note that first, second and third entry is reserved
# for a specific address or a DUID

option fqdn 1 64
```

```
    zebuline.example.com - 2000::1,  
    kael.example.com - 2000::2,  
    wash.example.com - 0x0001000043ce25b40013d4024bf5,  
    zoe.example.com,  
    malcolm.example.com,  
    kaylee.example.com,  
    jayne.example.com,  
    inara.example.com  
  
accept-unknown-fqdn  
}
```

3.4 Introduction to client classification

It is possible to define more than one address class for a single interface. Normally, when a client asks for an address, one of the classes is being chosen on a random basis. If not specified otherwise, all classes have equal probability of being chosen. However there are cases where an Administrator wants to restrict access to a given pool or to have distinct "client classes" associated to different address pools. For example, Computer and IP-Telephone terminals can coexist in the same LAN ; but the Computer must belong to given class pool meanwhile the IP-Telephone must belong to another pool.

In order to implement the Client Class Classification, you must first create the client class and then in the class declaration, indicate which class to be allowed or denied. This point will be discussed in detail in next sections.

3.4.1 Client class declaration

Each client class used for class / ta / pd addressing must be defined in the server configuration file at global scope. A client-class declaration looks like this:

```
Client-class TelephoneClass{  
    match-if ( client.vendor-spec.en == 1234567)  
}
```

Where TelephoneClass denotes the name of the client class and the (client.vendor-spec.en == 1234567) denotes the condition an incoming message shall match to belong to the Client-Class. The supported operator and data will be discussed in next section.

3.4.2 Access control

Access control is based on a per pool basis. In the client-class declaration; you can deny or allow the client class by using the keyword "allow" or "deny". For example, following class accepts all clients except those belonging to the client class "TelephoneClass":

```
class {  
    2000::/64  
    deny TelephoneClass  
}
```

Another example. This class accepts only client belonging to the client class "TelephoneClass".

```
class {
```

```
    2000::/64
    allow TelephoneClass
}
```

The rule can also be applied to TA/PD declaration. Several "allow" directives can be associated to a given pool.

```
ta-class {
    pool 2000::/64
    deny TelephoneClass
}

pd-class {
    pd-pool 2000::/80
    pd-length 96
    deny TelephoneClass
}
```

3.4.3 Assigning clients to defined classes

Classifying operators are used for assigning client to a specific class. Currently, Dibbler supports the following Operators for classifying clients:

Equal operator

```
Syntax : ( Expr1 == Expr2 )
Scope : global
Purpose : returns "true" if Expr1 equals Expr2
```

And Operator

```
Syntax : ( Condition1 and Condition2 )
Scope : global
Purpose : returns "true" if both Condition1 and Condition2 are "true"
```

Or operator

```
Syntax : ( Condition1 or Condition2 )
Scope : global
Purpose : returns "true" if either Condition1 or Condition2 is "true"
```

Contain Operator

```
Syntax : ( String1 contain String2 )
Scope : global
Purpose : returns "true" if String2 is a substring of String1
```

Substring Operator

```
Syntax substring ( Expr1, index, length )
Scope : global
Purpose : returns the substring of the result of that evaluation
that starts index characters from the beginning, continuing for
length characters.
```

Dibbler accepts different data expressions – or variables – which reflect value of options found in the packet to which the server is responding.

client.vendor-spec.en the enterprise number value of OptionVendorSpecific (OPTION_VENDOR_OPTS, option value equals to 17 as per RFC3315)

client.vendor-spec.data the data of OptionVendorSpecific (OPTION_VENDOR_OPTS, option value equals to 17 as per RFC3315)

client.vendor-class.en the enterprise number value of OptionVendorClass (OPTION_VENDOR_CLASS, option value equal to 16 as per RFC3315)

client.vendor-class.data the data of OptionVendorClass (OPTION_VENDOR_CLASS, option value equals to 16 as per RFC3315)

3.4.4 Examples of Client-Class Classifying

Example 1 :

```
Client-class CPEClass {  
    match-if ( client.vendor-spec.data contain CPE )  
}
```

Client belongs to CPEClass if its request message contains the Vendor Specific option with the data field including the substring "CPE".

Example 2 : Combination with AND operator

```
Client-class TelephoneClass {  
    match-if (( client.vendor-spec.en == 1234) and ( client.vendor-spec.data contain CPE ) )  
}
```

Example 3 : Combination with OR operator

```
Client-class TelephoneClass {  
    match-if (( client.vendor-spec.en == 1234) or ( client.vendor-spec.data contain CPE ) )  
}
```

3.5 Server address caching

Previous Dibbler versions assigned a random address from the available address pool, so the same client received different address each time it asked for one. In the 0.5.0 release, new mechanism was introduced to make sure that the same client gets the same address each time. It is called *Server caching*.

Below is the algorithm used by the server to assign an address to the client.

- if the client provided hint, it is valid (i.e. is part of the supported address pool) and not used, then assign requested address.
- if the client provided hint, it is valid (i.e. is part of the supported address pool) but used, then assign free address from the same pool.
- if the client provided hint, but it is not valid (i.e. is not part of the supported address pool, is link-local or a multicast address), then ignore the hint completely.
- if the did not provide valid hint (or provided invalid one), try to assign address previously assigned to this client (address caching)
- if this is the first time the client is seen, assign any address available.

3.6 Relays

In small networks, all nodes (server, hosts and routers) are connected to the same network segment – usually Ethernet segment or a single access point or hotspot. This is very convenient as all clients can reach server directly. However, larger networks usually are connected via routers, so direct communication is not always possible. On the other hand it is useful to have one server, which supports multiple links – some connected directly and some remotely.

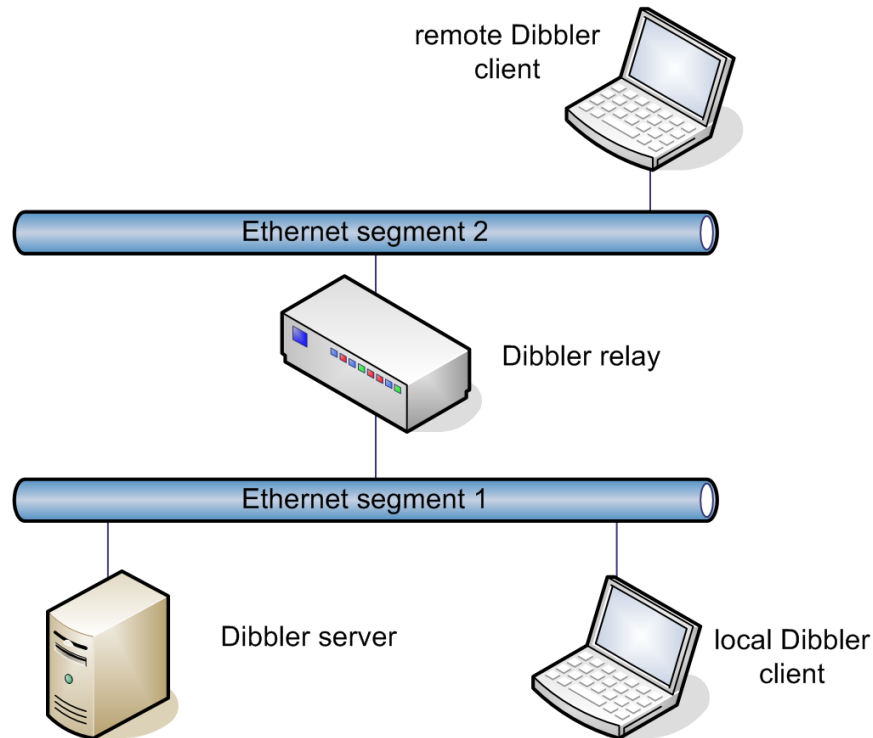


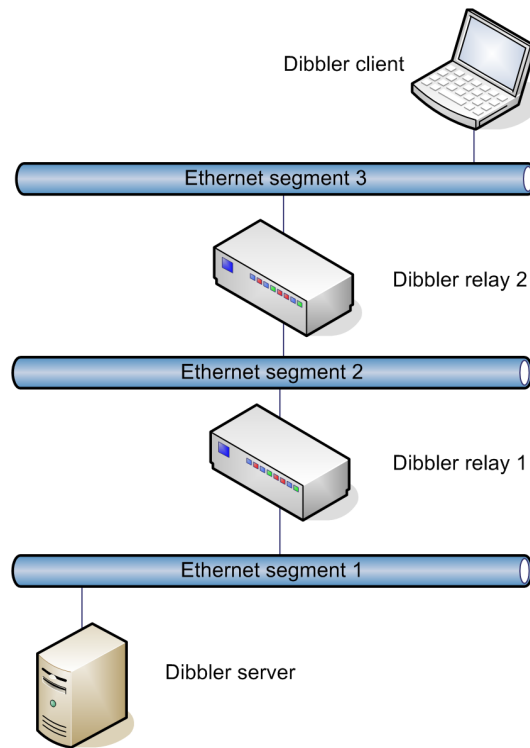
Figure 6: *Relay deployment*

Very nice feature of the relays is that they appear as actual servers from the client's point of view. Therefore no special arrangement or configuration on the client side is required. On the other hand, from the administrator point of view, it is much easier to manage one DHCPv6 server and deploy several relays than manage several servers on remote links.

It is important to understand that relays not simply forward DHCPv6 messages. Each message forwarded from client to the server is encapsulated. Also each message forwarded from server to a client is decapsulated. Therefore additional server configuration is required to deal with encapsulated (i.e. relayed) traffic.

To avoid confusion during reference to a specific link (i.e. `eth0` on the relay may be different link than `eth0` on the server), each link must be referred to using its unique interface-id. For simplicity reasons, Dibbler uses 4 bytes long identifiers, which are specified as numbers. It is essential to use the same identifier in the relay configuration as well as in the server, so both will refer to the same link using the same number. See section 4.7.8 for example how to configure server and section 4.9.1 for corresponding relay configuration.

In larger networks it is sometimes useful to connect multiple relays. Assuming there are 2 relays connecting server and client. Such scenario is depicted on figure 7. Requests from client are received by relay2, which encapsulates and sends them to relay1. Relay1 further encapsulates those messages and sends them to the server. Since server receives double encapsulated messages, it must be properly configured to support such traffic. See section 4.7.9 for details about server configuration and section

Figure 7: *Cascade relays*

[4.9.4](#) for example relays configuration.

3.7 XML files

During its execution, all dibbler components (client, server and relay) store its internal information in the XML files. In Linux systems, they are stored in the `/var/lib/dibbler` directory. In Windows, current directory (i.e. directory where exe files are located) is used instead. There are several xml files generated. Since they are similar for each component, following list provides description for server only:

- `server-CfgMgr.xml` – Represents information read from a configuration file, e.g. available address pool or DNS server configuration.
- `server-IfaceMgr.xml` – Represents detected interfaces in the operating system, as well as bound sockets and similar information.
- `server-AddrMgr.xml` – This is database, which contains identity associations with associated addresses.
- `server-cache.xml` – Since caching is implemented by the server only, this file is only created by the server. It contains information about previously assigned addresses.

3.8 Prefix delegation

According to [\[8\]](#):

The prefix delegation mechanism is intended for simple delegation of prefixes from a delegating router to requesting routers. It is appropriate for situations in which the delegating router

does not have knowledge about the topology of the networks to which the requesting router is attached, and the delegating router does not require other information aside from the identity of the requesting router to choose a prefix for delegation. For example, these options would be used by a service provider to assign a prefix to a Customer Premise Equipment (CPE) device acting as a router between the subscriber's internal network and the service provider's core network.

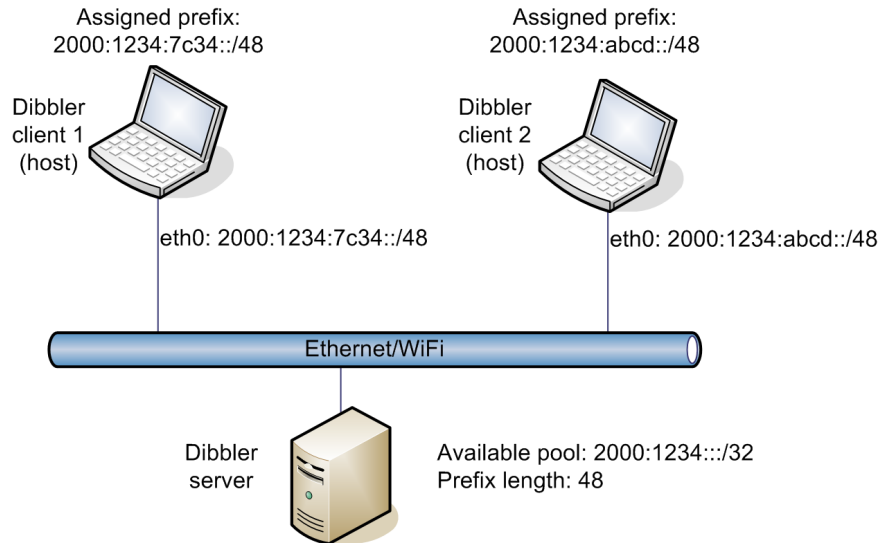


Figure 8: *Prefix delegation (host behaviour)*

To configure server to provide prefixes, a pool must be defined and also client prefixes' length. For example section below assigns 2000:1234::/32 pool to be managed by this server. From this pool, server will assign /48 prefixes to the clients. For example, client can receive prefix 2000:1234:7c34::/48.

