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M. Rose, Editor
Performance Systems International

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Management Information Base for Network Management of TCP/IP-based internets: MIB-II

1. Status of this Memo

This memo defines the second version of the Management Information Base (MIB-II) for use with network management protocols in TCP/IP-based internets. In particular, together with its companion memos which describe the structure of management information (RFC 1155) along with the network management protocol (RFC 1157) for TCP/IP-based internets, these documents provide a simple, workable architecture and system for managing TCP/IP-based internets and in particular the Internet community.

This document on MIB-II incorporates all of the technical content of RFC 1156 on MIB-I and extends it, without loss of compatibilty. However, MIB-I as described in RFC 1156 is full Standard Protocol of the Internet, while the MIB-II described here is Proposed Standard Protocol of the Internet.

This memo defines a mandatory extension to the base MIB (RFC 1156) and is a Proposed Standard for the Internet community. The extensions described here are currently Elective, but when they become a standard, they will have the same status as RFC 1156, that is, Recommended. The Internet Activities Board recommends that all IP and TCP implementations be network manageable. This implies implementation of the Internet MIB (RFC 1156 and the extensions in RFC 1158) and at least one of the two recommended management protocols SNMP (RFC 1157) or CMOT (RFC 1095).

This version of the MIB specification, MIB-II, is an incremental refinement of MIB-I. As such, it has been designed according to two criteria: first, changes have been made in response to new operational requirements in the Internet; and, second, the changes are entirely upwards compatible in order to minimize impact on the network as the managed nodes in the Internet transition from MIB-I to MIB-II.

It is expected that additional MIB groups and variables will be defined over time to accommodate the monitoring and control needs of new or changing components of the Internet.

Please refer to the latest edition of the "IAB Official Protocol Standards" RFC for current information on the state and status of standard Internet protocols.

Distribution of this memo is unlimited.

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2. Introduction

As reported in RFC 1052, IAB Recommendations for the Development of Internet Network Management Standards [1], a two-prong strategy for network management of TCP/IP-based internets was undertaken. In the short-term, the Simple Network Management Protocol (SNMP) was to be used to manage nodes in the Internet community. In the long-term, the use of the OSI network management framework was to be examined. Two documents were produced to define the management information: RFC 1065, which defined the Structure of Management Information (SMI) [2], and RFC 1066, which defined the Management Information Base (MIB) [3]. Both of these documents were designed so as to be compatible with both the SNMP and the OSI network management framework.

This strategy was quite successful in the short-term: Internet-based network management technology was fielded, by both the research and commercial communities, within a few months. As a result of this, portions of the Internet community became network manageable in a timely fashion.

As reported in RFC 1109, Report of the Second Ad Hoc Network Management Review Group [4], the requirements of the SNMP and the OSI network management frameworks were more different than anticipated. As such, the requirement for compatibility between the SMI/MIB and both frameworks was suspended. This action permitted the operational network management framework, the SNMP, to respond to new operational needs in the Internet community by producing this document.

As such, the current network management framework for TCP/IP-based internets consists of: Structure and Identification of

Management Information for TCP/IP-based internets, RFC 1155 [13], which describes how managed objects contained in the MIB are defined; Management Information Base for Network Management of TCP/IP-based internets (version 2), this memo, which describes the managed objects contained in the MIB; and, the Simple Network Management Protocol, RFC 1157 [14], which defines the protocol used to manage these objects.

Consistent with the IAB directive to produce simple, workable systems in the short-term, the list ofc objects (e.g., for BSD UNIX) were excluded.

7) It was agreed to avoid heavily instrumenting critical sections of code. The general guideline was one counter per critical section per layer.

3. Changes from MIB-I

Features of this MIB include:

1) incremental additions to reflect new operational requirements;

2) upwards compatibility with the SMI/MIB and the SNMP;

3) improved support for multi-protocol entities; and,

4) textual clean-up of the MIB to improve clarity and readability.

The objects defined in MIB-II have the OBJECT IDENTIFIER prefix:

```
mib-2      OBJECT IDENTIFIER ::= { mgmt 1 }
```

3.1. Deprecated Objects

In order to better prepare implementors for future changes in the MIB, a new term "deprecated" may be used when describing an object. A deprecated object in the MIB is one which must be supported, but one which will most likely be removed from the next version of the MIB (e.g., MIB-III).

MIB-II marks one object as being deprecated:

atTable

As a result of deprecating the atTable object, the entire Address Translation group is deprecated.

Note that no functionality is lost with the deprecation of these objects: new objects providing equivalent or superior functionality are defined in MIB-II.

3.2. Display Strings

In the past, there have been misinterpretations of the MIB as to when a string of octets should contain printable characters, meant to be displayed to a human. As a textual convention in the MIB, the datatype

```
DisplayString ::= OCTET STRING
```

is introduced. A DisplayString is restricted to the NVT ASCII character set, as defined in pages 10-11 of [7].

The following objects are now defined in terms of DisplayString:

```
sysDescr
ifDescr
```

It should be noted that this change has no effect on either the syntax nor semantics of these objects. The use of the DisplayString notation is merely an artifact of the explanatory method used in MIB-II and future MIBs.

Further, it should be noted that any object defined in terms of OCTET STRING may contain arbitrary binary data, in which each octet may take any value from 0 to 255 (decimal).

3.3. The System Group

Four new objects are added to this group:

```
sysContact
sysName
sysLocation
sysServices
```

These provide contact, administrative, location, and service information regarding the managed node.

3.4. The Interfaces Group

The definition of the ifNumber object was incorrect, as it required all interfaces to support IP. (For example, devices without IP, such as MAC-layer bridges, could not be managed if this definition was strictly followed.) The description of the ifNumber object is changed

accordingly.

The ifTable object was mistaken marked as read-write, it has been (correctly) re-designated as read-only. In addition, several new values have been added to the ifType column in the ifTable object:

ppp(23)
softwareLoopback(24)
eon(25)
ethernet-3Mbit(26)
nsip(27)
slip(28)

Finally, a new column has been added to the ifTable object:

ifSpecific

which provides information about information specific to the media being used to realize the interface.

3.5. The Address Translation Group

In MIB-I, this group contained a table which permitted mappings from network addresses (e.g., IP addresses) to physical addresses (e.g., MAC addresses). Experience has shown that efficient implementations of this table make two assumptions: a single network protocol environment, and mappings occur only from network address to physical address.

The need to support multi-protocol nodes (e.g., those with both the IP and CLNP active), and the need to support the inverse mapping (e.g., for ES-IS), have invalidated both of these assumptions. As such, the atTable object is declared deprecated.

In order to meet both the multi-protocol and inverse mapping requirements, MIB-II and its successors will allocate up to two address translation tables inside each network protocol group. That is, the IP group will contain one address translation table, for going from IP addresses to physical addresses. Similarly, when a document defining MIB objects for the CLNP is produced (e.g., [8]), it will contain two tables, for mappings in both directions, as this is required for full functionality.

It should be noted that the choice of two tables (one for each direction of mapping) provides for ease of implementation in many cases, and does not introduce undue burden on implementations which realize the address translation abstraction through a single internal table.

3.6. The IP Group

The access attribute of the variable ipForwarding has been changed from read-only to read-write.

In addition, there is a new column to the ipAddrTable object,

ipAdEntReasmMaxSize

which keeps track of the largest IP datagram that can be re-assembled on a particular interface. There is also a new column in the ipRoutingTable object,

ipRouteMask

which is used for IP routing subsystems that support arbitrary subnet masks.

One new object is added to the IP group:

ipNetToMediaTable

which is the address translation table for the IP group (providing identical functionality to the now deprecated atTable in the address translation group).

3.7. The ICMP Group

There are no changes to this group.

3.8. The TCP Group

Two new variables are added:

tcpInErrs
tcpOutRsts

which keep track of the number of incoming TCP segments in error and the number of resets generated by a TCP.

3.9. The UDP Group

A new table:

udpTable

is added.

3.10. The EGP Group

Experience has indicated a need for additional objects that are useful in EGP monitoring. In addition to making several additions to the egpNeighborTable object, a new variable is added:

egpAs

which gives the autonomous system associated with this EGP entity.

3.11. The Transmission Group

MIB-I was lacking in that it did not distinguish between different types of transmission media. A new group, the Transmission group, is allocated for this purpose:

```
transmission OBJECT IDENTIFIER ::= { mib-2 10 }
```

When Internet-standard definitions for managing transmission media are defined, the transmission group is used to provide a prefix for the names of those objects.

Typically, such definitions reside in the experimental portion of the MIB until they are "proven", then as a part of the Internet standardization process, the definitions are accordingly elevated and a new object identifier, under the transmission group is defined. By convention, the name assigned is:

```
type OBJECT IDENTIFIER    ::= { transmission number }
```

where "type" is the symbolic value used for the media in the ifType column of the ifTable object, and "number" is the actual integer value corresponding to the symbol.

3.12. The SNMP Group

The application-oriented working groups of the IETF have been tasked to be receptive towards defining MIB variables specific to their respective applications.

For the SNMP, it is useful to have statistical information. A new group, the SNMP group, is allocated for this purpose:

```
snmp   OBJECT IDENTIFIER ::= { mib-2 11 }
```

4. Objects

Managed objects are accessed via a virtual information store, termed

the Management Information Base or MIB. Objects in the MIB are defined using Abstract Syntax Notation One (ASN.1) [9].

The mechanisms used for describing these objects are specified the companion memo, the SMI. In particular, each object has a name, a syntax, and an encoding. The name is an object identifier, an administratively assigned name, which specifies an object type. The object type together with an object instance serves to uniquely identify a specific instantiation of the object. For human convenience, we often use a textual string, termed the OBJECT DESCRIPTOR, to also refer to the object type.

The syntax of an object type defines the abstract data structure corresponding to that object type. The ASN.1 language is used for this purpose. However, the companion memo purposely restricts the ASN.1 constructs which may be used. These restrictions are explicitly made for simplicity.

The encoding of an object type is simply how that object type is represented using the object type's syntax. Implicitly tied to the notion of an object type's syntax and encoding is how the object type is represented when being transmitted on the network. This memo specifies the use of the basic encoding rules (BER) of ASN.1 [10], subject to the additional requirements imposed by the SNMP [14].

4.1. Object Groups

Since this list of managed objects contains only the essential elements, there is no need to allow individual objects to be optional. Rather, the objects are arranged into the following groups:

- System
- Interfaces
- Address Translation (deprecated)
- IP
- ICMP
- TCP
- UDP
- EGP
- Transmission
- SNMP

There are two reasons for defining these groups: to provide a means of assigning object identifiers; and, to provide a method for implementations of managed agents to know which objects they must implement. This method is as follows: if the semantics of a group is applicable to an implementation, then it must implement all objects

in that group. For example, an implementation must implement the EGP group if and only if it implements the EGP.

4.2. Format of Definitions

The next section contains the specification of all object types contained in the MIB. Following the conventions of the companion memo, the object types are defined using the following fields:

OBJECT:

A textual name, termed the OBJECT DESCRIPTOR, for the object type, along with its corresponding OBJECT IDENTIFIER.

Syntax:
The abstract syntax for the object type, presented using ASN.1. This must resolve to an instance of the ASN.1 type ObjectSyntax defined in the SMI.

Definition:
A textual description of the semantics of the object type. Implementations should ensure that their interpretation of the object type fulfills this definition since this MIB is intended for use in multi-vendor environments. As such it is vital that object types have consistent meaning across all machines.

Access:
A keyword, one of read-only, read-write, write-only, or not-accessible. Note that this designation specifies the minimum level of support required. As a local matter, implementations may support other access types (e.g., an implementation may elect to permitting writing a variable marked herein as read-only). Further, protocol-specific "views" (e.g., those implied by an SNMP community) may make further restrictions on access to a variable.

Status:
A keyword, one of mandatory, optional, obsolete, or deprecated. Use of deprecated implies mandatory status.

5. Object Definitions

```
    RFC1158-MIB

    DEFINITIONS ::= BEGIN
```

```
RFC1213-MIB DEFINITIONS ::= BEGIN

        IMPORTS
                mgmt, OBJECT-TYPE, NetworkAddress, IpAddress,
                Counter, Gauge, TimeTicks
                    FROM RFC1155-SMI;

        DisplayString ::=
                    OCTET STRING


        mib-2      OBJECT IDENTIFIER ::= { mgmt 1 }    -- MIB-II

        system     OBJECT IDENTIFIER ::= { mib-2 1 }
        interfaces OBJECT IDENTIFIER ::= { mib-2 2 }
        at         OBJECT IDENTIFIER ::= { mib-2 3 }
        ip         OBJECT IDENTIFIER ::= { mib-2 4 }
        icmp       OBJECT IDENTIFIER ::= { mib-2 5 }
        tcp        OBJECT IDENTIFIER ::= { mib-2 6 }
        udp        OBJECT IDENTIFIER ::= { mib-2 7 }
        egp        OBJECT IDENTIFIER ::= { mib-2 8 }
        -- cmot    OBJECT IDENTIFIER ::= { mib-2 9 }
        transmission OBJECT IDENTIFIER ::= { mib-2 10 }
        snmp       OBJECT IDENTIFIER ::= { mib-2 11 }
        END
```

5.1. The System Group

Implementation of the System group is mandatory for all systems.

```
        OBJECT:
        -------
             sysDescr { system 1 }

        Syntax:
             DisplayString (SIZE (0..255))

        Definition:
             A textual description of the entity.  This value should
             include the full name and version identification of the
             system's hardware type, software operating-system, and
             networking software.  It is mandatory that this only
             contain printable ASCII characters.

        Access:
             read-only.

        Status:
             mandatory.
```

OBJECT:
----
sysObjectID { system 2 }

Syntax:
OBJECT IDENTIFIER

Definition:
The vendor's authoritative identification of the network management subsystem contained in the entity. This value is allocated within the SMI enterprises subtree (1.3.6.1.4.1) and provides an easy and unambiguous means for determining "what kind of box" is being managed. For example, if vendor "Flintstones, Inc." was assigned the subtree 1.3.6.1.4.1.4242, it could assign the identifier 1.3.6.1.4.1.4242.1.1 to its "Fred Router".

Access:
read-only.

Status:
mandatory.

OBJECT:
----
sysUpTime { system 3 }

Syntax:
TimeTicks

Definition:
The time (in hundredths of a second) since the network management portion of the system was last re-initialized.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
sysContact { system 4 }

Syntax:
DisplayString (SIZE (0..255))

Definition:
The textual identification of the contact person for this managed node, together with information on how to contact this person.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
sysName { system 5 }

Syntax:
DisplayString (SIZE (0..255))

Definition:
An administratively-assigned name for this managed node. By convention, this is the node's fully-qualified domain name.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
sysLocation { system 6 }

Syntax:
DisplayString (SIZE (0..255))

Definition:
The physical location of this node (e.g., "telephone closet, 3rd floor").

Access:
read-only.

Status:
mandatory.

OBJECT:
----
sysServices { system 7 }

Syntax:
INTEGER (0..127)

Definition:
A value which indicates the set of services that this entity potentially offers. The value is a sum. This sum initially takes the value zero, Then, for each layer, L, in the range 1 through 7, that this node performs transactions for, 2 raised to (L - 1) is added to the sum. For example, a node which performs only routing functions would have a value of 4 (2^(3-1)). In contrast, a node which is a host offering application services would have a value of 72 (2^(4-1) + 2^(7-1)). Note that in the context of the Internet suite of protocols, values should be calculated accordingly:

layer	functionality
1	physical (e.g., repeaters)
2	datalink/subnetwork (e.g., bridges)
3	internet (e.g., supports the IP)
4	end-to-end (e.g., supports the TCP)
7	applications (e.g., supports the SMTP)

For systems including OSI protocols, layers 5 and 6 may also be counted.

Access:
read-only.

Status:
mandatory.

5.2. The Interfaces Group

Implementation of the Interfaces group is mandatory for all systems.

OBJECT:
----
ifNumber { interfaces 1 }

Syntax:
INTEGER

Definition:
The number of network interfaces (regardless of their current state) present on this system.

Access:
read-only.

Status:
mandatory.

5.2.1. The Interfaces table

The Interfaces table contains information on the entity's interfaces. Each interface is thought of as being attached to a "subnetwork". Note that this term should not be confused with "subnet" which refers to an addressing partitioning scheme used in the Internet suite of protocols.

OBJECT:
---
ifTable { interfaces 2 }

Syntax:
SEQUENCE OF IfEntry

Definition:
A list of interface entries. The number of entries is given by the value of ifNumber.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ifEntry { ifTable 1 }

```
          Syntax:
               IfEntry ::= SEQUENCE {
                    ifIndex
                        INTEGER,
                    ifDescr
                        DisplayString,
                    ifType
                        INTEGER,
                    ifMtu
                        INTEGER,
                    ifSpeed
                        Gauge,
                    ifPhysAddress
                        OCTET STRING,
                    ifAdminStatus
                        INTEGER,
                    ifOperStatus
                        INTEGER,
                    ifLastChange
                        TimeTicks,
                    ifInOctets
                        Counter,
                    ifInUcastPkts
                        Counter,
                    ifInNUcastPkts
                        Counter,
                    ifInDiscards
                        Counter,
                    ifInErrors
                        Counter,
                    ifInUnknownProtos
                        Counter,
                    ifOutOctets
                        Counter,
                    ifOutUcastPkts
                        Counter,
                    ifOutNUcastPkts
                        Counter,
                    ifOutDiscards
                        Counter,
                    ifOutErrors
                        Counter,
                    ifOutQLen
                        Gauge,
                    ifSpecific
                        OBJECT IDENTIFIER
               }
```

Definition:
An interface entry containing objects at the subnetwork layer and below for a particular interface.

Access:
read-only.

Status:
mandatory.

We now consider the individual components of each interface entry:

OBJECT:
---
ifIndex { ifEntry 1 }

Syntax:
INTEGER

Definition:
A unique value for each interface. Its value ranges between 1 and the value of ifNumber. The value for each interface must remain constant at least from one re-initialization of the entity's network management system to the next re-initialization.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ifDescr { ifEntry 2 }

Syntax:
DisplayString (SIZE (0..255))

Definition:
A textual string containing information about the interface. This string should include the name of the manufacturer, the product name and the version of the hardware interface.

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ifType { ifEntry 3 }

          Syntax:
               INTEGER {
                    other(1),          -- none of the following
                    regular1822(2),
                    hdh1822(3),
                    ddn-x25(4),
                    rfc877-x25(5),
                    ethernet-csmacd(6),
                    iso88023-csmacd(7),
                    iso88024-tokenBus(8),
                    iso88025-tokenRing(9),
                    iso88026-man(10),
                    starLan(11),
                    proteon-10Mbit(12),
                    proteon-80Mbit(13),
                    hyperchannel(14),
                    fddi(15),
                    lapb(16),
                    sdlc(17),
                    t1-carrier(18),
                    cept(19),          -- european equivalent of T-1
                    basicISDN(20),
                    primaryISDN(21),
                                        -- proprietary serial
                    propPointToPointSerial(22),
                    ppp(23),
                    softwareLoopback(24),
                    eon(25),            -- CLNP over IP [12]
                    ethernet-3Mbit(26)
                    nsip(27),           -- XNS over IP
                    slip(28)            -- generic SLIP
               }

          Definition:
               The type of interface, distinguished according to the
               physical/link protocol(s) immediately "below" the network
               layer in the protocol stack.
```

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ifMtu { ifEntry 4 }

Syntax:
INTEGER

Definition:
The size of the largest datagram which can be sent/received on the interface, specified in octets. For interfaces that are used for transmitting network datagrams, this is the size of the largest network datagram that can be sent on the interface.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ifSpeed { ifEntry 5 }

Syntax:
Gauge

Definition:
An estimate of the interface's current bandwidth in bits per second. For interfaces which do not vary in bandwidth or for those where no accurate estimation can be made, this object should contain the nominal bandwidth.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     ifPhysAddress { ifEntry 6 }

Syntax:
     OCTET STRING

Definition:
     The interface's address at the protocol layer immediately
     "below" the network layer in the protocol stack.  For
     interfaces which do not have such an address (e.g., a
     serial line), this object should contain an octet string
     of zero length.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ifAdminStatus { ifEntry 7 }

Syntax:
     INTEGER {
          up(1),       -- ready to pass packets
          down(2),
          testing(3)   -- in some test mode
     }

Definition:
     The desired state of the interface.  The testing(3) state
     indicates that no operational packets can be passed.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     ifOperStatus { ifEntry 8 }
```

```
          Syntax:
               INTEGER {
                    up(1),       -- ready to pass packets
                    down(2),
                    testing(3)   -- in some test mode
               }

          Definition:
               The current operational state of the interface.  The
               testing(3) state indicates that no operational packets
               can be passed.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ifLastChange { ifEntry 9 }

          Syntax:
               TimeTicks

          Definition:
               The value of sysUpTime at the time the interface entered
               its current operational state.  If the current state was
               entered prior to the last re-initialization of the local
               network management subsystem, then this object contains a
               zero value.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ifInOctets { ifEntry 10 }

          Syntax:
               Counter
```

Definition:
The total number of octets received on the interface, including framing characters.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ifInUcastPkts { ifEntry 11 }

Syntax:
Counter

Definition:
The number of subnetwork-unicast packets delivered to a higher-layer protocol.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ifInNUcastPkts { ifEntry 12 }

Syntax:
Counter

Definition:
The number of non-unicast (i.e., subnetwork-broadcast or subnetwork-multicast) packets delivered to a higher-layer protocol.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     ifInDiscards { ifEntry 13 }

Syntax:
     Counter

Definition:
     The number of inbound packets which were chosen to be
     discarded even though no errors had been detected to
     prevent their being deliverable to a higher-layer
     protocol.  One possible reason for discarding such a
     packet could be to free up buffer space.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ifInErrors { ifEntry 14 }

Syntax:
     Counter

Definition:
     The number of inbound packets that contained errors
     preventing them from being deliverable to a higher-layer
     protocol.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ifInUnknownProtos { ifEntry 15 }

Syntax:
     Counter
```

```
          Definition:
               The number of packets received via the interface which
               were discarded because of an unknown or unsupported
               protocol.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ifOutOctets { ifEntry 16 }

          Syntax:
               Counter

          Definition:
               The total number of octets transmitted out of the
               interface, including framing characters.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ifOutUcastPkts { ifEntry 17 }

          Syntax:
               Counter

          Definition:
               The total number of packets that higher-level protocols
               requested be transmitted to a subnetwork-unicast address,
               including those that were discarded or not sent.