```
pd-class {
    pd-pool 2000:1234::/32
    pd-length 48
}
```

As a general rule, server will provide random prefix to a client, unless client provided a hint. The full prefix assignment algorithm is as follows:

1. client didn't provide any hints: one prefix from each pool will be granted
2. client has provided hint and that is valid (supported and unused): requested prefix will be granted
3. client has provided hint, which belongs to supported pool, but this prefix is used: other prefix from that pool will be assigned
4. client has provided hint, but it is invalid (not belonging to a supported pool, multicast or link-local): see point 1

Dibbler implementation supports prefix delegation, but it also extends it. From the server point of view, everything works according to specs [8]. However, client is able to meaningfully use received prefix, even when packet forwarding is not enabled (i.e. client is a host, not a router). In fact, this is simpler scenario, therefore it will be explained first. This scenario is depicted on Fig. 3.8. When dibbler client

receives prefix and detects that packet forwarding is not enabled, it will configure received prefix on the interface, which data has been received on.

Client's behavior is radically different if packet forwarding is enabled (i.e. client is a router, not a host). In such scenario, when client receives prefix on one interface (e.g. prefix 2000:1234:7c34::/48 received on eth0) it will generate subprefixes for all other interfaces, which are up, running, non-loopback and multicast capable. In the example depicted on Fig. 3.8, received prefix was split into 3 prefixes: 2000:1234:7c34:1000::/56 for eth1, 2000:1234:7c34:2000::/56 for eth2 and 2000:1234:7c34:3000::/56 for eth3.

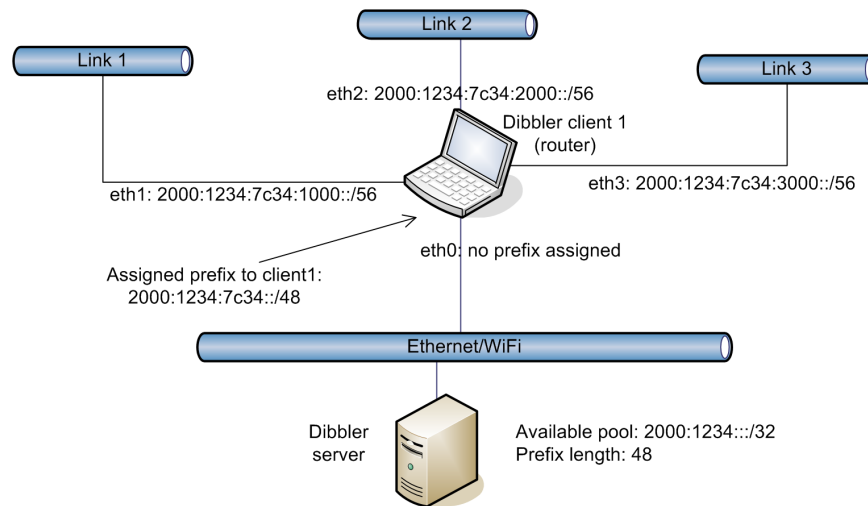


Figure 9: *Prefix delegation (router behaviour)*

It is also possible to define multiple prefix pools. See section 4.7.13 for simple prefix delegation configuration for server or section 4.7.14 for multiple prefixes configuration. Also section 4.5.11 provides information related to client configuration.

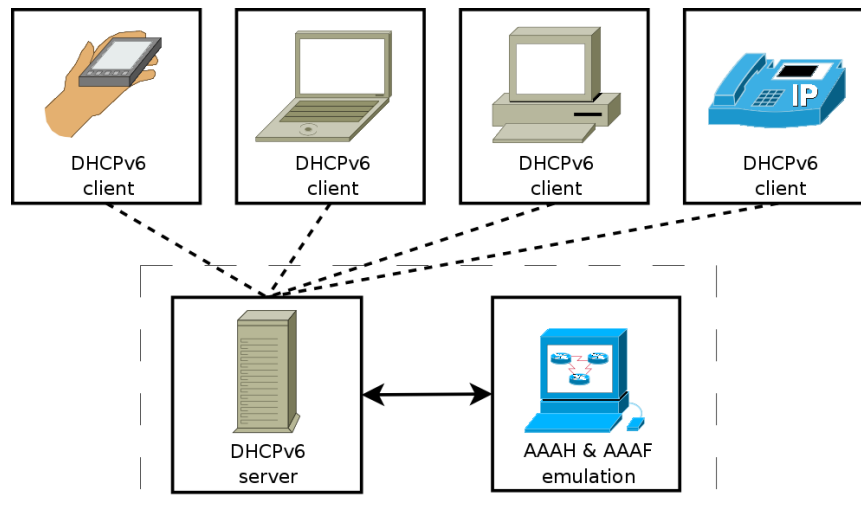
3.9 Authentication and Authorization

Implementation of authentication and authorization in Dibbler is loosely based on [18]. Mainly option formats have been used, for interoperability purposes. Draft does not specify how to communicate with home and foreign AAA servers (AAAH and AAAP) using Diameter or Radius protocol, so Dibbler uses a different, simpler approach. Keys are stored locally in files. (see Fig. 3.9).

For each pair of client and server three files are needed. Client uses a file **AAA-SPI**, which contains 32-bit AAA-SPI (AAA Security Parameter Index) — eight hexadecimal digits, to properly introduce himself (authorize) to server. Also it needs file named **AAA-key-AAASPI**, which contains a key that is used to generate authentication information in AAAAUTH and AUTH options. The AAA-key is any number of arbitrary chosen bytes and is generated by administrator of DHCPv6 server. The server needs only one file per client to properly communicate using authentication. The file is named **AAA-key-AAASPI**, where **AAASPI** is the same value, that client has in **AAA-SPI** file. This file contains the same AAA-key, that client has in **AAA-key** file. Dibbler searches for those files in *AAA directory*, which is `/var/lib/dibbler/AAA` when running under Linux and current directory, when running under Windows.

Typical scenario of preparing a client and server to use authentication:

1. Administrator generates **AAA-key-AAASPI** file. **AAASPI** is an arbitrary chosen 32-bit number (as described above). The file contains any AAA-key and can be administrator's favorite poem or can be simply generated using `dd` and `/dev/urandom`:

Figure 10: *Simplified model of AAA*

```
$ dd if=/dev/urandom of=AAA-key-b9a6452c bs=1 count=32
```

2. Administrator creates file **AAA-SPI** which contains previously chosen *AAASPI*. This file will be used by the client only.
3. Administrator transfers **AAA-SPI** and **AAA-key-AAASPI** to the client, using some secure method (e.g. mail+PGP, scp, https) to avoid sniffing the key by a potential attacker.
4. Client: User stores **AAA-SPI** and **AAA-key-AAASPI** in *AAA directory*.
5. Server: Administrator stores **AAA-key-AAASPI** in *AAA directory*.

For example, configuration files can look like this:

- Server's **AAA-key-b9a6452c** and client's **AAA-key** (32 bytes):

```
ma8s9849pujhaw09y4h[80pashydp80f
```

- Client's **AAA-SPI** (8 bytes):

```
b9a6452c
```

When configuration files are prepared and stored in client's and server's *AAA directory* you are ready to use authentication. For detailed description of possible options see [4.4.6](#). For quick start:

- set `"auth-enabled true"` in `client.conf`
- set `"auth-method digest-hmac-sha256"` in `server.conf`

See section [4.5.14](#) for example client configuration and [4.7.17](#) for server configuration.

3.10 Exceptions: per client configuration

All configuration parameters (except FQDN) are the same for all clients, e.g. all clients will receive the same domain name and the same DNS servers information.

However, it is sometimes useful to provide some clients with different configuration parameters. For example computers from the accounting department in a corporate network may be configured to be in a different subdomain. It is possible to specify that for particular client different configuration options should be provided. Each client is identified by its DUID. This mechanism is called *per client configuration*, but it is sometimes referred to as *exceptions*.

Note: This mechanism does not apply to prefix granting. Prefix delegation reservation will be implemented at a later date. If you need this feature, please contact author.

See section 4.7.12 for server configuration examples.

3.11 Vendor specific information

Dibbler supports vendor specific information options. As the name suggests, that option is specific to a particular vendor. To be able to support any vendor in a flexible manner, values are specified in a hex format in `server.conf`. For example:

```
option vendor-spec 1234-0x00002fedc
```

When client asks for a vendor-specific info, server will send vendor-specific info option with enterprise number set to 1234 and value option-data will be 00002fedc.

Although uncommon, it is also possible to specify multiple vendor options. Another `server.conf` example:

```
option vendor-spec 1234-0x00002fedc,5678-0x0002aaaa
```

Server algorithm for choosing, which vendor option should be sent, works as follows:

- When client requests for a specific vendor (i.e. sends *vendor-spec info* option with vendor field set), it will receive option for that specific vendor (i.e. requested 1234, got 1234).
- When client requests any vendor (i.e. sends only *option request* option with vendor-spec mentioned), it will receive first *vendor-spec info* option from the list (i.e. 5678/0002aaaa).
- When client requests for not supported vendor (i.e. 11111), it will receive first vendor-spec option from the list (i.e. 5678/0002aaaa).

It is possible to configure Dibbler client to ask for vendor-specific info. Granted value will not be used, so from the client's point of view this feature may be used as testing tool for the server. Client can request *vendor-specific information* option in one of the following ways:

option vendor-spec – Only *option request* option will be sent with *vendor-spec info* option mentioned.

option vendor-spec 1234 – *option request* option will be sent with *vendor-spec info* option mentioned, but also *vendor-spec info* option with enterprise number set to 1234 will be sent.

option vendor-spec 1234 0x0a0b0c0d – *option request* option will be sent with *vendor-spec info* option mentioned, but also *vendor-spec info* option with enterprise number set to 1234 and option-data will be sent.

Although that is almost never needed, it is possible to configure client to request multiple vendor-specific options at the same time. That is also supported by the server. See 4.5.9 for examples.

However, if client sends requests for multiple vendor-specific options, which are not supported by the server, for each sent option, server will assign one default vendor-spec option.

See 4.5.9 for client example and 4.7.11 for server examples.

3.12 Not connected interfaces (inactive-mode)

During normal startup, client tries to bind all interfaces defined in a configuration file. If such attempt fails, client reports an error and gives up. Usually that is best action. However, in some cases it is possible that interface is not ready yet, e.g. WLAN interface did not complete association. Dibbler attempt to detect link-local addresses, bind any sockets or initiate any kind of communication will fail. To work around this disadvantage, a new mode has been introduced in the 0.6.0RC4 version. It is possible to modify client behavior, so it will accept downed and not running interfaces. To do so, *inactive-mode* keyword must be added to `client.conf` file. In this mode, client will accept inactive interfaces, will add them to inactive list and will periodically monitor its state. When the interface finally goes on-line, client will try to configure it.

To test this mode, you can simulate deassociation using normal Ethernet interface. Issue following commands:

- Bring down your interface (e.g. `ifconfig eth0 down`)
- edit `client.conf` to enable inactive-mode
- execute client: `dibbler-client run`
- client will print information related to not ready interface, and will periodically (once in 3 seconds) check interface state.
- in a separate console, issue `ifconfig eth0 up` to bring the interface up.
- dibbler-client will detect this and will initiate normal configuration process.

In the 0.6.1 version, similar feature has been introduced on the server side. See sections [4.5.13](#) and [4.7.15](#) for configuration examples.

3.13 Parameters not supported by server (insist-mode)

Client can be instructed to obtain several configuration options, for example DNS server configuration or domain name. It is possible that server will not provide all requested options. Older versions of the dibbler client had been very aggressive in such case. It tried very hard to obtain such options. To do so, it did send *INF-REQUEST* to obtain such option. It is possible that some other DHCPv6 servers will receive this message and will reply with valid configuration parameters. This behavior has changed in the 0.6.0RC4 release. Right now when client does not receive all requested options, it will complain, but will take no action. To enable old behavior, so called insist-mode has been added. To enable this mode, add *insist-mode* at the global section of the `client.conf` file. Example configuration file is provided in the [4.5.12](#).

3.14 Different DUID types

There are 3 different types of the DUID (DHCP Unique Identifier):

- type 1 (link-layer + time) – this DUID is based on Link-layer address and a current timestamp. According to spec [\[5\]](#), that is a default type.
- type 2 (enterprise number) – this DUID is based on the Private Enterprise Number assigned to larger companies. Each vendor should maintain its own space of unique identifiers.
- type 3 (link-layer) – this DUID is based on link-layer address only.

According to spec [5], it is recommended to use link-layer + time, if possible. That DUID type provides most uniqueness. It has one major drawback – it is impossible to know DUID before it is actually generated. That poses significant disadvantage to sysadmins, who want to specify different configuration for each client. In such cases, it is recommended to switch to link-layer only (type 3) DUIDs.

During first executing dibbler-client will generate its DUID and store it in `client-duid` file on disk. During next startup DUID will be read from the file, not generated.

It is possible to specify, what DUID format should be used. It is worth noting that such definition is taken into consideration during DUID generation only, i.e. during first client execution. To specify DUID type, put only one of the following lines in the `client.conf` file:

```
# uncommend only ONE of the lines below
duid-type duid-llt
#duid-type duid-en 1234 0x56789abcde
#duid-type duid-ll

iface eth0 {
    ia
    option dns-server
}
```

When using link-layer+time or link-layer DUID types, dibbler will autodetect addresses. To generate enterprise number-based DUID, specific data must be provided: enterprise-number (a 32-bit integer, 1234 in the example above) and a enterprise-specific identifier of arbitrary length (56:78:9a:bc:de in the example above).

3.15 Debugging/compatibility features

During interoperability test session, it has been discovered that sometimes various different implementations of the DHCPv6 protocol has problem to interact with each other. As the protocol itself does not specify all aspects and details, some things can be done differently and there is not only one „proper way”. It also happens that some implementations may have problems with different than its authors expected behaviors. To allow better interoperation between such implementation, dibbler has some features, which cause different behaviors. This could result in a successful operation with other servers, clients and relays.

Normal users don't have to worry about those options, unless they are using different servers, clients and relays. Those options also may be useful for other vendors, who want to test their implementations. Therefore those options can be perceived as a debugging or testing features.

3.15.1 Interface-id option

During message relaying (done by relays), options can be placed in the *RELAY-FORW* message in arbitrary order. In general, there are two options used: *interface-id* option and *relay-message* option. The former defines interface identifier, which the original data has been received from, while the latter contains the whole original message. When several relays are used, such message-in-option encapsulation can occur multiple times.

It is possible to instruct relay to store *interface-id* before *relay-message* option or after. There is also possibility to instruct server to omit the *interface-id* option altogether, but since this violates [5], it should not be used. In general, this configuration parameter is only useful when dealing with buggy relays, which can't handle all option orders properly. Consider this parameter a debugging feature.

Similar parameter is defined for the server. Server uses it during *RELAY-REPL* generation.

See description of the *interface-id-order* parameters in Server configuration (section 4.6) and Relay configuration (section 4.8).

3.15.2 Non-empty IA_NA option

When client is interested in receiving an address, it sends *IA_NA* option. In this option it may (but don't have to) include addresses (using *IAADDR* suboption) as hints for the server.

It has been detected that some servers does not support properly (perfectly valid) empty *IA_NA* options. To work around this problem, dibbler-client can be instructed to include *IAADDR* in the *IA_NA* option. Here is minimal example config. file, which achieves that:

```
iface eth0 {  
    ia {  
        address  
    }  
}
```

3.16 Experimental features

This section contains experimental features. Besides serving as a general purpose DHCPv6 solution, dibbler is also used as a research tool for new ideas. ⁷ Normal users are recommended NOT to use any of those features. Advanced users should take extra caution. Also be aware that those options may not work as expected, may be incomplete and not documented properly. You have been warned.

Since those mechanisms are non-standard, they are disabled by default. To enable them, „experimental” keyword must be placed in the `client.conf` or `server.conf` files.

3.16.1 Address Parameters

Note: This feature is experimental, i.e. it is not described by any RFC or even internet draft. Don't use it, unless you exactly know what you are doing.

There is ongoing process to register and publish internet draft, which describes this operation. Latest versions of this draft will be available at <http://klub.com.pl/dhcpv6/doc/>.

RFC3315 ([5]) defines means of allocating IPv6 addresses to all interested clients. Clients are able to obtain IPv6 addresses and other configuration parameters from the servers. Unfortunately, client after obtaining an address, are not able to communicate each other due to missing prefix information. That property of the DHCPv6 protocol is sometimes perceived as a major disadvantage. To overcome this deficiency, an extension to the protocol has been proposed.

It is possible to attach additional option conveyed in normal *IAADDR* option. That additional option, called *ADDRPARAMS* option, contains additional information related to that address. To maintain backward compatibility, server does not send such option by default, even when configured to support it. To make server send this option, client must explicitly ask for it.

Below are example configuration files for server and client. Note that since that is a non-standard feature, user must explicitly allow experimental options before configuring it (thus „experimental” keyword is required).

Example `client.conf` configuration file:

```
#client.conf  
log-mode short  
log-level 8  
  
iface "eth0" {
```

⁷Since my (Tomasz Mrugalski) Ph.D finally started to take shape, some of my research topics will be examined and verified in the dibbler.


```
    ia {  
        addr-params  
    }  
}
```

Example `server.conf` configuration file:

```
#server.conf  
log-level 8  
  
experimental  
log-mode short  
  
iface eth0 {  
  
    t1 60  
    t2 96  
    preferred-lifetime 120  
    valid-lifetime 180  
  
    class {  
        addr-params 80  
        pool 2001:458:ff01:ff03::/80  
    }  
}
```

3.16.2 Mapping prefix

It is possible to modify client's behavior when delegated prefix is received. Instead of considering it as a prefix that should be distributed on other interfaces, it is used as a mapping prefix. Normal prefix processing is suppressed and external script is executed: `mappingprefixadd` or `mappingprefixdel`. That script must be present in the working directory (that would be `/var/lib/dibbler` under Linux or current directory (Windows).

To enable this feature, `client.conf` similar to the following may be used:

```
# client.conf  
experimental  
mapping-prefix  
log-mode short  
  
iface eth0 {  
    pd  
}
```

3.16.3 Extra options

Dibbler is the DHCPv6 with support for a very large number of options. However, there are always some new options that are not yet supported. Another case is that vendors sometimes want to develop and validate their private options before formal standardisation process takes place. To cover such cases, dibbler server can be configured to send some extra additional options. As those options may carry

virtually anything, they are specified as a hex string. Those options will be appended to all messages transmitted by the server. It is possible to specify more than one extra option.

To send option 7777 containing 3 bytes 0x123456, following configuration file may be used:

```
# client.conf
experimental
log-mode short

iface eth0 {
    ia
    option extra 7777-0x123456
}
```

Several options may also be transmitted:

```
# client.conf
experimental
log-mode short

iface eth0 {
    ia
    option extra 7777-0x123456,123-0xabcd
}
```

A word of warning: There are no safety checks regarding option codes, so it is possible to transmit already defined options using this feature. Use with caution!

3.16.4 Tunnel mode

In some scenarios, dibbler may be used for router configuration. IPv6 routers may need some extra information for tunnel creation. Dibbler now provides support for conveying such parameters. As routers may use different tunneling schemes, there is a special option that is used to convey the tunneling mode.

Here is a server configuration file for tunnel-mode. It instructs server to send tunnel endpoint address as 2000::abcd. It will be carried in a vendor-specific option with vendor-id 1727. It will also send tunnel mode parameter set to 1.

As of August 2008, following modes are supported:

- 0 – don't create tunnel at all
- 1 – use IPv4-to-IPv6 NAT
- 2 – create IPv4-over-IPv6 tunnel

Here is an example `server.conf` file that provides such configuration:

```
# server.conf : tunnel mode
# Logging level range: 1(Emergency)-8(Debug)
log-level 8

# Don't log full date
log-mode short

# Tunnel mode is non-standard behavior, thus requires 'experimental' keyword
experimental
```

```
#
tunnel-mode 1727 1 2000::abcd

iface "eth0" {

# assign addresses from this pool
class {
    pool 2000::/64
}

#assign /96 prefixes from this pool
pd-class {
    pd-pool 3000:458:ff01:ff03:abcd::/80
    pd-length 96
}
}
```

It is also possible to configure server to provide unique tunnel configurations for each client:

```
# server.conf

# Logging level range: 1(Emergency)-8(Debug)
log-level 8

# Don't log full date
log-mode short

experimental

# clients will receive tunnel-mode = 1 and tunnel endpoint will be 2000::abcd
tunnel-mode 1727 1 2000::abcd

iface "eth0" {

# assign addresses from this pool
class {
    pool 2000::/64
}

#assign /96 prefixes from this pool
pd-class {
    pd-pool 3000:458:ff01:ff03:abcd::/80
    pd-length 96
}

# provide DNS server location to the clients
option dns-server 2000::ff,2000::fe

# provide their domain name
option domain example.com
```

```
# client with this duid will receive tunnel-mode=2 and tunnel end
# point set to 2000::aaaa
client duid 0x000100010f549272000822222222
{
    tunnel-mode 1727 2 2000::aaaa
}

# another per-client configuration.
client duid 0x000100010f549272000822222221
{
    tunnel-mode 1727 2 3000::dead
}

}
```

Server does not send those options by default. They have to be requested by client. To request tunnel information, client must send vendor-specific information option. Client may be configured to do so by using `tunnel-mode` directive. Here is an example `client.conf` configuration file:

```
# client.conf

# Experimental features are to be allowed
experimental

# Ask for tunnel-mode using vendor-id 1727
tunnel-mode 1727

log-level 8

iface eth0 {
    ia // ask for 1 address
    pd // and one prefix
    option dns-server // get DNS server
}
```

Note that server and client have to be configured to use the same vendor-id value. After client receives all configuration parameters, it will execute external script called `notify`. That script will be called with some extra paramters: received IPv6 address, received IPv6 prefix, prefix length, tunnel endpoint and tunnel-mode. For example, if client receives 2000::1 adress, a 2000:abc::/64 prefix, tunnel endpoint 2000:4f8::1 and tunnel mode 1, execution will take following form:

```
./notify 2000::1 2000:abc:: 64 2000:4f8::1 1
```

That script is supposed to be stored in `/var/lib/dibbler` (Linux) or current directory (Windows). Note that this feature is completely untested under Windows.

3.16.5 Confirm

Client detects if previous client instance was not shutdown properly (due to power outage, client crash or similar event). In such case, it reads existing address database and checks if assigned addresses may still be valid. If that is so, it tries to confirm those addresses by using *CONFIRM* message.

If you want to provoke this kind of scenario on purpose, you can run dibbler-client normally, then forcefully kill the process (by sending kill -9 signal, or pressing ctrl-under Linux). Make sure that you rerun client before address valid lifetime expires.

Currently, client does support only IAs in the *CONFIRM*.

3.16.6 External scripts

Dibbler-client is able to receive addresses, prefixes and numerous additional options. It will do its best to set up those parameters in the system. However, the need for some extra processing may arise. The most elegant solution is to call external script every time the configuration changes. Dibbler client may be configured to call external script every time REPLY is received for REQUEST (new parameters added), RENEW (parameters were updated) or RELEASE (parameters were deleted).

Script called `./notify` will be executed from working directory (this is `/var/lib/dibbler` in Posix-like system and installation directory under Windows). Script will be called with following parameters: address, prefix, prefixLength, remoteEndpoint (if you don't know what that is, you can safely ignore this parameter) and action ("add", "update" or "delete"). For example, if client leased 2000::1 address, 3000::/64 prefix, 4000::1 tunnel endpoint and tunnel mode 2, script execution will look like this:

```
./notify 2000::1 3000:: 64 4000::1 2 add
```

To enable script execution, `notify-scripts` global option must be added to `client.conf` file. For example:

```
# client.conf
notify-scripts

iface eth0 {
    ia
}
```

Note that only first address and first prefix will be passed. If specific parameter is not configured, `::` or 0 will be used instead. If you want to be notified about more than one address, you must parse `client-AddrMgr.xml` and `client-IfacMgr.xml` files.

4 Configuration files

This section describes Dibbler server, relay and client configuration. Square brackets denotes optional values: mandatory [optional]. Alternative is marked as `|`. `A | B` means A or B. Parsers are case-insensitive, so `Iface`, `IfAcE`, `iface` and `IFACE` mean the same. This does not apply to interface names. `eth0` and `ETH0` are two different interfaces.

4.1 Data types

Config file parsing is token-based. Token can be considered a keyword or a specific phrase. Here's list of tokens used:

IPv6 address – IPv6 address, e.g. 2000:dead:beef::789

32-bit decimal integer – string containing only numbers, e.g. 123456

string – string of arbitrary characters enclosed in single or double quotes, e.g. 'this is a string'. If string contains only a-z, A-Z and 0-9 characters, quotes can be omitted, e.g. beeblerox

DUID identifier – hex number starting with 0x, e.g. 0x12abcd.

IPv6 address list – IPv6 addresses separated with commas, e.g. 2000::123, 2000::456

DUID list – DUIDs separated with commas, e.g. 0x0123456,0x0789abcd

string list – strings separated with commas, e.g. tealc,jackson,carter,oneill

boolean – YES, NO, TRUE, FALSE, 0 or 1. Each of them can be used, when user must enable or disable specific option.

4.2 Scopes

There are four scopes, in which options can be specified: global, interface, IA and address. Every option is specific for one scope. Each option is only applied to a scope and all subscopes in which it is defined.

For example, T1 is defined for IA scope. However, it can be also used in more common scopes. In this case – in interface or global. Defining T1 in interface scope means: „for this interface the default T1 value is ...”. The same applies to global scope. Options can be used multiple times. In that case value defined later is used.

Global scope is the largest. It covers the whole config file and applies to all interfaces, IAs, and addresses, unless some lower scope options override it. Next comes interface scope. Options defined there are interface-specific and apply to this interface, all IAs in this interface and addresses in those IAs. Next is IA scope. Options defined there are IA-specific and apply to this IA and to addresses it contains. Least significant scope is address.

4.3 Comments

Comments are also allowed. All common comment styles are supported:

- C++ style one-line comments: `// this is comment`
- C style multi-line comments: `/* this is multiline comment */`
- bash style one-line comments: `# this is one-line comment`

4.4 Client configuration file

Client configuration file should be named `client.conf`. It should be placed in the `/etc/dibbler/` directory (Linux system) or in the current directory (Windows systems). After successful startup, old version of this file is stored as `client.conf-old`. One of design requirements for client was „out of the box” usage. To achieve this, simply use empty `client.conf` file. Client will try to get one address for each up and running interface ⁸.

4.4.1 Global parameters

There are several global options. Those options can be used in the global scope. However, interface, IA and address scoped options can be used in the global scope, too. Client configuration file has following syntax:

⁸Exactly: Client tries to configure each up, multicast-capable and running interface, which has link address at least 6 bytes long. So it will not configure tunnels (which usually have IPv4 address (4bytes long) as their link address. It should configure all Ethernet and 802.11 interfaces. The latter was not tested by author due to lack of access to 802.11 equipment.