          Access:
               read-only.

          Status:
               mandatory.
```

```
OBJECT:
-------
     ifOutNUcastPkts { ifEntry 18 }

Syntax:
     Counter

Definition:
     The total number of packets that higher-level protocols
     requested be transmitted to a non-unicast (i.e., a
     subnetwork-broadcast or subnetwork-multicast) address,
     including those that were discarded or not sent.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ifOutDiscards { ifEntry 19 }

Syntax:
     Counter

Definition:
     The number of outbound packets which were chosen to be
     discarded even though no errors had been detected to
     prevent their being transmitted.  One possible reason for
     discarding such a packet could be to free up buffer
     space.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ifOutErrors { ifEntry 20 }

Syntax:
     Counter
```

Definition:
The number of outbound packets that could not be transmitted because of errors.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ifOutQLen { ifEntry 21 }

Syntax:
Gauge

Definition:
The length of the output packet queue (in packets).

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ifSpecific { ifEntry 22 }

Syntax:
OBJECT IDENTIFIER

Definition:
A reference to MIB definitions specific to the particular media being used to realize the interface. For example, if the interface is realized by an ethernet, then the value of this object refers to a document defining objects specific to ethernet. If an agent is not configured to have a value for any of these variables, the object identifier

```
nullSpecific OBJECT IDENTIFIER ::= { 0 0 }
```

is returned. Note that "nullSpecific" is a syntatically valid object identifier, and any conformant

implementation of ASN.1 and BER must be able to generate and recognize this value.

Access:
read-only.

Status:
mandatory.

5.3. The Address Translation Group

Implementation of the Address Translation group is mandatory for all systems. Note however that this group is deprecated by MIB-II. That is, it is being included solely for compatibility with MIB-I nodes, and will most likely be excluded from MIB-III nodes. From MIB-II and onwards, each network protocol group contains its own address translation tables.

The Address Translation group contains one table which is the union across all interfaces of the translation tables for converting a NetworkAddress (e.g., an IP address) into a subnetwork-specific address. For lack of a better term, this document refers to such a subnetwork-specific address as a "physical" address.

Examples of such translation tables are: for broadcast media where ARP is in use, the translation table is equivalent to the ARP cache; or, on an X.25 network where non-algorithmic translation to X.121 addresses is required, the translation table contains the NetworkAddress to X.121 address equivalences.

OBJECT:
---
atTable { at 1 }

Syntax:
SEQUENCE OF AtEntry

Definition:
The Address Translation tables contain the NetworkAddress to "physical" address equivalences. Some interfaces do not use translation tables for determining address equivalences (e.g., DDN-X.25 has an algorithmic method); if all interfaces are of this type, then the Address Translation table is empty, i.e., has zero entries.

Access:
read-write.

```
          Status:
               deprecated.


          OBJECT:
          -------
               atEntry { atTable 1 }

          Syntax:
               AtEntry ::= SEQUENCE {
                    atIfIndex
                        INTEGER,
                    atPhysAddress
                        OCTET STRING,
                    atNetAddress
                        NetworkAddress
               }

          Definition:
               Each entry contains one NetworkAddress to "physical"
               address equivalence.

          Access:
               read-write.

          Status:
               deprecated.
```

We now consider the individual components of each Address Translation table entry:

```
          OBJECT:
          -------
               atIfIndex { atEntry 1 }

          Syntax:
               INTEGER

          Definition:
               The interface on which this entry's equivalence is
               effective.  The interface identified by a particular
               value of this index is the same interface as identified
               by the same value of ifIndex.

          Access:
               read-write.
```

Status:
deprecated.

OBJECT:
----
atPhysAddress { atEntry 2 }

Syntax:
OCTET STRING

Definition:
The media-dependent "physical" address.

Setting this object to a null string (one of zero length) has the effect of invaliding the corresponding entry in the atTable object. That is, it effectively disassociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant atPhysAddress object.

Access:
read-write.

Status:
deprecated.

OBJECT:
----
atNetAddress { atEntry 3 }

Syntax:
NetworkAddress

Definition:
The NetworkAddress (e.g., the IP address) corresponding to the media-dependent "physical" address.

Access:
read-write.

```
          Status:
               deprecated.
```

5.4. The IP Group

Implementation of the IP group is mandatory for all systems.

```
          OBJECT:
          -------
               ipForwarding { ip 1 }

          Syntax:
               INTEGER {
                    forwarding(1),    -- i.e., acting as a gateway
                    not-forwarding(2) -- i.e., NOT acting as a gateway
               }

          Definition:
               The indication of whether this entity is acting as an IP
               gateway in respect to the forwarding of datagrams
               received by, but not addressed to, this entity.  IP
               gateways forward datagrams.  IP hosts do not (except
               those source-routed via the host).

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipDefaultTTL { ip 2 }

          Syntax:
               INTEGER

          Definition:
               The default value inserted into the Time-To-Live field of
               the IP header of datagrams originated at this entity,
               whenever a TTL value is not supplied by the transport
               layer protocol.

          Access:
               read-write.
```

Status:
mandatory.

OBJECT:
---
ipInReceives { ip 3 }

Syntax:
Counter

Definition:
The total number of input datagrams received from interfaces, including those received in error.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipInHdrErrors { ip 4 }

Syntax:
Counter

Definition:
The number of input datagrams discarded due to errors in their IP headers, including bad checksums, version number mismatch, other format errors, time-to-live exceeded, errors discovered in processing their IP options, etc.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipInAddrErrors { ip 5 }

Syntax:
Counter

Definition:
The number of input datagrams discarded because the IP address in their IP header's destination field was not a valid address to be received at this entity. This count includes invalid addresses (e.g., 0.0.0.0) and addresses of unsupported Classes (e.g., Class E). For entities which are not IP Gateways and therefore do not forward datagrams, this counter includes datagrams discarded because the destination address was not a local address.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipForwDatagrams { ip 6 }

Syntax:
Counter

Definition:
The number of input datagrams for which this entity was not their final IP destination, as a result of which an attempt was made to find a route to forward them to that final destination. In entities which do not act as IP Gateways, this counter will include only those packets which were Source-Routed via this entity, and the Source-Route option processing was successful.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipInUnknownProtos { ip 7 }

Syntax:
Counter

Definition:
The number of locally-addressed datagrams received successfully but discarded because of an unknown or unsupported protocol.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipInDiscards { ip 8 }

Syntax:
Counter

Definition:
The number of input IP datagrams for which no problems were encountered to prevent their continued processing, but which were discarded (e.g., for lack of buffer space). Note that this counter does not include any datagrams discarded while awaiting re-assembly.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipInDelivers { ip 9 }

Syntax:
Counter

Definition:
The total number of input datagrams successfully delivered to IP user-protocols (including ICMP).

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipOutRequests { ip 10 }

Syntax:
Counter

Definition:
The total number of IP datagrams which local IP user-protocols (including ICMP) supplied to IP in requests for transmission. Note that this counter does not include any datagrams counted in ipForwDatagrams.

Access:
read-only.

Status:
mandatory.

OBJECT:
ipOutDiscards { ip 11 }

Syntax:
Counter

Definition:
The number of output IP datagrams for which no problem was encountered to prevent their transmission to their destination, but which were discarded (e.g., for lack of buffer space). Note that this counter would include datagrams counted in ipForwDatagrams if any such packets met this (discretionary) discard criterion.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipOutNoRoutes { ip 12 }

Syntax:
Counter

Definition:
The number of IP datagrams discarded because no route could be found to transmit them to their destination. Note that this counter includes any packets counted in ipForwDatagrams which meet this "no-route" criterion. Note that this includes any datagarms which a host cannot route because all of its default gateways are down.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipReasmTimeout { ip 13 }

Syntax:
INTEGER

Definition:
The maximum number of seconds which received fragments are held while they are awaiting reassembly at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
ipReasmReqds { ip 14 }

Syntax:
Counter

Definition:
The number of IP fragments received which needed to be reassembled at this entity.

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ipReasmOKs { ip 15 }

          Syntax:
               Counter

          Definition:
               The number of IP datagrams successfully re-assembled.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ipReasmFails { ip 16 }

          Syntax:
               Counter

          Definition:
               The number of failures detected by the IP re-assembly
               algorithm (for whatever reason: timed out, errors, etc).
               Note that this is not necessarily a count of discarded IP
               fragments since some algorithms (notably the algorithm in
               RFC 815) can lose track of the number of fragments by
               combining them as they are received.

          Access:
               read-only.

          Status:
               mandatory.
```

OBJECT:
----
ipFragOKs { ip 17 }

Syntax:
Counter

Definition:
The number of IP datagrams that have been successfully fragmented at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipFragFails { ip 18 }

Syntax:
Counter

Definition:
The number of IP datagrams that have been discarded because they needed to be fragmented at this entity but could not be, e.g., because their "Don't Fragment" flag was set.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipFragCreates { ip 19 }

Syntax:
Counter

Definition:
The number of IP datagram fragments that have been generated as a result of fragmentation at this entity.

```
          Access:
               read-only.

          Status:
               mandatory.
```

5.4.1. The IP Address table

The Ip Address table contains this entity's IP addressing information.

```
          OBJECT:
          -------
               ipAddrTable { ip 20 }

          Syntax:
               SEQUENCE OF IpAddrEntry

          Definition:
               The table of addressing information relevant to this
               entity's IP addresses.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               ipAddrEntry { ipAddrTable 1 }

          Syntax:
               IpAddrEntry ::= SEQUENCE {
                    ipAdEntAddr
                        IpAddress,
                    ipAdEntIfIndex
                        INTEGER,
                    ipAdEntNetMask
                        IpAddress,
                    ipAdEntBcastAddr
                        INTEGER,
                    ipAdEntReasmMaxSize
                        INTEGER (0..65535)
               }
```

Definition:
The addressing information for one of this entity's IP addresses.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipAdEntAddr { ipAddrEntry 1 }

Syntax:
IpAddress

Definition:
The IP address to which this entry's addressing information pertains.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
ipAdEntIfIndex { ipAddrEntry 2 }

Syntax:
INTEGER

Definition:
The index value which uniquely identifies the interface to which this entry is applicable. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     ipAdEntNetMask  { ipAddrEntry 3 }

Syntax:
     IpAddress

Definition:
     The subnet mask associated with the IP address of this
     entry.  The value of the mask is an IP address with all
     the network bits set to 1 and all the hosts bits set to
     0.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ipAdEntBcastAddr { ipAddrEntry 4 }

Syntax:
     INTEGER

Definition:
     The value of the least-significant bit in the IP
     broadcast address used for sending datagrams on the
     (logical) interface associated with the IP address of
     this entry.  For example, when the Internet standard
     all-ones broadcast address is used, the value will be 1.
     This value applies to both the subnet and network
     broadcasts addresses used by the entity on this (logical)
     interface.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     ipAdEntReasmMaxSize { ipAddrEntry 5 }
```

```
          Syntax:
               INTEGER (0..65535)

          Definition:
               The size of the largest IP datagram which this entity can
               re-assemble from incoming IP fragmented datagrams
               received on this interface.

          Access:
               read-only.

          Status:
               mandatory.
```

5.4.2. The IP Routing table

The IP Routing table contains an entry for each route presently known to this entity.

```
          OBJECT:
          -------
               ipRoutingTable { ip 21 }

          Syntax:
               SEQUENCE OF IpRouteEntry

          Definition:
               This entity's IP Routing table.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipRouteEntry { ipRoutingTable 1 }

          Syntax:
               IpRouteEntry ::= SEQUENCE {
                    ipRouteDest
                        IpAddress,
                    ipRouteIfIndex
                        INTEGER,
                    ipRouteMetric1
```

```
                    INTEGER,
               ipRouteMetric2
                    INTEGER,
               ipRouteMetric3
                    INTEGER,
               ipRouteMetric4
                    INTEGER,
               ipRouteNextHop
                    IpAddress,
               ipRouteType
                    INTEGER,
               ipRouteProto
                    INTEGER,
               ipRouteAge
                    INTEGER,
               ipRouteMask
                    IpAddress
          }

     Definition:
          A route to a particular destination.

     Access:
          read-write.

     Status:
          mandatory.

     We now consider the individual components of each route in the
     IP Routing table:


     OBJECT:
     -------
          ipRouteDest { ipRouteEntry 1 }

     Syntax:
          IpAddress

     Definition:
          The destination IP address of this route.  An entry with
          a value of 0.0.0.0 is considered a default route.
          Multiple routes to a single destination can appear in the
          table, but access to such multiple entries is dependent
          on the table-access mechanisms defined by the network
          management protocol in use.
```

Access:
read-write.

Status:
mandatory.

OBJECT:
----
ipRouteIfIndex { ipRouteEntry 2 }

Syntax:
INTEGER

Definition:
The index value which uniquely identifies the local interface through which the next hop of this route should be reached. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

Access:
read-write.

Status:
mandatory.

OBJECT:
----
ipRouteMetric1 { ipRouteEntry 3 }

Syntax:
INTEGER

Definition:
The primary routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's ipRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

```
          OBJECT:
          -------
               ipRouteMetric2 { ipRouteEntry 4 }

          Syntax:
               INTEGER

          Definition:
               An alternate routing metric for this route.  The
               semantics of this metric are determined by the routing-
               protocol specified in the route's ipRouteProto value.  If
               this metric is not used, its value should be set to -1.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipRouteMetric3 { ipRouteEntry 5 }

          Syntax:
               INTEGER

          Definition:
               An alternate routing metric for this route.  The
               semantics of this metric are determined by the routing-
               protocol specified in the route's ipRouteProto value.  If
               this metric is not used, its value should be set to -1.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipRouteMetric4 { ipRouteEntry 6 }

          Syntax:
               INTEGER
```

```
          Definition:
               An alternate routing metric for this route.  The
               semantics of this metric are determined by the routing-
               protocol specified in the route's ipRouteProto value.  If
               this metric is not used, its value should be set to -1.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipRouteNextHop { ipRouteEntry 7 }

          Syntax:
               IpAddress

          Definition:
               The IP address of the next hop of this route.  (In the
               case of a route bound to an interface which is realized
               via a broadcast media, the value of this field is the
               agent's IP address on that interface.)

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipRouteType { ipRouteEntry 8 }

          Syntax:
               INTEGER {
                    other(1),        -- none of the following

                    invalid(2),      -- an invalidated route

                                     -- route to directly
                    direct(3),       -- connected (sub-)network

                                     -- route to a non-local
                    remote(4)        -- host/network/sub-network
```

```
     }

Definition:
     The type of route.

Setting this object to the value invalid(2) has the effect of
invalidating the corresponding entry in the ipRoutingTable
object.  That is, it effectively disassociates the destination
identified with said entry from the route identified with said
entry.  It is an implementation-specific matter as to whether
the agent removes an invalidated entry from the table.
Accordingly, management stations must be prepared to receive
tabular information from agents that corresponds to entries
not currently in use.  Proper interpretation of such entries
requires examination of the relevant ipRouteType object.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     ipRouteProto { ipRouteEntry 9 }

Syntax:
     INTEGER {
          other(1),       -- none of the following

                          -- non-protocol information,
                          -- e.g., manually configured
          local(2),       -- entries

                          -- set via a network management
          netmgmt(3),     -- protocol

                          -- obtained via ICMP,
          icmp(4),        -- e.g., Redirect

                          -- the remaining values are
                          -- all gateway routing protocols
          egp(5),
          ggp(6),
          hello(7),
          rip(8),
          is-is(9),
```

```
                es-is(10),
                ciscoIgrp(11),
                bbnSpfIgp(12),
                ospf(13),
                bgp(14)
            }

        Definition:
            The routing mechanism via which this route was learned.
            Inclusion of values for gateway routing protocols is not
            intended to imply that hosts should support those
            protocols.

        Access:
            read-only.

        Status:
            mandatory.


        OBJECT:
        -------
            ipRouteAge { ipRouteEntry 10 }

        Syntax:
            INTEGER

        Definition:
            The number of seconds since this route was last updated
            or otherwise determined to be correct.   Note that no
            semantics of "too old" can be implied except through
            knowledge of the routing protocol by which the route was
            learned.

        Access:
            read-write.

        Status:
            mandatory.


        OBJECT:
        -------
            ipRouteMask { ipRouteEntry 11 }

        Syntax:
            IpAddress
```

Definition:
Indicate the mask to be logical-ANDed with the destination address before being compared to the value in the ipRouteDest field. For those systems that do not support arbitrary subnet masks, an agent constructs the value of the ipRouteMask by determining whether the value of the correspondent ipRouteDest field belong to a class-A, B, or C network, and then using one of:

mask	network
255.0.0.0	class-A
255.255.0.0	class-B
255.255.255.0	class-C

If the value of the ipRouteDest is 0.0.0.0 (a default route), then the mask value is also 0.0.0.0. It should be noted that all IP routing subsystems implicitly use this mechanism.

Access:
read-write.

Status:
mandatory.

5.4.3. The IP Address Translation table

The Address Translation tables contain the IpAddress to "physical" address equivalences. Some interfaces do not use translation tables for determining address equivalences (e.g., DDN-X.25 has an algorithmic method); if all interfaces are of this type, then the Address Translation table is empty, i.e., has zero entries.

OBJECT:
---
ipNetToMediaTable { ip 22 }

Syntax:
SEQUENCE OF IpNetToMediaEntry

Definition:
The IP Address Translation table used for mapping from IP addresses to physical addresses.

Access:
read-write.

```
          Status:
               mandatory.


          OBJECT:
          -------
               IpNetToMediaEntry { ipNetToMediaTable 1 }

          Syntax:
               IpNetToMediaEntry ::= SEQUENCE {
                    ipNetToMediaIfIndex
                        INTEGER,
                    ipNetToMediaPhysAddress
                        OCTET STRING,
                    ipNetToMediaNetAddress
                        IpAddress,
                    ipNetToMediaType
                        INTEGER
               }

          Definition:
               Each entry contains one IpAddress to "physical" address
               equivalence.

          Access:
               read-write.

          Status:
               mandatory.
```

We now consider the individual components of each IP Address Translation table entry:

```
          OBJECT:
          -------
               ipNetToMediaIfIndex { ipNetToMediaEntry 1 }

          Syntax:
               INTEGER

          Definition:
               The interface on which this entry's equivalence is
               effective.  The interface identified by a particular
               value of this index is the same interface as identified
               by the same value of ifIndex.
```

```
          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipNetToMediaPhysAddress { ipNetToMediaEntry 2 }

          Syntax:
               OCTET STRING

          Definition:
               The media-dependent "physical" address.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipNetToMediaNetAddress { ipNetToMediaEntry 3 }

          Syntax:
               IpAddress

          Definition:
               The IpAddress corresponding to the media-dependent
               "physical" address.

          Access:
               read-write.

          Status:
               mandatory.


          OBJECT:
          -------
               ipNetToMediaType { ipNetToMediaEntry 4 }

          Syntax:
               INTEGER {
```

```
                other(1),        -- none of the following

                invalid(2),      -- an invalidated mapping

                dynamic(3),

                static(4)
            }
```

Definition:
The type of mapping.

Setting this object to the value invalid(2) has the effect of invalidating the corresponding entry in the ipNetToMediaTable. That is, it effectively disassociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant ipNetToMediaType object.

Access:
read-write.

Status:
mandatory.

5.5. The ICMP Group

Implementation of the ICMP group is mandatory for all systems.

The ICMP group contains the ICMP input and output statistics.

OBJECT:
----
icmpInMsgs { icmp 1 }

Syntax:
Counter

Definition:
The total number of ICMP messages which the entity received. Note that this counter includes all those counted by icmpInErrors.

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInErrors { icmp 2 }

          Syntax:
               Counter

          Definition:
               The number of ICMP messages which the entity received but
               determined as having ICMP-specific errors (bad ICMP
               checksums, bad length, etc.).

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInDestUnreachs { icmp 3 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Destination Unreachable messages
               received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInTimeExcds { icmp 4 }
```

```
          Syntax:
               Counter

          Definition:
               The number of ICMP Time Exceeded messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInParmProbs { icmp 5 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Parameter Problem messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInSrcQuenchs { icmp 6 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Source Quench messages received.

          Access:
               read-only.

          Status:
               mandatory.
```

```
          OBJECT:
          -------
               icmpInRedirects { icmp 7 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Redirect messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInEchos { icmp 8 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Echo (request) messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInEchoReps { icmp 9 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Echo Reply messages received.

          Access:
               read-only.
```

```
          Status:
               mandatory.


          OBJECT:
          -------
               icmpInTimestamps { icmp 10 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Timestamp (request) messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInTimestampReps { icmp 11 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Timestamp Reply messages received.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpInAddrMasks { icmp 12 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Address Mask Request messages
               received.
```