```
global-options
interface-options
IA-options
address-options
interface-declaration
```

4.4.2 Interface declaration

Each system interface, which should be configured, must be mentioned in the configuration file. Interfaces can be declared with this syntax:

```
iface interface-name
{
    interface-options
    IA-options
    address-options
}

or

iface interface-number
{
    interface-options
    IA-options
    address-options
}
```

In the latter case, interface-number denotes interface number. It can be extracted from „ip l” (Linux) or „ipv6 if” (Windows). **interface-name** is an interface name. Name of the interface does not have to be enclosed in single or double quotes. It is necessary only in Windows systems, where interface names sometimes contain spaces, e.g. ”local network connection”. Interface scoped options can be used here. IA-scoped as well as address scoped options can also be used. They will be treated as a default values for future definitions of the IA and address instantiations.

4.4.3 IA declaration

IA is an acronym for Identity Association. It is a logical entity representing address or addresses used to perform some functions. IA-options can be defined, e.g. T1. IPv6 addresses can be defined here. All those values will be used as hints for a server. Almost always, each DHCPv6 client will have exactly one IA on each interface. IA is declared using following syntax:

```
ia
{
    IA-options
    address-options
    address-declaration
}
```

It is also possible to define multiple IA at once. To do so, following syntax might be used:

```
ia number
{
```

```
    IA-options
    address-options
}
```

Number is an optional number, which describes how many such IAs should be requested. Number is optional. If it is not specified, 1 is used. If this number is not equal 1, then address options are not allowed. That could come in handy when someone need serveral IAs with the same parameters. If IA contains no addresses, client assumes that one address should be configured. IA scoped as well as address options can be defined here. IA scoped options will be applied directly, while address scoped options will be used as default values for all addresses that will be defined in this IA.

4.4.4 Address declaration

When IA is defined, it is sometimes useful to define its address. Its value will be used as a hint for the server. Address is declared in the following way:

```
address number
{
    address-options
    IPv6-address
}
```

where number denotes how many addresses with those values should be requested. If it is diffrent than 1, then IPv6 address options are not allowed. Only address scoped options can be used here.

4.4.5 Standard options

So called standard options are defined by the base DHCPv6 specification, a so called RFC 3315 document [5]. Those options are called standard, because all DHCPv6 implementations, should properly handle them. Standard options are declared in the following way:

OptionName option-value

Every option has a scope it can be used in, default value and sometimes allowed range.

work-dir – (scope: global, type: string, default: .) Defines working directory.

log-level – (scope: global, type: integer, default: 7) Defines verbose level of the log messages. The valid range if from 1 (Emergency) to 8 (Debug). The higher the logging level is set, the more messages dibbler will print.

log-name – (scope: global, type: string, default: Client). Defines name, which should be used during logging.

log-mode – (scope: global, type: short, full or precise, default value: full) Defines logging mode. In the default, full mode, name, date and time in the h:m:s format will be printed. In short mode, only minutes and seconds will be printed (this mode is useful on terminals with limited width). Recently added precise mode logs information with seconds and microsecond precision. It is a useful for finding bottlenecks in the DHCPv6 autoconfiguration process.

strict-rfc-no-routing – (scope: global, type: none, default: not defined). During normal operation, DHCPv6 client should add IPv6 address only, without configuring routing, because this should be done with other means, i.e. router advertisements [2]. However, this behavior is confusing and

lots of users complained about it, so since the 0.5.0-RC1 release, this has been changed in dibbler. Right now when dibbler client configures address, it also configures routing, so every host is able to communicate with other hosts, which have obtained address from the same server. If you don't like this behavior, you might want to use this option.

scripts-dir – (scope: global, type: string, default: system dependent). When dibbler client receives some options it normally sets them up in the system. However, instead of setting up all parameters directly, dibbler client can execute external scripts. Those scripts will be executed when particular option is received. By default, those scripts can be stored in `scripts/` for Windows, or `/var/lib/dibbler/scripts` for Linux. Using `scripts-dir` directive it is possible to define other location of the scripts. Take note that directory should be defined in single or double quotes. (” sign).

anonymous-inf-request – (scope: global, type: present or absent, default: absent). When running in a stateless mode, client does not ask for addresses or prefixes, but rather requests some general options. By default, it sends its client identifier (DUID) to the server. However, it is possible to omit this identifier, so the *INF-REQUEST* messages will be anonymous. This global option causes client to act in such anonymous way.

inactive-mode – (scope: global, type: present or absent, default: absent). Normally (with inactive-mode disable) client tries to bind all interfaces defined in configuration file. If such attempt fails, client reports an error and gives up. In some cases it is possible that interface is not ready yet, e.g. WLAN interface did not complete association. It is possible to modify client behavior, so it will accept downed and not running interfaces. To do so, inactive-mode must be enabled. In this mode, client will accept inactive interfaces, will add them to inactive list and will periodically monitor its state. When the interface finally goes on-line, client will try to configure it. See section 3.12 for details.

insist-mode – (scope: global, type: present or absent, default: absent). Client can be instructed to obtain several configuration options, like DNS server configuration or domain name. It is possible that server will not provide all requested options. Older versions of the dibbler client had been very aggressive in such case. It tried very hard to obtain such options. To do so, it did send *INF-REQUEST* to obtain such option. This behavior has changed. Right now when client does not receive all requested options, it will complain, but will take no action. To enable old behavior, so called insist-mode has been added. See section 3.13 for details.

duid-type – (scope: global, type: DUID-LLT, DUID-LL or DUID-EN, default: DUID-LLT). This parameter defines, what type of DUID should be generated if there is no DUID already present. If there is a file containing DUID, this directive has no effect. DUID-LLT means that DUID will be based on link layer address as well as time. DUID-LL means that only link layer address will be used. The last value – DUID-EN – Enterprise Number-based generation has a slightly different syntax: `duid-type duid-en enterprise-number enterprise-id`. For example: `duid-type duid-en 1234 0x6789abcd` means that enterprise number is set to 1234 and unique number from that company's pool is 67:89:ab:cd (hexadecimal value of arbitrary length). See section 3.14 for details.

option fqdn-s – (scope: global, type: boolean, default: 1). The S bit is used in FQDN option. It is used to negotiate, which side (server or client) wants to perform DNS Update procedure. See [14] for details. In general, if you don't want that this option does, you don't want to modify this.

rapid-commit – (scope: interface, type: boolean, default: 0). This option allows rapid commit procedure to be performed. Note that enabling rapid commit on the client side is not enough. server must be configured to allow rapid commit, too.

- unicast** – (scope: interface, type: boolean, default: 0). This option specifies if client should request unicast communication from the server. If server is configured to allow it, it will add unicast option to its replies. It will allow client to communicate with server via unicast addresses instead of usual multicast.
- preferred-servers** – (scope: interface, type: address or duid list, default: empty). This list defines, which servers are preferred. When client sends *SOLICIT* message, all servers available in the local network will respond. When client receives multiple *ADVERTISE* messages, it will choose those sent by servers mentioned on the preferred-server list.
- reject-servers** – (scope: interface, type: address or duid list, default: empty) This list defines which server must be ignored. It has negative meaning to the preferred-servers list.
- vendor-spec** – (scope: interface, type: integer-hexstring, default: empty). This option allow requesting for a vendor specific configuration option. It does not any good in itself as there are no dibbler-specific options to configure. It can be, however, used to test some other DHCPv6 server implementations. In short words: if you don't know what that is, you don't need it.
- T1** – (scope: IA, type: integer, default: $2^{32} - 1$). This value defines after what time client should start renew process. This is only a hint for the server. Actual value will be provided by the server.
- T2** – (scope: IA, type: integer, default: $2^{32} - 1$). This value defines after what time client will start emergency rebind procedure if renew process fails. This is only a hint for the server. Actual value will be provided by the server.
- valid-lifetime** – (scope: address, type: integer, default: $2^{32} - 1$) This parameter defines valid lifetime of an address. It will be used as a hint for a server, when the client will send requests.
- preferred-lifetime** – (scope: address, type: integer, default: $2^{32} - 1$) This parameter defines preferred lifetime of an address. It will be used as a hint for a server, when there client will send requests.

4.4.6 Extension options

Extension options are the options specified in external drafts and RFC documents, but not in the base spec [5]. To easily distinguish if an option is part of the base standard or one of the multiple extensions, **option** keyword was added in the extension options declaration. Therefore extension options are declared as follows:

```
option option-name
```

or

```
option option-name option-value
```

where option-name is name of the options. First approach instructs dibbler client to just ask for this particular option. Second approach includes requested values. When sent by the client, server will use those values as hints during those options assignment. Since those options are defined per interface, thus every extension option has an interface scope, i.e. it is defined once per interface. As for the 0.7.2 release, currently supported options are:

dns-server – (scope: interface, type: address list, default: none). This option conveys information about DNS servers available. After retrieving this information, client will be able to resolve domain names into IP (both IPv4 and IPv6) addresses. Without setting up DNS servers, host's network capability is greatly reduced, as user can't use domain names (e.g. <http://wp.pl/>), but must use IP addresses directly (e.g. <http://212.77.100.101/> or <http://3ffe:1234::456/>). Defined in [7].

domain – (scope: interface, type: domain list, default: none). This option is used for retrieving domain or domains names, which the client is connected in. For example, if client's hostname is `alice.mylab.example.com` and it wants to contact `bob.mylab.example.com` it can simply refer to it as `bob`. Without domain name configured, it would have to use full domain name. After successful configuration, this useful shortcut is being used by all services available: web browsing, mail sending, news reading etc. Defined in [7].

ntp-server – (scope: interface, type: address list, default: none). This option defines information about available NTP servers. Network Time Protocol [1] is a protocol used for time synchronisation, so all hosts in the network has the same proper time set. Defined in [13].

time-zone – (scope: interface, type: timezone, default: none). It is possible to retrieve timezone from the server. If client is interested in this information, it should ask for this option. Note that this option is considered obsolete as it is mentioned in draft version only [17]. Work on this draft seems to be abandoned as similar functionality is provided in now standard [13].

sip-server – (scope: interface, type: address list, default: none). Session Initiation Protocol [4] is an control protocol for creating, modifying, and terminating sessions with one or more participants. These sessions include Internet telephone calls, multimedia distribution, and multimedia conferences. Its most common usage is VoIP. Format of this option is defined in [6].

sip-domain – (scope: interface, type: domain list, default: none). It is possible to define domain names for Session Initiation Protocol [4]. Configuration of this parameter will ease usage of domain names in the SIP protocol. Format of this option is defined in [6].

nis-server – (scope: interface, type: address list, default: none). Network Information Service (NIS) is a Unix-based system designed to use common login and user information on multiple systems, e.g. universities, where students can log on to their accounts from any host. To use this functionality, a host needs information about NIS server's address. This can be retrieved with this option. Its format is defined in [11].

nis-domain – (scope: interface, type: domain list, default: none). Network Information Service (NIS) can also specify domain names. It can be configured with this option. It is defined in [11].

nis+-server – (scope: interface, type: address list, default: none). Network Information Service Plus (NIS+) is an improved version of the NIS protocol. This option is defined in [11].

nis+-domain – (scope: interface, type: domain list, default: none). Similar to `nis-domain`, it defines domains for NIS+. This option is defined in [11].

lifetime – (scope: interface, type: boolean, default: no). Base spec of the DHCPv6 protocol does offer way of refreshing addresses only, but not the options. Lifetime defines, how often client would like to renew all its options. By default client will not send such option, but it will accept it and act accordingly if the server sends it on its own. Format of this option is defined in [16].

auth-enabled – (scope: global, type: boolean, default: no). This option enables authentication and authorization. When set to true, server support must also be enabled, otherwise all messages will be dropped.

auth-accept-methods – (scope: global, type: string, default: empty). Comma separated list of authentication methods that client will accept from server. If this list is empty, any method will be accepted. Possible values are:

- none

- `digest_plain`
- `digest_hmac_md5`
- `digest_hmac_sha1`
- `digest_hmac_sha224`
- `digest_hmac_sha256`
- `digest_hmac_sha384`
- `digest_hmac_sha512`

Note that timezone format is described in file `draft-ietf-dhc-dhcpv6-opt-tz-00.txt` and domain format is described in RFC 3646. After receiving options values from a server, client stores values of those options in separate files in the working directory (`/var/lib/dibbler` in Linux and current directory in Windows). File names start with the option word, e.g. `option-dns-server`. Several options are also processed and set up in the system. Options supported in Linux and Windows environments are presented in the table below.

Option	Linux	WinXP/2003	WinNT/2000
<code>dns-server</code>	system, file	system, file	system,file
<code>domain</code>	file	file	file
<code>ntp-server</code>	file	file	file
<code>time-zone</code>	file	file	file
<code>sip-server</code>	file	file	file
<code>sip-domain</code>	file	file	file
<code>nis-server</code>	file	file	file
<code>nis-domain</code>	file	file	file
<code>nis+-server</code>	file	file	file
<code>nis+-domain</code>	file	file	file

4.4.7 Stateless configuration

If interface does not contain `IA` or `TA` keywords, client will ask for one address (one `IA` with one address request will be sent). If client should not request any addresses on this interface, *stateless*⁹ keyword must be used. In such circumstances, only specified options will be requested.

4.4.8 Relay support

Usage of the relays is not visible from the client's point of view: Client can't detect if it communicates via relay(s) or directly with the server. Therefore no special directives on the client side are required to use relays. See section 3.6 for details related to relay deployment.

4.5 Client configuration examples

This subsection contains various examples of the most popular configurations. Several additional examples are provided with the source code. Please download it and look at `*.conf` files.

⁹In the version 0.2.1-RC1 and earlier, this directive was called `no-ia`. This deprecated name is valid for now, but might be removed in future releases.

4.5.1 Example 1: Default

In the most simple case, client configuration file can be empty. Client will try to assign one address for every interface present in the system, except interfaces, which are:

- down (flag UP not set)
- loopback (flag LOOPBACK set)
- not running (flag RUNNING not set)
- not multicast capable (flag MULTICAST not set)
- have link-layer address less than 6 bytes long (this requirement should skip all tunnels and virtual interfaces)

If you must use DHCPv6 on one of such interfaces (which is not recommended and such attempt probably will fail), you must explicitly specify this interface in the configuration file.

4.5.2 Example 2: DNS

Configuration mentioned in previous subsection is a minimal one and in a real life will be used rarely. The most common usage of the DHCPv6 protocol is to request for an address and DNS configuration. Client configuration file achieving those goals is presented below:

```
# client.conf
log-mode short
log-level 7
iface eth0 {
    ia
    option dns-server
}
```

4.5.3 Example 3: Timeouts and specific address

Automatic configuration is being driven by several timers, which define, what action should be performed at various intervals. Since all values are provided by the server, client can only define values, which will be sent to a server as hints. Server might take them into consideration, but might also ignore them completely. Following example shows how to ask for a specific address and provide hints for a server. Client would like to get 2000::1:2:3 address, it would like to renew addresses once in 30 minutes (T1 timer is set to 1800 seconds). Client also would like to have address, which is preferred for an hour and is valid for 2 hours.

```
# client.conf
log-mode short
log-level 7
iface eth0 {
    T1 1800
    T2 2000
    preferred-lifetime 3600
    valid-lifetime 7200
    ia {
        address {
            2000::1:2:3
        }
    }
}
```

```
    }  
  }  
}
```

4.5.4 Example 4: More than one address

Another example: client would like to obtain 2 addresses on wifi0 interface. They are necessary since this particular interface name contains spaces. It is possible to do this in two ways. First is to send 2 Identity Associations (IA for short). Identity Association is a nice name for a addresses container. This appears to be a most common way of telling server that this client is interested in more than one address.

```
# client.conf  
log-mode short  
log-level 5  
iface wifi0 {  
    ia  
    ia  
}
```

Another way it to send one IA, but include two address hints in it. Server may take them into consideration (dibbler server does), but some other DHCPv6 implementations may ignore those hints.

```
# client.conf  
log-mode short  
log-level 5  
iface wifi0 {  
    ia {  
        address  
        address  
    }  
}
```

4.5.5 Example 5: Quick configuration using Rapid-commit

Rapid-commit is a shortened exchange with server. It consists of only two messages, instead of the usual four. It is worth to know that both sides (client and server) must also support rapid-commit to use this fast configuration.

```
# client.conf  
iface eth1 {  
    rapid-commit yes  
    ia  
    option dns-server  
}
```

4.5.6 Example 6: Stateless mode

Client can be configured to work in a stateless mode. It means that it will obtain only some configuration parameters, but no addresses. Let's assume we want all the details stored in a log file and we want to obtain all possible configuration parameters. Here is a configuration file:

```
# client.conf
log-level 8
log-mode full
stateless
iface eth0
{
    option dns-server
    option domain
    option ntp-server
    option time-zone
    option sip-server
    option sip-domain
    option nis-server
    option nis-domain
    option nis+-server
    option nis+-domain
}
```

4.5.7 Example 7: Dynamic DNS (FQDN)

Dibbler client is able to request fully qualified domain name, i.e. name, which is fully resolvable using DNS. After receiving such name, it can perform DNS Update procedure. Client can ask for any name, without any preference. Here is an example how to configure client to perform such task:

```
# client.conf

# uncomment following line to force S bit to 0
# option fqdn-s 0
log-level 7
iface eth0 {
# ask for address
    ia

# ask for options
    option dns-server
    option domain
    option fqdn
}
```

In this case, client will mention that it is interested in FQDN by using Option Request and empty FQDN option, as specified in [14]. Server upon receiving such request (if it is configured to support it), will provide FQDN option containing domain name. Depending on the server's configuration, all DNS Updates will be performed by the server, forward will be performed by client and reverse by the server, or only forward will be done by a client.

It is also possible for client to provide its name as a hint for server. Server might take it into consideration when it will choose a name for this client. Example of a configuration file for such configuration is provided below:

```
# client.conf
log-level 7
```

```
iface eth0 {
    # ask for address
    ia

    # ask for options
    option dns-server
    option domain
    option fqdn zoe.example.com
}
```

Note that to successfully perform DNS Update, address must be assigned and dns server address must be known. So „ia” and „option dns-server” are required for „option fqdn” to work properly. Also if DHCPv6 server provides more than one DNS server address, update will be attempted only for the first address on the list.

It is also possible to force S bit in the FQDN option to 0 or 1. See [\[14\]](#) for details regarding its meaning.

4.5.8 Example 8: Interface indexes

Usually, interface names are referred to by names, e.g. eth0 or Local Area Connection. Every system also provides unique number associated with each interface, usually called ifindex or interface index. It is possible to read the number using `ip 1` command (Linux) or `ipv6 ifx`. Below is an example, which demonstrates how to use interface indexes:

```
# client.conf
log-mode short
log-level 5
iface 5 {
    ia
}
```

4.5.9 Example 9: Vendor-specific options

It is possible to configure dibbler-client to ask for a vendor specific options. Although there are no dibbler-specific features to configure, it is possible to use this option to test other server implementations. This option will rather be used by network engineers and power network admins, rather than normal end users.

There are 3 ways to define, how dibbler-client can request vendor-specific options. First choice: It can just ask for this option (only *option request option* will be sent). Second choice: it can ask for vendor-spec option by adding such option with enterprise number set, but no actual data. Third choice: send this option and include both enterprise number and actual data. In the following configuration file example, uncomment appropriate line to obtain desired behavior:

```
# client.conf
log-level 8
iface eth0 {
# ask for address
    ia

# uncomment only one of the following lines:
    option vendor-spec
```



```
# option vendor-spec 1234
# option vendor-spec 1234 0x0002abcd

# To ask for multiple vendor-spec options, uncomment:
# option vendor-spec 123,456
}
```

Although that is almost never needed, it is possible to configure client to request multiple vendor-specific options at the same time. That feature is mainly used as a test tool for the server. To use it, uncomment last line in the example above.

4.5.10 Example 10: Unicast communication

Client would like to obtain an address on „Local Area Connection” interface. Note quotation marks around interface name. They are necessary since this particular interface name contains spaces. Client also would like to accept Unicast communication if server supports it. User don't care about details, so keep those log very short. Take note that you won't be able see to what Dibbler is doing with such low log-level. (Usually log-level should be set to 7, which is also a default value).

```
# client.conf
log-mode short
log-level 5
iface "Local Area Connection" {
    unicast yes
    ia
    ia
}
```

4.5.11 Example 11: Prefix delegation

From the client's point of view, configuration is quite simple. It is required to specify that this client is interested in prefix delegation. See section 3.8 for background information related to prefix delegation and sections 4.7.13 and 4.7.14 for details about server configuration. To ask for prefix delegation, `emphprefix-delegation` (or `pd`) should be used.

```
# client.conf
iface "eth0" {
    ia // ask for address
    pd // ask for prefix
}
```

It is possible to define additional parameters for a prefix:

```
# client.conf
iface eth0 {
    pd {
        t1 1000
        t2 2000
    }
}
```

4.5.12 Example 12: Insist mode

During normal operation, when client asks for an option, but does not receive it from the server, it complains, but takes no action. To force client to insist (i.e. ask over and over again), so called insist mode has been introduced. See section 3.13 for extended explanation.

```
insist-mode
iface "eth0" {
    ia
    option dns-server
    option domain
    option ntp-server
}
```

4.5.13 Example 13: Inactive mode

Usually client starts when network interfaces are operational. Normally downed or nonexisting interfaces mentioned in the configuration file are considered misconfiguration and client refuses to start. However, sometimes that is not the case, e.g. still waiting to be associated wireless interfaces. To allow operation in such circumstances, inactive mode has been added. See 3.12 for detailed explanation. interfaces are spec

```
inactive-mode
iface "eth0" {
    ia
}
```

4.5.14 Example 14: Authentication

Authentication is enabled. Client will accept HMAC-SHA-512, HMAC-MD5 and HMAC-SHA-256 as an authentication method.

```
# client.conf

log-mode short
log-level 7

auth-enabled true
auth-accept-methods digest-hmac-sha512, digest-hmac-md5, digest-hmac-sha256

iface eth0 {
}
```

4.5.15 Example 15: Skip Confirm

Client detects if previous client instance was not shutdown properly (due to power outage, client crash or similar event). In such case, it reads existing address database and checks if assigned addresses may still be valid. If that is so, it tries to confirm those addresses by using *CONFIRM* message.

If user don't want *CONFIRM* message to be send and client should start "from scratch" every time, it is possible to disable confirm support.

```
# client.conf

log-mode short
log-level 7
skip-confirm

iface eth0 {
    ia
}
```

4.6 Server configuration file

Server configuration is stored in `server.conf` file in the `/etc/dibbler` (Linux systems) or in current (Windows systems) directory.

4.6.1 Global scope

Every option can be declared in a global scope. Global options can be defined here. Also options of a smaller scopes can be defined here – they will be used as a default values. Configuration file has following syntax:

```
global-options
interface-options
class-options
interface-declaration
```

4.6.2 Interface declaration

Each network interface, which should be serviced by the server, must be mentioned in the configuration file. Network interface is defined like this:

```
iface interface-name
{
    interface-options
    class-options
}

or

iface number
{
    interface-options
    class-options
}
```

where `interface-name` denotes name of the interface and `interface-number` denotes its number. Name no longer needs to be enclosed in single or double quotes (except Windows systems, when interface name contains spaces). Note that virtual interfaces, used to setup relay support are also declared in this way.

4.6.3 Class scope

Class is a smallest scope used in the server configuration file. It contains definition of the addresses, which will be provided to clients. Only class scoped parameters can be defined here. Address class is declared as follows:

```
class
{
    class-options
    address-pool
}
```

Address pool defines range of the addresses, which can be assigned to the clients. It can be defined in one of the following formats:

```
pool minaddress-maxaddress
pool address/prefix
```

4.6.4 Standard options

So called standard options are defined by the base DHCPv6 specification, a so called RFC 3315 document [5]. Those options are called standard, because all DHCPv6 implementations, should properly handle them. Each option has a specific scope it belongs to.

Standard options are declared in the following way:

OptionName option-value

work-dir – (scope: global, type: string, default: .) Defines working directory.

log-level – (scope: global, type: integer, default: 7) Defines verbose level of the log messages. The valid range is from 1 (Emergency) to 8 (Debug). The higher the logging level is set, the more messages dibbler will print.

log-name – (scope: global, type: string, default: Server). Defines name, which should be used during logging.

log-mode – (scope: global, type: short, full or precise, default value: full) Defines logging mode. In the default, full mode, name, date and time in the h:m:s format will be printed. In short mode, only minutes and seconds will be printed (this mode is useful on terminals with limited width). Recently added precise mode logs information with seconds and microsecond precision. It is useful for finding bottlenecks in the DHCPv6 autoconfiguration process.

cache-size – (scope: global, type: integer, default: 1048576). It defines a size of the memory (specified in bytes) which can be used to store cached entries.

interface-id-order – (scope: global, type: before, after or omit, default: before) This parameter defines placement of the interface-id option. During message relaying options can be placed in the *RELAY-REPLY* message in arbitrary order. This option has been specified to control that order. *interface-id* option can be placed before or after *relay-message* option. There is also possibility to instruct server to omit the *interface-id* option altogether, but since this violates [5], it should not be used. In general, this configuration parameter is only useful when dealing with buggy relays, which can't handle all option orders properly. Consider this parameter a debugging feature. Note: similar parameter is available in the dibbler-relay.

- inactive-mode** – (scope: global, type: present or missing, default: missing). This enables so called inactive mode. When server begins operation and it detects that required interfaces are not ready, error message is printed and server exits. However, if inactive mode is enabled, server sleeps instead and wait for required interfaces to become operational. That is a useful feature, when using wireless interfaces, which take some time to initialize as associate.
- guess-mode** – (scope: global, type: present or missing, default: missing). When this option is enabled, server will not pay close attention to the interface-id option in relayed messages. If interface-id has a value other than specified in server.conf or even when there is no interface-id option at all, it will use first relay defined.
- preference** – (scope: interface, type: 0-255, default: none). Each server can be configured to a specific preference level. When client receives several *ADVERTISE* messages, it should choose that server, which has the highest preference level. It is also worth noting that client, upon reception of the *ADVERTISE* message with preference set to 255 should skip wait phase for possible other *ADVERTISE* messages.
- unicast** – (scope: interface, type: address, default:none). Normally clients sends data to a well known multicast address. This is easy to achieve, but it wastes network resources as all nodes in the network must process such messages and also network load is increased. To prevent this, server might be configured to inform clients about its unicast address, so clients, which accept it, will switch to a unicast communication.
- rapid-commit** – (scope: interface, type: boolean, default: 0). This option allows rapid commit procedure to be performed. Note that enabling rapid commit on the server side is not enough. Client must be configured to allow rapid commit, too.
- iface-max-lease** – (scope: interface, type: integer, default: $2^{32} - 1$). This parameter defines, how many normal addresses can be granted on this interface.
- client-max-lease** – (scope: interface, type: interger, default: $2^{32} - 1$). This parameter defines, how many addresses one client can get. Main purpose of this parameter is to limit number of used addresses by misbehaving (malicious or restarting) clients.
- relay** – (scope: interface, type: string, default: not defined). Used in relay definition. It specifies name of the physical (or name of another relay, if cascade relaying is used) interface, which is used to receive and transmit relayed data. See 3.6 for details of relay deployment and sections 4.7.8 and 4.7.9 for configuration examples.
- interface-id** – (scope: interface, type: integer, default: not defined). Used in relay definition. Each relay interface should have defined its unique identified. It will be sent in the *interface-id* option. Note that this value must be the same as configured in the dibbler-relay. It may be possible to specify this parameter by using a number (option will be 4 bytes long), a string or a full hex dump. See 3.6, 4.7.8 and 4.9 for details.
- vendor-spec** – (scope: interface, type: integer-hexstring, default: not defined). This parameter can be used to configure some vendor-specific information option. Since there are no dibbler-specific options, this implementation is flexible. User can specify in the configuration file, how should this option look like. See 4.7.11 section for details. It is uncommon, but possible to define several vendor specific options for different vendors. In such case, administrator must specify coma separated list. Each list entry is a vendor (enterprise number), „-” sign and a hex dump (similar to DUID).

- T1** – (scope: class, type: integer or integer range, default: $2^{32} - 1$). This value defines after what time client should start renew process. Exact value or accepted range can be specified. When exact value is defined, client's hints are ignored completely.
- T2** – (scope: class, type: integer or integer range, default: $2^{32} - 1$). This value defines after what time client will start emergency rebind procedure if renew process fails. Exact value or accepted range can be specified. When exact value is defined, client's hints are ignored completely.
- valid-lifetime** (scope: class, type: integer or integer range, default: $2^{32} - 1$). This parameter defines valid lifetime of the granted addresses. If range is specified, client's hints from that range are accepted.
- preferred-lifetime** (scope: class, type: integer or integer range, default: $2^{32} - 1$). This parameter defines preferred lifetime of the granted addresses. If range is specified, client's hits from that range will be accepted.
- class-max-lease** – (scope: interface, type: interger, default: $2^{32} - 1$). This parameter defines, how many addresses can be assigned from that class.
- reject-clients** – (scope: class, type: address or DUID list, default: none). This parameter is sometimes called black-list. It is a list of a clients, which should not be supported. Clients can be identified by theirs link-local addresses or DUIDs.
- accept-only** – (scope: class, type: address or DUID list, default: none). This parameter is sometimes called white-list. It is a list of supported clients. When this list is not defined, by default all clients (except mentioned in reject-clients) are supported. When accept-only list is defined, only client from that list will be supported.

4.6.5 Additional options

Server supports additional options, not specified in [5]. They have following generic form:

`option OptionName OptionsValue`

All supported options are specified below:

- dns-server** – (scope: interface, type: address list, default: none). This option conveys information about DNS servers available. After retriving this information, clients will be able to resolve domain names into IP (both IPv4 and IPv6) addresses. Defined in [7].
- domain** – (scope: interface, type: domain list, default: none). This option is used for configuring one or more domain names, which clients are connected in. For example, if client's hostname is `alice.mylab.example.com` and it wants to contact `bob.mylab.example.com`, it can simply refer to it as `bob`. Without domain name configured, it would have to use full domain name. Defined in [7].
- ntp-server** – (scope: interface, type: address list, default: none). This option defines information about available NTP servers. Network Time Protocol [1] is a protocol used for time synchronisation, so all hosts in the network has the same proper time set. Defined in [13].
- time-zone** – (scope: interface, type: timezone, default: none). It is possible to configure timezone, which is provided by the server. Note that this option is considered obsolete as it is mentioned in draft version only [17]. Work on this draft seems to be abandoned as similar functionality is provided by now standard [13].

sip-server – (scope: interface, type: address list, default: none). Session Initiation Protocol [4] is an control protocol for creating, modifying, and terminating sessions with one or more participants. These sessions include Internet telephone calls, multimedia distribution, and multimedia conferences. Its most common usage is VoIP. Format of this option is defined in [6].

sip-domain – (scope: interface, type: domain list, default: none). It is possible to define domain names for Session Initiation Protocol [4]. Configuration of this parameter will ease usage of domain names in the SIP protocol. Format of this option is defined in [6].

nis-server – (scope: interface, type: address list, default: none). Network Information Service (NIS) is a Unix-based system designed to use common login and user information on multiple systems, e.g. universities, where students can log on to ther accounts from any host. Its format is defined in [11].

nis-domain – (scope: interface, type: domain list, default: none). Network Information Service (NIS) can albo specify domain names. It can be configured with this option. It is defined in [11].

nis+-server – (scope: interface, type: address list, default: none). Network Information Service Plus (NIS+) is an improved version of the NIS protocol. This option is defined in [11].

nis+-domain – (scope: interface, type: domain list, default: none). Similar to nis-domain, it defines domains for NIS+. This option is defined in [11].

lifetime – (scope: interface, type: boolean, default: no). Base spec of the DHCPv6 protocol does offers way of refreshing addresses only, but not the options. Lifetime defines, how often client should renew all its options. When defined, lifetime option will be appended to all replies, which server sends to a client. If client does not support it, it should ignore this option. Format of this option is defined in [16].

auth-method – (scope: global, type: string, default: empty). Set it to one of the following values to enable authentication on ther server side, using selected method of generating authentication information:

- none
- digest_plain
- digest_hmac_md5
- digest_hmac_sha1
- digest_hmac_sha224
- digest_hmac_sha256
- digest_hmac_sha384
- digest_hmac_sha512

auth-lifetime – (scope: global, type: integer, default: 0). Authentication lifetime. Currently not supported.

auth-key-len – (scope: global, type: integes, default: 32). Key generation nonce length (see [18] for details).

Lifetime is a special case. It is not set up by client in a system configuration. It is, however, used by the client to know how long obtained values are correct.

4.7 Server configuration examples

This subsection contains various examples of the server configuration. If you are interested in additional examples, download source version and look at *.conf files.

4.7.1 Example 1: Simple

In opposite to client, server uses only interfaces described in config file. Let's examine this common situation: server has interface named *eth0* (which is fourth interface in the system) and is supposed to assign addresses from 2000::100/124 class. Simplest config file looks like that:

```
# server.conf
iface eth0
{
    class
    {
        pool 2000::100-2000::10f
    }
}
```

4.7.2 Example 2: Timeouts

Server should be configured to deliver specific timer values to the clients. This example shows how to instruct client to renew (T1 timer) addresses one in 10 minutes. In case of problems, ask other servers in 15 minutes (T2 timer), that allow preferred lifetime range is from 30 minutes to 2 hours, and valid lifetime is from 1 hour to 1 day. DNS server parameter is also provided. Lifetime option is used to make clients renew all non-address related options renew once in 2 hours.

```
# server.conf
iface eth0
{
    T1 600
    T2 900
    preferred-lifetime 1800-3600
    valid-lifetime 3600-86400
    class
    {
        pool 2000::100/80
    }

    option dns-server 2000::1234
    option lifetime 7200
}
```

4.7.3 Example 3: Limiting amount of addresses

Another example: Server should support 2000::0/120 class on eth0 interface. It should not allow any client to obtain more than 5 addresses and should not grant more than 50 addresses in total. From this specific class only 20 addresses can be assigned. Server preference should be set to 7. This means that this server is more important than all server with preference set to 6 or less. Config file is presented below:


```
# server.conf
iface eth0
{
    iface-max-lease 50
    client-max-lease 5
    preference 7
    class
    {
        class-max-lease 20
        pool 2000::1-2000::100
    }
}
```

4.7.4 Example 4: Unicast communication

Here's modified previous example. Instead of specified limits, unicast communication should be supported and server should listen on 2000::1234 address. Note that default multicast address is still supported. You must have this unicast address already configured on server's interface.

```
# server.conf
log-level 7
iface eth0
{
    unicast 2000::1234
    class
    {
        pool 2000::1-2000::100
    }
}
```

4.7.5 Example 5: Rapid-commit

This configuration can be called quick. Rapid-commit is a way to shorten exchange to only two messages. It is quite useful in networks with heavy load. In case if client does not support rapid-commit, another trick is used. Preference is set to maximum possible value. 255 has a special meaning: it makes client to skip wait phase for possible advertise messages from other servers and quickly request addresses.

```
# server.conf
log-level 7
iface eth0
{
    rapid-commit yes
    preference 255
    class
    {
        pool 2000::1/112
    }
}
```

4.7.6 Example 6: Access control

Administrators can selectively allow certain client to use this server (white-list). On the other hand, some clients could be explicitly forbidden to use this server (black-list). Specific DUIDs, DUID ranges, link-local addresses or the whole address ranges are supported. Here is config file:

```
# server.conf
iface eth0
{
    class
    {
        # duid of the rejected client
        reject-clients ''00001231200adeaaa''
        2000::2f-2000::20 // it's in reverse order, but it works.
                        // just a trick.
    }
}
iface eth1
{
    class
    {
        accept-only fe80::200:39ff:fe4b:1abc
        pool 2000::fe00-2000::feff
    }
}
```

4.7.7 Example 7: Multiple classes

Although this is not common, a few users have requested support for multiple classes on one interface. Dibbler server can be configured to use several classes. When client asks for an address, one of the classes is being chosen on a random basis. If not specified otherwise, all classes have equal probability of being chosen. However, this behavior can be modified using **share** parameter. In the following example, server supports 3 classes with different preference level: class 1 has 100, class 2 has 200 and class 3 has 300. This means that class 1 gets $\frac{100}{100+200+300} \approx 16\%$ of all requests, class 2 gets $\frac{200}{100+200+300} \approx 33\%$ and class 3 gets the rest ($\frac{300}{100+200+300} = 50\%$).

```
# server.conf
log-level 7
log-mode short

iface eth0 {
    T1 1000
    T2 2000

    class {
        share 100
        pool 4000::1/80
    }
    class {
        share 200
        pool 2000::1-2000::ff
    }
}
```

```
}  
  
class {  
    share 300  
    pool 3000::1234:5678/112  
}  
}
```

4.7.8 Example 8: Relay support

To get more informations about relay configuration, see section 3.6. Following server configuration example explains how to use relays. There is some remote relay with will send encapsulated data over eth1 interface. It is configured to append interface-id option set to 5020 value. Let's allow all clients using this relay some addresses and information about DNS servers. Also see section 4.9.1 for corresponding relay configuration.

Note that although eth1 interface is mentioned in the configuration file, direct traffic from clients located on the eth1 interface will not be supported. In this example, eth1 is used only to support requests relayed from remote link identified with interface-id value 5020. Of course it is possible to support both local and remote traffic. In such case, normal eth1 definition should be present in the server configuration file. Also note that real (physical) interfaces should be specified before logical ones.

```
# server.conf  
iface relay1 {  
    relay eth1  
    // interface-id 5020  
    // interface-id "some interface name"  
    interface-id 0x427531264361332f30000001018680f980000  
  
    class {  
        pool 2000::1-2000::ff  
    }  
    option dns-server 2000::100,2000::101  
}
```

4.7.9 Example 9: Cascade 2 relays

This is an advanced configuration. It assumes that client sends data to relay1, which encapsulates it and forwards it to relay2, which eventually sends it to the server (after additional encapsulation). It assumes that first relay adds interface-id option set to 6011 and second one adds similar option set to 6021. For details about relays in general and cascade setup in particular, see section 3.6. Also see section 4.9.4 for corresponding relays configuration.