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpInAddrMaskReps { icmp 13 }

Syntax:
Counter

Definition:
The number of ICMP Address Mask Reply messages received.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpOutMsgs { icmp 14 }

Syntax:
Counter

Definition:
The total number of ICMP messages which this entity attempted to send. Note that this counter includes all those counted by icmpOutErrors.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpOutErrors { icmp 15 }

Syntax:
Counter

Definition:
The number of ICMP messages which this entity did not send due to problems discovered within ICMP such as a lack of buffers. This value should not include errors discovered outside the ICMP layer such as the inability of IP to route the resultant datagram. In some implementations there may be no types of error which contribute to this counter's value.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
icmpOutDestUnreachs { icmp 16 }

Syntax:
Counter

Definition:
The number of ICMP Destination Unreachable messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
icmpOutTimeExcds { icmp 17 }

Syntax:
Counter

Definition:
The number of ICMP Time Exceeded messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
icmpOutParmProbs { icmp 18 }

Syntax:
Counter

Definition:
The number of ICMP Parameter Problem messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
icmpOutSrcQuenchs { icmp 19 }

Syntax:
Counter

Definition:
The number of ICMP Source Quench messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
icmpOutRedirects { icmp 20 }

Syntax:
Counter

Definition:
The number of ICMP Redirect messages sent. For a host, this object will always be zero, since hosts do not send

redirects.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpOutEchos { icmp 21 }

Syntax:
Counter

Definition:
The number of ICMP Echo (request) messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpOutEchoReps { icmp 22 }

Syntax:
Counter

Definition:
The number of ICMP Echo Reply messages sent.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
icmpOutTimestamps { icmp 23 }

```
          Syntax:
               Counter

          Definition:
               The number of ICMP Timestamp (request) messages sent.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpOutTimestampReps { icmp 24 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Timestamp Reply messages sent.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               icmpOutAddrMasks { icmp 25 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Address Mask Request messages sent.

          Access:
               read-only.

          Status:
               mandatory.
```

```
          OBJECT:
          -------
               icmpOutAddrMaskReps { icmp 26 }

          Syntax:
               Counter

          Definition:
               The number of ICMP Address Mask Reply messages sent.

          Access:
               read-only.

          Status:
               mandatory.
```

5.6. The TCP Group

Implementation of the TCP group is mandatory for all systems that implement the TCP.

Note that instances of object types that represent information about a particular TCP connection are transient; they persist only as long as the connection in question.

```
          OBJECT:
          -------
               tcpRtoAlgorithm { tcp 1 }

          Syntax:
               INTEGER {
                    other(1),    -- none of the following
                    constant(2), -- a constant rto
                    rsre(3),     -- MIL-STD-1778, Appendix B
                    vanj(4)      -- Van Jacobson's algorithm [11]
               }

          Definition:
               The algorithm used to determine the timeout value used
               for retransmitting unacknowledged octets.

          Access:
               read-only.

          Status:
               mandatory.
```

OBJECT:
----
tcpRtoMin { tcp 2 }

Syntax:
INTEGER

Definition:
The minimum value permitted by a TCP implementation for the retransmission timeout, measured in milliseconds. More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission timeout. In particular, when the timeout algorithm is rsre(3), an object of this type has the semantics of the LBOUND quantity described in RFC 793.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpRtoMax { tcp 3 }

Syntax:
INTEGER

Definition:
The maximum value permitted by a TCP implementation for the retransmission timeout, measured in milliseconds. More refined semantics for objects of this type depend upon the algorithm used to determine the retransmission timeout. In particular, when the timeout algorithm is rsre(3), an object of this type has the semantics of the UBOUND quantity described in RFC 793.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpMaxConn { tcp 4 }

Syntax:
INTEGER

Definition:
The limit on the total number of TCP connections the entity can support. In entities where the maximum number of connections is dynamic, this object should contain the value "-1".

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpActiveOpens { tcp 5 }

Syntax:
Counter

Definition:
The number of times TCP connections have made a direct transition to the SYN-SENT state from the CLOSED state.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpPassiveOpens { tcp 6 }

Syntax:
Counter

Definition:
The number of times TCP connections have made a direct transition to the SYN-RCVD state from the LISTEN state.

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               tcpAttemptFails { tcp 7 }

          Syntax:
               Counter

          Definition:
               The number of times TCP connections have made a direct
               transition to the CLOSED state from either the SYN-SENT
               state or the SYN-RCVD state, plus the number of times TCP
               connections have made a direct transition to the LISTEN
               state from the SYN-RCVD state.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               tcpEstabResets { tcp 8 }

          Syntax:
               Counter

          Definition:
               The number of times TCP connections have made a direct
               transition to the CLOSED state from either the
               ESTABLISHED state or the CLOSE-WAIT state.

          Access:
               read-only.

          Status:
               mandatory.
```

OBJECT:
----
tcpCurrEstab { tcp 9 }

Syntax:
Gauge

Definition:
The number of TCP connections for which the current state is either ESTABLISHED or CLOSE-WAIT.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpInSegs { tcp 10 }

Syntax:
Counter

Definition:
The total number of segments received, including those received in error. This count includes segments received on currently established connections.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpOutSegs { tcp 11 }

Syntax:
Counter

Definition:
The total number of segments sent, including those on current connections but excluding those containing only retransmitted octets.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpRetransSegs { tcp 12 }

Syntax:
Counter

Definition:
The total number of segments retransmitted - that is, the number of TCP segments transmitted containing one or more previously transmitted octets.

Access:
read-only.

Status:
mandatory.

5.6.1. The TCP Connection table

The TCP connection table contains information about this entity's existing TCP connections.

OBJECT:
----
tcpConnTable { tcp 13 }

Syntax:
SEQUENCE OF TcpConnEntry

Definition:
A table containing TCP connection-specific information.

Access:
read-only.

Status:
mandatory.

```
          OBJECT:
          -------
               tcpConnEntry { tcpConnTable 1 }

          Syntax:
               TcpConnEntry ::= SEQUENCE {
                    tcpConnState
                        INTEGER,
                    tcpConnLocalAddress
                        IpAddress,
                    tcpConnLocalPort
                        INTEGER (0..65535),
                    tcpConnRemAddress
                        IpAddress,
                    tcpConnRemPort
                        INTEGER (0..65535)
               }

          Definition:
               Information about a particular current TCP connection.
               An object of this type is transient, in that it ceases to
               exist when (or soon after) the connection makes the
               transition to the CLOSED state.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               tcpConnState { tcpConnEntry 1 }

          Syntax:
               INTEGER {
                    closed(1),
                    listen(2),
                    synSent(3),
                    synReceived(4),
                    established(5),
                    finWait1(6),
                    finWait2(7),
                    closeWait(8),
                    lastAck(9),
                    closing(10),
                    timeWait(11)
```

```
          }

        Definition:
          The state of this TCP connection.

        Access:
          read-only.

        Status:
          mandatory.


        OBJECT:
        -------
          tcpConnLocalAddress { tcpConnEntry 2 }

        Syntax:
          IpAddress

        Definition:
          The local IP address for this TCP connection.  In the
          case of a connection in the listen state which is willing
          to accept connections for any IP interface associated
          with the node, the value 0.0.0.0 is used.

        Access:
          read-only.

        Status:
          mandatory.


        OBJECT:
        -------
          tcpConnLocalPort { tcpConnEntry 3 }

        Syntax:
          INTEGER (0..65535)

        Definition:
          The local port number for this TCP connection.

        Access:
          read-only.

        Status:
          mandatory.
```

OBJECT:
----
tcpConnRemAddress { tcpConnEntry 4 }

Syntax:
IpAddress

Definition:
The remote IP address for this TCP connection.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpConnRemPort { tcpConnEntry 5 }

Syntax:
INTEGER (0..65535)

Definition:
The remote port number for this TCP connection.

Access:
read-only.

Status:
mandatory.

5.6.2. Additional TCP Objects

OBJECT:
----
tcpInErrs { tcp 14 }

Syntax:
Counter

Definition:
The total number of segments received in error (e.g., bad TCP checksums).

Access:
read-only.

Status:
mandatory.

OBJECT:
----
tcpOutRsts { tcp 15 }

Syntax:
Counter

Definition:
The number of TCP segments sent containing the RST flag.

Access:
read-only.

Status:
mandatory.

5.7. The UDP Group

Implementation of the UDP group is mandatory for all systems which implement the UDP.

OBJECT:
----
udpInDatagrams { udp 1 }

Syntax:
Counter

Definition:
The total number of UDP datagrams delivered to UDP users.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
udpNoPorts { udp 2 }

Syntax:
Counter

Definition:
The total number of received UDP datagrams for which there was no application at the destination port.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
udpInErrors { udp 3 }

Syntax:
Counter

Definition:
The number of received UDP datagrams that could not be delivered for reasons other than the lack of an application at the destination port.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
udpOutDatagrams { udp 4 }

Syntax:
Counter

Definition:
The total number of UDP datagrams sent from this entity.

Access:
read-only.

Status:
mandatory.

5.7.1. The UDP Listener table

The UDP listener table contains information about this entity's UDP end-points on which a local application is currently accepting datagrams.

OBJECT:
---
udpTable { udp 5 }

Syntax:
SEQUENCE OF UdpEntry

Definition:
A table containing UDP listener information.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
udpEntry { udpTable 1 }

Syntax:
```
UdpEntry ::= SEQUENCE {
     udpLocalAddress
         IpAddress,
     udpLocalPort
         INTEGER (0..65535)
}
```

Definition:
Information about a particular current UDP listener.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
udpLocalAddress { udpEntry 1 }

Syntax:
IpAddress

Definition:
The local IP address for this UDP listener. In the case of a UDP listener which is willing to accept datagrams for any IP interface associated with the node, the value 0.0.0.0 is used.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
udpLocalPort { udpEntry 2 }

Syntax:
INTEGER (0..65535)

Definition:
The local port number for this UDP listener.

Access:
read-only.

Status:
mandatory.

5.8. The EGP Group

Implementation of the EGP group is mandatory for all systems which implement the EGP.

```
          OBJECT:
          -------
               egpInMsgs { egp 1 }

          Syntax:
               Counter

          Definition:
               The number of EGP messages received without error.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               egpInErrors { egp 2 }

          Syntax:
               Counter

          Definition:
               The number of EGP messages received that proved to be in
               error.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               egpOutMsgs { egp 3 }

          Syntax:
               Counter

          Definition:
               The total number of locally generated EGP messages.

          Access:
               read-only.
```

Status:
mandatory.

OBJECT:
----
egpOutErrors { egp 4 }

Syntax:
Counter

Definition:
The number of locally generated EGP messages not sent due to resource limitations within an EGP entity.

Access:
read-only.

Status:
mandatory.

5.8.1. The EGP Neighbor table

The Egp Neighbor table contains information about this entity's EGP neighbors.

OBJECT:
----
egpNeighTable { egp 5 }

Syntax:
SEQUENCE OF EgpNeighEntry

Definition:
The EGP neighbor table.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighEntry { egpNeighTable 1 }

```
          Syntax:
               EgpNeighEntry ::= SEQUENCE {
                    egpNeighState
                        INTEGER,
                    egpNeighAddr
                        IpAddress,
                    egpNeighAs
                        INTEGER,
                    egpNeighInMsgs
                        Counter,
                    egpNeighInErrs
                        Counter,
                    egpNeighOutMsgs
                        Counter,
                    egpNeighOutErrs
                        Counter,
                    egpNeighInErrMsgs
                        Counter,
                    egpNeighOutErrMsgs
                        Counter,
                    egpNeighStateUps
                        Counter,
                    egpNeighStateDowns
                        Counter,
                    egpNeighIntervalHello
                        INTEGER,
                    egpNeighIntervalPoll
                        INTEGER,
                    egpNeighMode
                        INTEGER,
                    egpNeighEventTrigger
                        INTEGER
               }

          Definition:
               Information about this entity's relationship with a
               particular EGP neighbor.

          Access:
               read-only.

          Status:
               mandatory.
```

We now consider the individual components of each EGP neighbor entry:

```
OBJECT:
-------
     egpNeighState { egpNeighEntry 1 }

Syntax:
     INTEGER {
          idle(1),
          acquisition(2),
          down(3),
          up(4),
          cease(5)
     }

Definition:
     The EGP state of the local system with respect to this
     entry's EGP neighbor.  Each EGP state is represented by a
     value that is one greater than the numerical value
     associated with said state in RFC 904.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     egpNeighAddr { egpNeighEntry 2 }

Syntax:
     IpAddress

Definition:
     The IP address of this entry's EGP neighbor.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     egpNeighAs { egpNeighEntry 3 }
```

Syntax:
INTEGER

Definition:
The autonomous system of this EGP peer. Zero should be specified if the autonomous system number of the neighbor is not yet known.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
egpNeighInMsgs { egpNeighEntry 4 }

Syntax:
Counter

Definition:
The number of EGP messages received without error from this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
egpNeighInErrs { egpNeighEntry 5 }

Syntax:
Counter

Definition:
The number of EGP messages received from this EGP peer that proved to be in error (e.g., bad EGP checksum).

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighOutMsgs { egpNeighEntry 6 }

Syntax:
Counter

Definition:
The number of locally generated EGP messages to this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighOutErrs { egpNeighEntry 7 }

Syntax:
Counter

Definition:
The number of locally generated EGP messages not sent to this EGP peer due to resource limitations within an EGP entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighInErrMsgs { egpNeighEntry 8 }

Syntax:
Counter

Definition:
The number of EGP-defined error messages received from this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
egpNeighOutErrMsgs { egpNeighEntry 9 }

Syntax:
Counter

Definition:
The number of EGP-defined error messages sent to this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
egpNeighStateUps { egpNeighEntry 10 }

Syntax:
Counter

Definition:
The number of EGP state transitions to the UP state with this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighStateDowns { egpNeighEntry 11 }

Syntax:
Counter

Definition:
The number of EGP state transitions from the UP state to any other state with this EGP peer.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighIntervalHello { egpNeighEntry 12 }

Syntax:
INTEGER

Definition:
The interval between EGP Hello command retransmissions (in hundredths of a second). This represents the t1 timer as defined in RFC 904.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
egpNeighIntervalPoll { egpNeighEntry 13 }

Syntax:
INTEGER

Definition:
The interval between EGP poll command retransmissions (in hundredths of a second). This represents the t3 timer as defined in RFC 904.

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               egpNeighMode { egpNeighEntry 14 }

          Syntax:
               INTEGER {
                    active(1),
                    passive(2)
               }

          Definition:
               The polling mode of this EGP entity, either passive or
               active.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               egpNeighEventTrigger { egpNeighEntry 15 }

          Syntax:
               INTEGER {
                    start(1),
                    stop(2)
               }

          Definition:
               A control variable used to trigger operator-initiated
               Start and Stop events.  When read, this variable always
               returns the most recent value that egpNeightEventTrigger
               was set to.  If it has not been set since the last
               initialization of the network management subsystem on the
               node, it returns a value of "stop".

          Access:
               read-write
```

Status:
mandatory.

5.8.2. Additional EGP variables

OBJECT:
---
egpAs { egp 6 }

Syntax:
INTEGER

Definition:
The autonomous system number of this EGP entity.

Access:
read-only.

Status:
mandatory.

5.9. The Transmission Group

Based on the transmission media underlying each interface on a system, the corresponding portion of the Transmission group is mandatory for that system.

When Internet-standard definitions for managing transmission media are defined, the transmission group is used to provide a prefix for the names of those objects.

Typically, such definitions reside in the experimental portion of the MIB until they are "proven", then as a part of the Internet standardization process, the definitions are accordingly elevated and a new object identifier, under the transmission group is defined. By convention, the name assigned is:

type OBJECT IDENTIFIER ::= { transmission number }

where "type" is the symbolic value used for the media in the ifType column of the ifTable object, and "number" is the actual integer value corresponding to the symbol.

5.10. The SNMP Group

Implementation of the SNMP group is mandatory for all systems which support an SNMP protocol entity. Some of the objects defined below

will be zero-valued in those SNMP implementations that are optimized to support only those functions specific to either a management agent or a management client.

OBJECT:
----
snmpInPkts { snmp 1 }

Syntax:
Counter

Definition:
The total number of PDUs delivered to the SNMP entity from the transport service.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpOutPkts { snmp 2 }

Syntax:
Counter

Definition:
The total number of SNMP PDUs which were passed from the SNMP protocol entity to the transport service.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInBadVersions { snmp 3 }

Syntax:
Counter

Definition:
The total number of syntactically correct SNMP PDUs which were delivered to the SNMP protocol entity and were for an unsupported SNMP version.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpInBadCommunityNames { snmp 4 }

Syntax:
Counter

Definition:
The total number of SNMP PDUs delivered to the SNMP protocol entity which used a SNMP community name not known to said entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpInBadCommunityUses { snmp 5 }

Syntax:
Counter

Definition:
The total number of SNMP PDUs delivered to the SNMP protocol entity which represented an SNMP operation which was not allowed by the SNMP community named in the PDU.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     snmpInASNParseErrs { snmp 6 }

Syntax:
     Counter

Definition:
     The total number of ASN.1 parsing errors (either in
     encoding or syntax) encountered by the SNMP protocol
     entity when decoding received SNMP PDUs.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     snmpInBadTypes { snmp 7 }

Syntax:
     Counter

Definition:
     The total number of SNMP PDUs delivered to the SNMP
     protocol entity which had an unknown PDU type.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     snmpInTooBigs { snmp 8 }

Syntax:
     Counter

Definition:
     The total number valid SNMP PDUs which were delivered to
     the SNMP protocol entity and for which the value of the
     "ErrorStatus" component is "tooBig."
```

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpInNoSuchNames { snmp 9 }

          Syntax:
               Counter

          Definition:
               The total number valid SNMP PDUs which were delivered to
               the SNMP protocol entity and for which the value of the
               "ErrorStatus" component is "noSuchName."

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpInBadValues { snmp 10 }

          Syntax:
               Counter

          Definition:
               The total number valid SNMP PDUs which were delivered to
               the SNMP protocol entity and for which the value of the
               "ErrorStatus" component is "badValue."

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpInReadOnlys { snmp 11 }
```

Syntax:
Counter

Definition:
The total number valid SNMP PDUs which were delivered to the SNMP protocol entity and for which the value of the "ErrorStatus" component is "readOnly."

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInGenErrs { snmp 12 }

Syntax:
Counter

Definition:
The total number valid SNMP PDUs which were delivered to the SNMP protocol entity and for which the value of the "ErrorStatus" component is "genErr."

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInTotalReqVars { snmp 13 }

Syntax:
Counter

Definition:
The total number of MIB objects which have been retrieved successfully by the SNMP protocol entity as the result of receiving valid SNMP Get-Request and Get-Next PDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInTotalSetVars { snmp 14 }

Syntax:
Counter

Definition:
The total number of MIB objects which have been altered successfully by the SNMP protocol entity as the result of receiving valid SNMP Set-Request PDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInGetRequests { snmp 15 }

Syntax:
Counter

Definition:
The total number of SNMP Get-Request PDUs which have been accepted and processed by the SNMP protocol entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
snmpInGetNexts { snmp 16 }

Syntax:
Counter

Definition:
The total number of SNMP Get-Next PDUs which have been accepted and processed by the SNMP protocol entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpInSetRequests { snmp 17 }

Syntax:
Counter

Definition:
The total number of SNMP Set-Request PDUs which have been accepted and processed by the SNMP protocol entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpInGetResponses { snmp 18 }

Syntax:
Counter

Definition:
The total number of SNMP Get-Response PDUs which have been accepted and processed by the SNMP protocol entity.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     snmpInTraps { snmp 19 }

Syntax:
     Counter

Definition:
     The total number of SNMP Trap PDUs which have been
     accepted and processed by the SNMP protocol entity.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     snmpOutTooBigs { snmp 20 }

Syntax:
     Counter

Definition:
     The total number valid SNMP PDUs which were generated by
     the SNMP protocol entity and for which the value of the
     "ErrorStatus" component is "tooBig."

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     snmpOutNoSuchNames { snmp 21 }

Syntax:
     Counter

Definition:
     The total number valid SNMP PDUs which were generated by
     the SNMP protocol entity and for which the value of the
     "ErrorStatus" component is "noSuchName."
```

```
          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutBadValues { snmp 22 }

          Syntax:
               Counter

          Definition:
               The total number valid SNMP PDUs which were generated by
               the SNMP protocol entity and for which the value of the
               "ErrorStatus" component is "badValue."

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutReadOnlys { snmp 23 }

          Syntax:
               Counter

          Definition:
               The total number valid SNMP PDUs which were generated by
               the SNMP protocol entity and for which the value of the
               "ErrorStatus" component is "readOnly."

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutGenErrs { snmp 24 }
```

Syntax:
Counter

Definition:
The total number valid SNMP PDUs which were generated by the SNMP protocol entity and for which the value of the "ErrorStatus" component is "genErr."

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpOutGetRequests { snmp 25 }

Syntax:
Counter

Definition:
The total number of SNMP Get-Request PDUs which have been generated by the SNMP protocol entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
snmpOutGetNexts { snmp 26 }

Syntax:
Counter

Definition:
The total number of SNMP Get-Next PDUs which have been generated by the SNMP protocol entity.

Access:
read-only.