```
# server.conf  
iface relay1  
{  
    relay eth0  
    interface-id 6011  
}  
  
iface relay2
```

```
{
    relay relay1
    interface-id 6021
    T1 1000
    T2 2000
    class {
        pool 6020::20-6020::ff
    }
}
```

4.7.10 Example 10: Dynamic DNS (FQDN)

Support for Dynamic DNS Updates was added recently. To configure it on the server side, list of available names must be defined. Each name can be reserved for a certain address or DUID. When no reservation is specified, it will be available to everyone, i.e. the first client asks for FQDN will get this name. In following example, name 'zebuline.example.com' is reserved for address 2000::1, kael.example.com is reserved for 2000::2 and test.example.com is reserved for client using DUID 00:01:00:00:43:ce:25:b4:00:13:d4:02:4b:f5.

Also note that it is required to define, which side can perform updates. This is done using single number after „option fqdn” phrase. Server can perform two kinds of DNS Updates: AAAA (forward resolving, i.e. name to address) and PTR (reverse resolving, i.e. address to name). To configure server to execute both updates, specify 2. This is a default behavior. If this value will be skipped, server will attempt to perform both updates. When 1 will be specified, server will update PTR record only and will leave updating AAAA record to the client. When this value is set to 0, server will not perform any updates.

The last parameter (64 in the following example) is a prefix length of the reverse domain supported by the DNS server, i.e. if this is set to 64, and 2000::/64 addresses are used, DNS server must support 0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.2.ip6.arpa. zone.

```
# server.conf
log-level 8
log-mode precise
iface "eth1" {
    preferred-lifetime 3600
    valid-lifetime 7200
    class {
        pool 2000::1-2000::ff
    }

    option dns-server 2000::100,2000::101
    option domain example.com, test1.example.com
    option fqdn 2 64
        zebuline.example.com - 2000::1,
        kael.example.com - 2000::2,
        test.example.com - 0x0001000043ce25b40013d4024bf5,
        zoe.example.com,
        malcolm.example.com,
        kaylee.example.com,
        jayne.example.com
}
```

4.7.11 Example 11: Vendor-specific Information option

It is possible to configure dibbler-server to provide vendor-specific information options. Since there are no dibbler-specific parameters, this implementation is quite flexible. Enterprise number as well as content of the option itself can be configured.

```
# server.conf
log-level 8
log-mode precise
iface "eth1" {
    class {
        pool 2000::1-2000::ff
    }

    option vendor-spec 1234-0x00002fedc
}
```

In some rare cases, several different options for different vendors may be specified. In the following example 2 different values are defined, depending on which vendor client will specify in *SOLICIT* or *REQUEST* message. If client will only mention that it is interested in any vendor specific info (i.e. did not send *vendor-spec info* option, but only mentioned in *option request* option, it will receive first vendor option defined (in the following example, that would be a 1234 and 0002fedc).

```
# server.conf
log-level 8
log-mode precise
iface "eth1" {
    class {
        pool 2000::1-2000::ff
    }

    option vendor-spec 1234-0x00002fedc,5678-0x0002aaaa
}
```

4.7.12 Example 12: Per client configuration

Usually all clients receive the same configuration options, e.g. all clients will use the same DNS server. However, it is possible to specify that particular clients should receive different options than others. Following example set DNS server to 2000::1, domain to example.com and vendor specific information for vendor 5678. However, if requesting client has DUID 00:01:02:03:04:05:06:07:08, it will receive different parameters (second.client.biz domain, 1234::5678:abcd as a DNS server and finally different vendor-specific information). Also client with DUID 0x0001000044e8ef3400085404a324 will receive normal domain and DNS server, but different (vendor=2) vendor specific information. See section 3.10 for background information. Since 0.8.0RC1, also addresses can be reserved in this way.

```
# server.conf
iface "eth0" {

    class {
        pool 2000::1/64
    }
}
```

```
# common configuration options, provided for all clients
option dns-server 2000::1
option domain example.com
option vendor-spec 5678-0x0002aaaa

# special parameters for client with DUID 00:01:02:03:04:06
client duid 0x000102030406
{
    address 2001::123
    option domain second.client.biz
    option dns-server 1234::5678:abcd
    option vendor-spec 2-0x000122, 22-0x222222
}

# special address reserved for client with this remote-id option
# (remote-id option may be added by relays)
client remote-id 5-0x01020304
{
    address 2000::0102:0304
    option domain our.special.remoteid.client.org
}

# client link-local fe80::211:25ff:fe12:6688
# (link-local reservation is not supported yet. configure clients
# to use DUID-LL (link-local address based DUID) and then make
# DUID based reservations)
# {
#     option domain link.local.detected.interop.test.com
# }

}
```

4.7.13 Example 13: Prefix delegation

Prefix delegation works quite similar to normal address granting. Administrator defines pool and server provides prefixes from that pool. Before using prefix delegation, please read section 3.8. Client configuration example is described in section 4.5.11.

```
# server.conf
log-mode precise

iface "eth0" {

# the following lines instruct server to grant each client
# prefix for this pool. For example, client might get
# 2222:2222:2222:2222:2222:993f::/96
pd-class {
    pd-pool 2222:2222:2222:2222:2222::/80
    pd-length 96
    T1 11111
}
```

```
        T2 22222
    }
}
```

4.7.14 Example 14: Multiple prefixes

It is possible to define more than one pool, so each client will receive several prefixes. It is necessary to define each pool with the same length, i.e. it is not possible to mix different pool lengths. See section 3.8 for prefix delegation background information. Client configuration example is described in section 4.5.11.

```
# server.conf
log-mode precise

iface "eth0" {

    T1 1800
    T2 2700
    preferred-lifetime 3600
    valid-lifetime 7200

    # provide addresses from this pool
    class {
        pool 5000::/48
    }

    # the following lines instruct server to grant each client
    # 2 prefixes. For example, client might get
    # 2222:2222:2222:2222:2222:993f:6485::/96 and
    # 1111:1111:1111:1111:1111:993f:6485::/96
    pd-class {
        pd-pool 2222:2222:2222:2222:2222::/80
        pd-pool 1111:1111:1111:1111:1111::/80
        pd-length 96
        T1 11111
        T2 22222
    }
}
```

4.7.15 Example 15: Inactive mode

See sections 4.5.13 and 3.12 for inactive mode explanation. The same behavior has been added for server.

```
#server.conf

log-level 8

inactive-mode
```

```
iface "eth0" {  
  
    class {  
        pool 2000::/64  
    }  
}
```

4.7.16 Example 16: Leasequery

A separate entity called requestor can send queries regarding assigned addresses and prefixes. Server can be configured to support such lease queries. See section 3.1 for detailed explanation.

```
#server.conf  
  
log-level 8  
  
iface "eth0" {  
    accept-leasequery  
  
    class {  
        pool 2000::/64  
    }  
}
```

4.7.17 Example 17: Authentication

It is possible to configure server to require authentication. In this example, HMAC-SHA-512 will be used as an authentication method. Key Generation Nonce will have 64 bytes.

```
# server.conf  
  
auth-method digest-hmac-sha512  
auth-key-len 64  
  
iface eth0  
{  
    class  
    {  
        pool 2000::100-2000::10f  
    }  
}
```

4.7.18 Example 18: Relay support with unknown interface-id

To get more informations about relay configuration, see section 3.6. In pervious examples (4.7.8, 4.7.9) it was assumed that interface-id set by relay is known. However, in some cases that is not true. If sysadmin wants to accept relayed messages from any relay, there is a feature called guess mode. It tries to match any relay defined in server.conf instead of exactly checking interface-id value.

Since there is only one relay defined, it will be used, regardless of the interface-id value (or even lack of thereof).

```
# server.conf
guess-mode

iface relay1 {
    relay eth1
    interface-id 5020
    class {
        pool 2000::1-2000::ff
    }
    option dns-server 2000::100,2000::101
}
```

4.8 Relay configuration file

Relay configuration is stored in `relay.conf` file in the `/etc/dibbler/` directory (Linux systems) or in current directory (Windows systems).

4.8.1 Global scope

Every option can be declared in global scope. Config file consists of global options and one or more interface definitions. Note that reasonable minimum is 2 interfaces, as defining only one would mean to resend messages on the same interface.

4.8.2 Interface declaration

Interface can be declared this way:

```
iface name_of_the_interface
{
    interface options
}

or

iface number
{
    interface options
}
```

where `name_of_the_interface` denotes name of the interface and `number` denotes it's number. It does not need to be enclosed in single or double quotes (except windows cases, when interface name contains spaces).

4.8.3 Options

Every option has a scope it can be used in, default value and sometimes allowed range.

log-level – (scope: global, type: integer, default: 7) Defines verbose level of the log messages. The valid range is from 1 (Emergency) to 8 (Debug). The higher the logging level is set, the more messages dibbler will print.

- log-name** – (scope: global, type: string, default: Client). Defines name, which should be used during logging.
- log-mode** – (scope: global, type: short, full or precise, default value: full) Defines logging mode. In the default, full mode, name, date and time in the h:m:s format will be printed. In short mode, only minutes and seconds will be printed (this mode is useful on terminals with limited width). Recently added precise mode logs information with seconds and microsecond precision. It is a useful for finding bottlenecks in the DHCPv6 autoconfiguration process.
- interface-id-order** – (scope: global, type: before, after or omit, default: before) Defines placement of the interface-id option. Options can be placed in the *RELAY-FORW* message in arbitrary order. This option has been specified to control that order. *interface-id* option can be placed before or after *relay-message* option. There is also possibility to instruct server to omit the *interface-id* option altogether, but since this violates [5], it should not be used. In general, this configuration parameter is only useful when dealing with buggy relays, which can't handle all option orders properly. Consider this parameter a debugging feature. Note: similar parameter is available in the dibbler-server.
- client multicast** – (scope: interface, type: boolean, default: false) This command instructs dibbler-relay to listen on this particular interface for client messages sent to multicast (ff02::1:2) address.
- client unicast** – (scope: interface, type: address, default: not defined) This command instructs dibbler-relay to listen to messages sent to a specific unicast address. This feature is usually used to connect multiple relays together.
- server multicast** – (scope: interface, type: boolean, default: false) This command instructs dibbler-relay to send messages (received on any interface) to the server multicast (ff05::1:3) address. Note that this is not the same multicast address as the server usually listens to (ff02::1:2). Server must be specifically configured to be able to receive relayed messages.
- server unicast** – (scope: interface, type: address, default: none) This command instructs dibbler-relay to send message (received on any interface) to specified unicast address. Server must be properly configured to be able to receive unicast traffic. See *unicast* command in the 4.7.4 section.
- interface-id** – (scope: interface, type: integer, default: none) This specifies identifier of a particular interface. It is used to generate *interface-id* option, when relaying message to the server. This option is then used by the server to detect, which interface the message originates from. It is essential to have consistent interface-id defined on the relay side and server side. It is worth mentioning that interface-id should be specified on the interface, which is used to receive messages from the clients, not the one used to forward packets to server.
- guess-mode** – (scope: global, type: boolean, default: no) Switches relay into so called guess-mode. Under normal operation, client sends messages, which are encapsulated and sent to the server. During this encapsulation relay appends *interface-id* option and expects that server will use the same *interface-id* option in its replies. Relay then uses those *interface-id* values to detect, which the original request came from and sends reply to the same interface. Unfortunately, some servers does not send *interface-id* option. Normally in such case, dibbler-relay drops such server messages as there is no easy way to determine where such messages should be relayed to. However, when guess-mode is enabled, dibbler-relay tries to guess the destination interface. Luckily, it is often trivial to guess as there are usually 2 interfaces: one connected to server and second connected to the clients.

4.9 Relay configuration examples

Relay configuration file is fairly simple. Relay forwards DHCPv6 messages between interfaces. Messages from client are encapsulated and forwarded as RELAY_FORW messages. Replies from server are received as RELAY_REPL message. After decapsulation, they are being sent back to clients.

It is vital to inform server, where this relayed message was received. DHCPv6 does this using interface-id option. This identifier must be unique. Otherwise relays will get confused when they will receive reply from server. Note that this id does not need to be aligned with system interface id (ifindex). Think about it as "ethernet segment identifier" if you are using Ethernet network or as "bss identifier" if you are using 802.11 network.

If you are interested in additional examples, download source version and look at *.conf files.

4.9.1 Example 1: Simple

Let's assume this case: relay has 2 interfaces: eth0 and eth1. Clients are located on the eth1 network. Relay should receive data on that interface using well-known ALL_DHCP_RELAYS_AND_SERVER multicast address (ff02::1:2). Note that all clients use multicast addresses by default. Packets received on the eth1 should be forwarded on the eth0 interface, using multicast address. See section 4.7.8 for corresponding server configuration.

```
# relay.conf
log-level 8
log-mode short
iface eth0 {
    server multicast yes
}
iface eth1 {
    client multicast yes
    interface-id 5020
}
```

4.9.2 Example 2: Unicast/multicast

It is possible to use unicast addresses instead/besides of default multicast addresses. Following example allows message reception from clients on the 2000::123 address. It is also possible to instruct relay to send encapsulated messages to the server using unicast addresses. This feature is configured in the next section (4.9.3).