```
          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutSetRequests { snmp 27 }

          Syntax:
               Counter

          Definition:
               The total number of SNMP Set-Request PDUs which have been
               generated by the SNMP protocol entity.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutGetResponses { snmp 28 }

          Syntax:
               Counter

          Definition:
               The total number of SNMP Get-Response PDUs which have
               been generated by the SNMP protocol entity.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpOutTraps { snmp 29 }

          Syntax:
               Counter
```

```
          Definition:
               The total number of SNMP Trap PDUs which have been
               generated by the SNMP protocol entity.

          Access:
               read-only.

          Status:
               mandatory.


          OBJECT:
          -------
               snmpEnableAuthTraps { snmp 30 }

          Syntax:
               INTEGER {
                    enabled(1),
                    disabled(2)
               }

          Definition:
               Indicates whether the SNMP agent process is configured to
               generate authentication-failure traps.

          Access:
               read-write.

          Status:
               mandatory.
```

6. Definitions

```
               RFC1158-MIB

               DEFINITIONS ::= BEGIN

               IMPORTS
                       mgmt, OBJECT-TYPE, NetworkAddress, IpAddress,
                       Counter, Gauge, TimeTicks
                           FROM RFC1155-SMI;

               mib-2      OBJECT IDENTIFIER ::= { mgmt 1 }    -- MIB-II
                          -- (same prefix as MIB-I)

               system     OBJECT IDENTIFIER ::= { mib-2 1 }
               interfaces OBJECT IDENTIFIER ::= { mib-2 2 }
               at         OBJECT IDENTIFIER ::= { mib-2 3 }
```

```
ip          OBJECT IDENTIFIER ::= { mib-2 4 }
icmp        OBJECT IDENTIFIER ::= { mib-2 5 }
tcp         OBJECT IDENTIFIER ::= { mib-2 6 }
udp         OBJECT IDENTIFIER ::= { mib-2 7 }
egp         OBJECT IDENTIFIER ::= { mib-2 8 }
-- cmot     OBJECT IDENTIFIER ::= { mib-2 9 }
transmission OBJECT IDENTIFIER ::= { mib-2 10 }
snmp        OBJECT IDENTIFIER ::= { mib-2 11 }


-- object types

-- the System group

sysDescr OBJECT-TYPE
        SYNTAX  DisplayString (SIZE (0..255))
        ACCESS  read-only
        STATUS  mandatory
        ::= { system 1 }

sysObjectID OBJECT-TYPE
        SYNTAX  OBJECT IDENTIFIER
        ACCESS  read-only
        STATUS  mandatory
        ::= { system 2 }

sysUpTime OBJECT-TYPE
        SYNTAX  TimeTicks
        ACCESS  read-only
        STATUS  mandatory
        ::= { system 3 }

sysContact OBJECT-TYPE
        SYNTAX  DisplayString (SIZE (0..255))
        ACCESS  read-write
        STATUS  mandatory
        ::= { system 4 }

sysName OBJECT-TYPE
        SYNTAX  DisplayString (SIZE (0..255))
        ACCESS  read-write
        STATUS  mandatory
        ::= { system 5 }

sysLocation OBJECT-TYPE
        SYNTAX  DisplayString (SIZE (0..255))
        ACCESS  read-only
        STATUS  mandatory
```

```
                ::= { system 6 }

            sysServices OBJECT-TYPE
                SYNTAX  INTEGER (0..127)
                ACCESS  read-only
                STATUS  mandatory
                ::= { system 7 }


            -- the Interfaces group

            ifNumber OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { interfaces 1 }

            -- the Interfaces table

            ifTable OBJECT-TYPE
                SYNTAX  SEQUENCE OF IfEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { interfaces 2 }

            ifEntry OBJECT-TYPE
                SYNTAX  IfEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifTable 1 }

            IfEntry ::= SEQUENCE {
                ifIndex
                    INTEGER,
                ifDescr
                    DisplayString,
                ifType
                    INTEGER,
                ifMtu
                    INTEGER,
                ifSpeed
                    Gauge,
                ifPhysAddress
                    OCTET STRING,
                ifAdminStatus
                    INTEGER,
                ifOperStatus
                    INTEGER,
```

```
            ifLastChange
                TimeTicks,
            ifInOctets
                Counter,
            ifInUcastPkts
                Counter,
            ifInNUcastPkts
                Counter,
            ifInDiscards
                Counter,
            ifInErrors
                Counter,
            ifInUnknownProtos
                Counter,
            ifOutOctets
                Counter,
            ifOutUcastPkts
                Counter,
            ifOutNUcastPkts
                Counter,
            ifOutDiscards
                Counter,
            ifOutErrors
                Counter,
            ifOutQLen
                Gauge,
            ifSpecific
                OBJECT IDENTIFIER
        }

        ifIndex OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 1 }

        ifDescr OBJECT-TYPE
                SYNTAX  DisplayString (SIZE (0..255))
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 2 }

        ifType OBJECT-TYPE
                SYNTAX  INTEGER {
                            other(1),           -- none of the
                                                -- following
                            regular1822(2),
                            hdh1822(3),
```

```
                                ddn-x25(4),
                                rfc877-x25(5),
                                ethernet-csmacd(6),
                                iso88023-csmacd(7),
                                iso88024-tokenBus(8),
                                iso88025-tokenRing(9),
                                iso88026-man(10),
                                starLan(11),
                                proteon-10Mbit(12),
                                proteon-80Mbit(13),
                                hyperchannel(14),
                                fddi(15),
                                lapb(16),
                                sdlc(17),
                                t1-carrier(18),
                                cept(19),        -- european
                                                 --equivalent of T-1
                                basicISDN(20),
                                primaryISDN(21),
                                                      -- proprietary
                                                      -- serial
                                propPointToPointSerial(22),
                                terminalServer-asyncPort(23),
                                softwareLoopback(24),
                                eon(25),              -- CLNP over IP
                                ethernet-3Mbit(26),
                                nsip(27),             -- XNS over IP
                                slip(28)              -- generic SLIP
                            }
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ifEntry 3 }

            ifMtu OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ifEntry 4 }

            ifSpeed OBJECT-TYPE
                    SYNTAX  Gauge
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ifEntry 5 }

            ifPhysAddress OBJECT-TYPE
                    SYNTAX  OCTET STRING
                    ACCESS  read-only
```

```
                STATUS  mandatory
                ::= { ifEntry 6 }

            ifAdminStatus OBJECT-TYPE
                SYNTAX  INTEGER {
                            up(1),     -- ready to pass packets
                            down(2),
                            testing(3) -- in some test mode
                        }
                ACCESS  read-write
                STATUS  mandatory
                ::= { ifEntry 7 }

            ifOperStatus OBJECT-TYPE
                SYNTAX  INTEGER {
                            up(1),     -- ready to pass packets
                            down(2),
                            testing(3) -- in some test mode
                        }
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 8 }

            ifLastChange OBJECT-TYPE
                SYNTAX  TimeTicks
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 9 }

            ifInOctets OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 10 }

            ifInUcastPkts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::=  { ifEntry 11 }

            ifInNUcastPkts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 12 }

            ifInDiscards OBJECT-TYPE
```

```
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 13 }

        ifInErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 14 }

        ifInUnknownProtos OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 15 }

        ifOutOctets OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 16 }

        ifOutUcastPkts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 17 }

        ifOutNUcastPkts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 18 }

        ifOutDiscards OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 19 }

        ifOutErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 20 }

        ifOutQLen OBJECT-TYPE
```

```
                SYNTAX  Gauge
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 21 }

        ifSpecific OBJECT-TYPE
                SYNTAX  OBJECT IDENTIFIER
                ACCESS  read-only
                STATUS  mandatory
                ::= { ifEntry 22 }

        nullSpecific OBJECT IDENTIFIER ::= { 0 0 }

        -- the Address Translation group (deprecated)

        atTable OBJECT-TYPE
                SYNTAX  SEQUENCE OF AtEntry
                ACCESS  read-write
                STATUS  deprecated
                ::= { at 1 }

        atEntry OBJECT-TYPE
                SYNTAX  AtEntry
                ACCESS  read-write
                STATUS  deprecated
                ::= { atTable 1 }

        AtEntry ::= SEQUENCE {
            atIfIndex
                INTEGER,
            atPhysAddress
                OCTET STRING,
            atNetAddress
                NetworkAddress
        }

        atIfIndex OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-write
                STATUS  deprecated
                ::= { atEntry 1 }

        atPhysAddress OBJECT-TYPE
                SYNTAX  OCTET STRING
                ACCESS  read-write
                STATUS  deprecated
                ::= { atEntry 2 }
```

```
            atNetAddress OBJECT-TYPE
                    SYNTAX  NetworkAddress
                    ACCESS  read-write
                    STATUS  deprecated
                    ::= { atEntry 3 }


            -- the IP group

            ipForwarding OBJECT-TYPE
                    SYNTAX  INTEGER {
                                gateway(1), -- entity forwards
                                            -- datagrams
                                host(2)     -- entity does NOT
                                            -- forward datagrams
                            }
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ip 1 }

            ipDefaultTTL OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ip 2 }

            ipInReceives OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ip 3 }

            ipInHdrErrors OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ip 4 }

            ipInAddrErrors OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { ip 5 }

            ipForwDatagrams OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
```

```
                ::= { ip 6 }

            ipInUnknownProtos OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 7 }

            ipInDiscards OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 8 }

            ipInDelivers OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 9 }

            ipOutRequests OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 10 }

            ipOutDiscards OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 11 }

            ipOutNoRoutes OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 12 }

            ipReasmTimeout OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 13 }

            ipReasmReqds OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
```

```
                ::= { ip 14 }

            ipReasmOKs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 15 }

            ipReasmFails OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 16 }

            ipFragOKs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 17 }

            ipFragFails OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 18 }

            ipFragCreates OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 19 }

            -- the IP Interface table

            ipAddrTable OBJECT-TYPE
                SYNTAX  SEQUENCE OF IpAddrEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { ip 20 }

            ipAddrEntry OBJECT-TYPE
                SYNTAX  IpAddrEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { ipAddrTable 1 }

            IpAddrEntry ::= SEQUENCE {
                ipAdEntAddr
```

```
            IpAddress,
        ipAdEntIfIndex
            INTEGER,
        ipAdEntNetMask
            IpAddress,
        ipAdEntBcastAddr
            INTEGER,
        ipAdEntReasmMaxSize
            INTEGER (0..65535)
    }

    ipAdEntAddr OBJECT-TYPE
            SYNTAX  IpAddress
            ACCESS  read-only
            STATUS  mandatory
            ::=  { ipAddrEntry 1 }

    ipAdEntIfIndex OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-only
            STATUS  mandatory
            ::=  { ipAddrEntry 2 }

    ipAdEntNetMask OBJECT-TYPE
            SYNTAX  IpAddress
            ACCESS  read-only
            STATUS  mandatory
            ::=  { ipAddrEntry 3 }

    ipAdEntBcastAddr OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-only
            STATUS  mandatory
            ::= { ipAddrEntry 4 }

    ipAdEntReasmMaxSiz OBJECT-TYPE
            SYNTAX  INTEGER (0..65535)
            ACCESS  read-only
            STATUS  mandatory
            ::= { ipAddrEntry 5 }