```
# relay.conf
log-level 8
log-mode short
iface eth0 {
    server multicast yes
}
iface eth1 {
    client multicast yes
    client unicast 2000::123
    interface-id 5020
}
```

4.9.3 Example 3: Multiple interfaces

Here is another example. This time messages should be forwarded from eth1 and eth3 to the eth0 interface (using multicast) and to the eth2 interface (using server's global address 2000::546). Also clients must use multicasts (the default approach):

```
# relay.conf
iface eth0 {
    server multicast yes
}
iface eth2 {
    server unicast 2000::456
}
iface eth1 {
    client multicast yes
    interface-id 1000
}
iface eth3 {
    client multicast yes
    interface-id 1001
}
```

4.9.4 Example 4: 2 relays

Those two configuration files correspond to the „2 relays” example provided in section 4.7.9. See section 3.6 for detailed explanations.

```
# relay.conf - relay 1
log-level 8
log-mode full

# messages will be forwarded on this interface using multicast
iface eth2 {
    server multicast yes // relay messages on this interface to ff05::1:3
    # server unicast 6000::10 // relay messages on this interface to this global address
}

iface eth1 {
    # client multicast yes // bind ff02::1:2
    client unicast 6011::1 // bind this address
    interface-id 6011
}
```

```
# relay.conf - relay 2
iface eth0 {
    # server multicast yes // relay messages on this interface to ff05::1:3
    server unicast 6011::1 // relay messages on this interface to this global address
}

# client can send messages to multicast
# (or specific link-local addr) on this link
```

```
iface eth1 {
    client multicast yes // bind ff02::1:2
# client unicast 6021::1 // bind this address
    interface-id 6021
}
```

4.9.5 Example 5: Guess-mode

In the 0.6.0 release, a new feature called guess-mode has been added. When client sends some data and relay forwards it to the server, it always adds interface-id option to specify, which link the data has been originally received on. Server, when responding to such request, should include the same interface-id option in the reply. However, in some poor implementations, server fails to do that. When relay receives such poorly formed response from the server, it can't decide which interface should be used to relay this message.

Normally such packets are dropped. However, it is possible to switch relay into a guess-mode. It tries to find any suitable interface, which it can forward data on. It is not very reliable, but sometimes it is better than dropping the message altogether.

```
# relay.conf
log-level 8
log-mode short
guess-mode

iface eth0 {
    server multicast yes
}
iface eth1 {
    client multicast yes
    interface-id 5020
}
```

4.9.6 Example 6: Relaying to multicast

During normal operation, relay sends forwarded messages to a *All_DHCP_Servers* (FF05::1:3) multicast address.

Although author does not consider this an elegant solution, it is also possible to instruct relay to forward message to a *All_DHCP_Relay_Agents_and_Servers* (ff02::1:2) multicast address. That is quite convenient when there are several relays connected in a cascade way (server – relay1 – relay2 – clients).

For details regarding DHCPv6-related multicast addresses and relay operation, see [5].

To achieve this behavior, *server unicast* can be used. Note that name of such parameter is a bit misleading (“server unicast” used to specify multicast address). That parameter should be rather called “destination address”, but to maintain backward compatibility, it has its current name.

```
# relay.conf
log-level 8
log-mode short

iface eth0 {
    server unicast ff02::1:2
}
```

```
iface eth1 {  
    client multicast yes  
    interface-id 5020  
}
```

4.10 Requestor configuration

Requestor (entity used for leasequery) does not use configuration files. All parameters are specified by command-line switches. See section 3.1 for details.

5 Frequently Asked Questions

Soon after initial Dibbler version was released, feedback from user regarding various things started to appear. Some of the questions were common enough to get into this section.

5.1 Common Questions

Q: Why client does not configure routing after assigning addresses, so I cannot e.g. ping other hosts?

A: It's rather difficult problem. DHCP's job is to obtain address and it exactly does that. To ping any other host, routing should be configured. And this should be done using Router Advertisements. It's kinda odd, but that's the way it was meant to work. If there will be requests from users, I'll think about some enhancements.

Important note: This behaviour has changed in the 0.5.0 release. See *strict-rfc-no-routing* directive in the 4.4 section.

Q: Dibbler server receives SOLICIT message, prints information about ADVERTISE/REPLY transmission, but nothing is actually transmitted. Is this a bug?

A: Are you sure that your client is behaving properly? Before any IPv6 packet (that includes DHCPv6 message) is transmitted, recipient reachability is checked (using Neighbor Discovery protocol [2]). Server sends Neighbor Solicitation message and waits for client's Neighbor Advertisement. If that is not transmitted, even after 3 retries, server gives up and doesn't transmit IPv6 packet (DHCPv6 reply, that is) at all. Being not able to respond to the Neighbor Discovery packets may indicate invalid client behavior.

Q: Dibbler sends some options which have values not recognized by the Ethereal/Wireshark or by other implementations. What's wrong?

A: DHCPv6 is a relatively new protocol and additional options are in a specification phase. It means that until standardisation process is over, they do not have any officially assigned numbers. Once standardization process is over (and RFC document is released), this option gets an official number.

There's pretty good chance that different implementors may choose different values for those not-yet officially accepted options. To change those values in Dibbler, you have to modify file `misc/DHCPConst.h` and recompile server or client. See Developer's Guide, section *Option Values* for details.

Currently options with assigned values are:

- RFC3315: *CLIENT_ID*, *SERVER_ID*, *IA_NA*, *IAADDR*, *OPTION_REQUEST*, *PREFERENCE*, *ELAPSED*, *STATUS_CODE*, *RAPID-COMMIT*, *IA_TA*, *RELAY_MSG*, *AUTH_MSG*, *USER_CLASS*, *VENDOR_CLASS*, *VENDOR_OPTS*, *INTERFACE_ID*, *RECONF_MSG*, *RECONF_ACCEPT*;
- RFC3319: *SIP_SERVERS*, *SIP_DOMAINS*;
- RFC3646: *DNS_RESOLVERS*, *DOMAIN_LIST*;
- RFC3633: *IA_PD*, *IA_PREFIX*;
- RFC3898: *NIS_SERVERS*, *NIS+_SERVERS*, *NIS_DOMAIN*, *NIS+_DOMAIN*.

Take note that Dibbler does not support all of them. There are several options which currently does not have values assigned (in parenthesis are numbers used in Dibbler): *NTP_SERVERS* (40), *TIME_ZONE* (41), *LIFETIME* (42), *FQDN* (43).

Q: I can't get (insert your trouble causing feature here) to work. What's wrong?

A: Go to the project <http://klub.com.pl/dhcpv6/homepage> and browse [list archives](#). If your problem was not reported before, please don't hesitate to write to the [mailing list](#) or [contact author](#) directly.

5.2 Linux specific questions

Q: I can't run client and server on the same host. What's wrong?

A: First of all, running client and server on the same host is just plain meaningless, except testing purposes only. There is a problem with sockets binding. To work around this problem, consult Developer's Guide, Tip section how to compile Dibbler with certain options.

Q: After enabling unicast communication, my client fails to send REQUEST messages. What's wrong?

A: This is a problem with certain kernels. My limited test capabilities allowed me to conclude that there's problem with 2.4.20 kernel. Everything works fine with 2.6.0 with USAGI patches. Patched kernels with enhanced IPv6 support can be downloaded from <http://www.linux-ipv6.org/>. Please let me know if your kernel works or not.

5.3 Windows specific questions

Q: After installing *Advanced Networking Pack* or *Windows XP ServicePack2* my DHCPv6 (or other IPv6 application) stopped working. Is Dibbler compatible with Windows XP SP2?

A: Both products (Advanced Networking Pack as well as Service Pack 2 for Windows XP) provide IPv6 firewall. It is configured by default to reject all incoming IPv6 traffic. You have to disable this firewall. To disable firewall on the „Local Area Connection” interface, issue following command in a console:

```
netsh firewall set adapter "Local Area Connection" filter=disable
```

Q: Server or client refuses to create DUID. What's wrong?

A: Make sure that you have at least one up and running interface with at least 6 bytes long MAC address. Simple ethernet or WIFI card matches those requirements. Note that network cable must be plugged (or in case of wifi card – associated with access point), otherwise interface is marked as down.

Q: Is Microsoft Vista supported?

A: Unfortunately, Vista is not supported yet. There is a DHCPv6 client already available in the Microsoft Vista. If time permits, next (0.6.2 probably) version will have support for Vista.

6 Miscellaneous topics

6.1 History

Dibbler project was started as master thesis by Tomasz Mrugalski and Marek Senderski on Computer Science faculty on Gdansk University of Technology. Both authors graduated in september 2003 and soon after started their jobs.

During master thesis writing, it came to my attention that there are other DHCPv6 implementations available, but none of them has been named properly. Referring to them was a bit silly: „DHCPv6 published on sourceforge.net has better support than DHCPv6 developed in KAME project, but our DHCPv6 implementation...”. So I have decided that this implementation should have a name. Soon it was named Dibbler after famous CMOT Dibbler from Discworld series by Terry Pratchett.

Sadly, Marek does not have enough free time to develop Dibbler, so his involvement is non-existent at this time. However, that does not mean, that this project is abandoned. It is being actively developed by me (Tomek). Keep in mind that I work at full time and do Ph.D. studies, so my free time is also greatly limited.

6.2 Contact and reporting bugs

There is an website located at <http://klub.com.pl/dhcpv6>. If you believe you have found a bug, please put it in Bugzilla – it is a bug tracking system located at <http://klub.com.pl/bugzilla>. If you are not familiar with that kind of system, don't worry. After simple registration, you will be asked for system and Dibbler version you are using and so on. Without feedback from users, author will not be aware of many bugs and so will not be able to fix them. That's why users feedback is very important. You can also send bug report directly using e-mail. Be sure to be as detailed as possible. Please include both server and client log files, both config and xml files. If you are familiar with tcpdump or ethereal, traffic dumps from this programs are also great help.

If you are not sure if your issue is a bug or a configuration problem, you may also want to browse archives and ask on a mailing list. See following subsection for details.

If you have used Dibbler and it worked ok, this documentation answered all your question and everything is in order (hmmm, wake up, it must be a dream, it isn't reality:), also send a short note to author. He can be contacted at `thomson(at)klub(dot)com(dot)pl` (replace (at) with @ and dot with .). Be sure to include information which country do you live in. It's just author's curiosity to know where Dibbler is being used or tested.

6.3 Mailing lists

There are two mailing lists related to the Dibbler project:

dibbler – Mailing list for Dibbler users. It is used to ask for help, report bugs, say hello and things like that. If you are not sure, what to do, people on this list will try to help you. Web-interface link: <http://klub.com.pl/cgi-bin/mailman/listinfo/dibbler>

dibbler-devel – That list is intended as a way of communication between people, who are technically involved in the dibbler development. If you are going to improve dibbler in any way, make sure that you announce it here. You may get help. Also if you are trying to fix a bug on your own (hey, that's great!), this list is a good place to talk about it. Web-interface link: <http://klub.com.pl/cgi-bin/mailman/listinfo/dibbler-devel>

Both lists have archives available on-line. You can join or leave one or both lists at any time using convenient web-interface or using traditional mail-based approach.

6.4 Thanks and greetings

I would like to send my thanks and greetings to various persons. Without them, Dibbler would not be where it is today. For a full list of contributors, see AUTHORS file.

Marek Senderski – He's author of almost half of the Dibbler code. Without his efforts, Dibbler would be simple, long forgotten by now master thesis.

Jozef Wozniak – My master thesis' supervisor. He allowed me to see DHCP in a larger scope – as part of total automatisisation process.

Jacek Swiatowiak – He's my master thesis consultant. He guided Marek and me to take first steps with DHCPv6 implementation.

Ania Szulc – Discworld fan and a great girl, too. She's the one who helped me to decide how to name this yet-untitled DHCPv6 implementation.

Christian Strauf – Without his queries and questions, Dibbler would be abandoned in late 2003.

Bartek Gajda – His interest convinced me that Dibbler is worth the effort to develop it further.

Artur Binczewski and Maciej Patelczyk – They both ensured that Dibbler is (and always will be) GNU GPL software. Open source community is grateful.

Josep Sole – His mails (directly and indirectly) resulted in various fixes and speeded up 0.2.0 release.

Sob – He has ported 0.4.0 back to Win2000 and NT. As a direct result, 0.4.1 was released for those platforms, too.

Guy "GMSOft" Martin – He has provided me with access to HPPA machine, so I was able to squish some little/big endian bugs. He also uploaded ebuild to the Gentoo portage.

Bartosz "fEnio" Fenski – He taught me how much work needs to be done, before deb packages are considered ok. It took me some time to understand that more pain for the package developer means less problems for the end user. Thanks to him, Dibbler is now part of the Debian GNU/Linux distribution.

Adrien Clerc and his team – Their contribution of the DNS Updates code is most welcome.

Krzysztof Wnuk – He has fixed, improved and extended DNS Updates support as well as provided initial support for prefix delegation.

Alain Durand – Thanks for the invitation to interop test session and for allowing me to see DHCPv6 issues in a much broader scope.

Petr Písar – He has reported lots of bugs, and also often provides fixes. Thanks.

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