    -- the IP Routing table

    ipRoutingTable OBJECT-TYPE
            SYNTAX  SEQUENCE OF IpRouteEntry
            ACCESS  read-write
            STATUS  mandatory
            ::= { ip 21 }
```

```
            ipRouteEntry OBJECT-TYPE
                    SYNTAX  IpRouteEntry
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRoutingTable 1 }

            IpRouteEntry ::= SEQUENCE {
                ipRouteDest
                    IpAddress,
                ipRouteIfIndex
                    INTEGER,
                ipRouteMetric1
                    INTEGER,
                ipRouteMetric2
                    INTEGER,
                ipRouteMetric3
                    INTEGER,
                ipRouteMetric4
                    INTEGER,
                ipRouteNextHop
                    IpAddress,
                ipRouteType
                    INTEGER,
                ipRouteProto
                    INTEGER,
                ipRouteAge
                    INTEGER,
                ipRouteMask
                    IpAddress
            }

            ipRouteDest OBJECT-TYPE
                    SYNTAX  IpAddress
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 1 }

            ipRouteIfIndex  OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 2 }

            ipRouteMetric1 OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 3 }
```

```
            ipRouteMetric2 OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 4 }

            ipRouteMetric3 OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 5 }

            ipRouteMetric4 OBJECT-TYPE
                    SYNTAX  INTEGER
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 6 }

            ipRouteNextHop OBJECT-TYPE
                    SYNTAX  IpAddress
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 7 }

            ipRouteType OBJECT-TYPE
                    SYNTAX  INTEGER {
                                other(1),    -- none of the following

                                invalid(2),  -- an invalidated route

                                             -- route to directly
                                direct(3),   -- connected
                                             -- (sub-)network

                                             -- route to a non-local
                                remote(4)    -- host/network/
                                             -- sub-network
                            }
                    ACCESS  read-write
                    STATUS  mandatory
                    ::= { ipRouteEntry 8 }

            ipRouteProto OBJECT-TYPE
                    SYNTAX  INTEGER {
                                other(1),    -- none of the following

                                             -- non-protocol
                                             -- information
```

```
                                    --   e.g., manually
                            local(2),    --   configured entries

                                    -- set via a network
                            netmgmt(3),  --   management protocol

                                    -- obtained via ICMP,
                            icmp(4),     --   e.g., Redirect

                                    -- the following are
                                    -- gateway routing
                                    -- protocols
                            egp(5),
                            ggp(6),
                            hello(7),
                            rip(8),
                            is-is(9),
                            es-is(10),
                            ciscoIgrp(11),
                            bbnSpfIgp(12),
                            ospf(13)
                            bgp(14)
                        }
                ACCESS  read-only
                STATUS  mandatory
                ::= { ipRouteEntry 9 }

        ipRouteAge OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipRouteEntry 10 }

        ipRouteMask OBJECT-TYPE
                SYNTAX  IpAddress
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipRouteEntry 11 }

        -- the IP Address Translation tables

        ipNetToMediaTable OBJECT-TYPE
                SYNTAX  SEQUENCE OF IpNetToMediaEntry
                ACCESS  read-write
                STATUS  mandatory
                ::= { ip 22 }

        ipNetToMediaEntry OBJECT-TYPE
```

```
                SYNTAX  IpNetToMediaEntry
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipNetToMediaTable 1 }

        IpNetToMediaEntry ::= SEQUENCE {
            ipNetToMediaIfIndex
                INTEGER,
            ipNetToMediaPhysAddress
                OCTET STRING,
            ipNetToMediaNetAddress
                IpAddress,
            ipNetoToMediaType
                INTEGER
        }

        ipNetToMediaIfIndex OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipNetToMediaEntry 1 }

        ipNetToMediaPhysAddress OBJECT-TYPE
                SYNTAX  OCTET STRING
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipNetToMediaEntry 2 }

        ipNetToMediaNetAddress OBJECT-TYPE
                SYNTAX  IpAddress
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipNetToMediaEntry 3 }

        ipNetToMediaType OBJECT-TYPE
                SYNTAX  INTEGER {
                            other(1),   -- none of the following

                            invalid(2), -- an invalidated mapping
                            dynamic(3), -- connected (sub-)network

                            static(4)
                        }
                ACCESS  read-write
                STATUS  mandatory
                ::= { ipNetToMediaEntry 4 }
```

```
        -- the ICMP group

        icmpInMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 1 }

        icmpInErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 2 }

        icmpInDestUnreachs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 3 }

        icmpInTimeExcds OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 4 }

        icmpInParmProbs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 5 }

        icmpInSrcQuenchs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 6 }

        icmpInRedirects OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 7 }

        icmpInEchos OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
```

```
                ::= { icmp 8 }

            icmpInEchoReps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 9 }

            icmpInTimestamps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 10 }

            icmpInTimestampReps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 11 }

            icmpInAddrMasks OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 12 }

            icmpInAddrMaskReps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 13 }

            icmpOutMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 14 }

            icmpOutErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 15 }

            icmpOutDestUnreachs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
```

```
                ::= { icmp 16 }

            icmpOutTimeExcds OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 17 }

            icmpOutParmProbs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 18 }

            icmpOutSrcQuenchs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 19 }

            icmpOutRedirects OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 20 }

            icmpOutEchos OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 21 }

            icmpOutEchoReps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 22 }

            icmpOutTimestamps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { icmp 23 }

            icmpOutTimestampReps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
```

```
        ::= { icmp 24 }

    icmpOutAddrMasks OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { icmp 25 }

    icmpOutAddrMaskReps OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { icmp 26 }


    -- the TCP group

    tcpRtoAlgorithm OBJECT-TYPE
            SYNTAX  INTEGER {
                        other(1),    -- none of the following
                        constant(2), -- a constant rto
                        rsre(3),     -- MIL-STD-1778,
                                     -- Appendix B
                        vanj(4)      -- Van Jacobson's
                                     -- algorithm
                    }
            ACCESS  read-only
            STATUS  mandatory
            ::= { tcp 1 }

    tcpRtoMin OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-only
            STATUS  mandatory
            ::= { tcp 2 }

    tcpRtoMax OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-only
            STATUS  mandatory
            ::= { tcp 3 }

    tcpMaxConn OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-only
            STATUS  mandatory
            ::= { tcp 4 }
```

```
tcpActiveOpens OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 5 }

tcpPassiveOpens OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 6 }

tcpAttemptFails OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 7 }

tcpEstabResets OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 8 }

tcpCurrEstab OBJECT-TYPE
        SYNTAX  Gauge
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 9 }

tcpInSegs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 10 }

tcpOutSegs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 11 }

tcpRetransSegs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 12 }
```

```
-- the TCP connections table

tcpConnTable OBJECT-TYPE
        SYNTAX  SEQUENCE OF TcpConnEntry
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcp 13 }

tcpConnEntry OBJECT-TYPE
        SYNTAX  TcpConnEntry
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcpConnTable 1 }

TcpConnEntry ::= SEQUENCE {
    tcpConnState
        INTEGER,
    tcpConnLocalAddress
        IpAddress,
    tcpConnLocalPort
        INTEGER (0..65535),
    tcpConnRemAddress
        IpAddress,
    tcpConnRemPort
        INTEGER (0..65535)
}

tcpConnState OBJECT-TYPE
        SYNTAX  INTEGER {
                    closed(1),
                    listen(2),
                    synSent(3),
                    synReceived(4),
                    established(5),
                    finWait1(6),
                    finWait2(7),
                    closeWait(8),
                    lastAck(9),
                    closing(10),
                    timeWait(11)
                }
        ACCESS  read-only
        STATUS  mandatory
        ::= { tcpConnEntry 1 }

tcpConnLocalAddress OBJECT-TYPE
        SYNTAX  IpAddress
        ACCESS  read-only
```

```
                STATUS  mandatory
                ::= { tcpConnEntry 2 }

            tcpConnLocalPort OBJECT-TYPE
                SYNTAX  INTEGER (0..65535)
                ACCESS  read-only
                STATUS  mandatory
                ::= { tcpConnEntry 3 }

            tcpConnRemAddress OBJECT-TYPE
                SYNTAX  IpAddress
                ACCESS  read-only
                STATUS  mandatory
                ::= { tcpConnEntry 4 }

            tcpConnRemPort OBJECT-TYPE
                SYNTAX  INTEGER (0..65535)
                ACCESS  read-only
                STATUS  mandatory
                ::= { tcpConnEntry 5 }

            -- additional TCP variables

            tcpInErrs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { tcp 14 }

            tcpOutRsts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { tcp 15 }


            -- the UDP group

            udpInDatagrams OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { udp 1 }

            udpNoPorts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
```

```
                ::= { udp 2 }

            udpInErrors OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udp 3 }

            udpOutDatagrams OBJECT-TYPE
                    SYNTAX  Counter
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udp 4 }

            -- the UDP listener table

            udpTable OBJECT-TYPE
                    SYNTAX  SEQUENCE OF UdpEntry
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udp 5 }

            udpEntry OBJECT-TYPE
                    SYNTAX  UdpEntry
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udpTable 1 }

            UdpEntry ::= SEQUENCE {
                udpLocalAddress
                    IpAddress,
                udpLocalPort
                    INTEGER (0..65535)
            }

            udpLocalAddress OBJECT-TYPE
                    SYNTAX  IpAddress
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udpEntry 1 }

            udpLocalPort OBJECT-TYPE
                    SYNTAX  INTEGER (0..65535)
                    ACCESS  read-only
                    STATUS  mandatory
                    ::= { udpEntry 2 }
```

```
        -- the EGP group

        egpInMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 1 }

        egpInErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 2 }

        egpOutMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 3 }

        egpOutErrors OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 4 }

        -- the EGP Neighbor table

        egpNeighTable OBJECT-TYPE
                SYNTAX  SEQUENCE OF EgpNeighEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 5 }

        egpNeighEntry OBJECT-TYPE
                SYNTAX  EgpNeighEntry
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighTable 1 }

        EgpNeighEntry ::= SEQUENCE {
            egpNeighState
                INTEGER,
            egpNeighAddr
                IpAddress,
            egpNeighAs
                INTEGER,
            egpNeighInMsgs
```

```
                Counter,
            egpNeighInErrs
                Counter,
            egpNeighOutMsgs
                Counter,
            egpNeighOutErrs
                Counter,
            egpNeighInErrMsgs
                Counter,
            egpNeighOutErrMsgs
                Counter,
            egpNeighStateUps
                Counter,
            egpNeighStateDowns
                Counter,
            egpNeighIntervalHello
                INTEGER,
            egpNeighIntervalPoll
                INTEGER,
            egpNeighMode
                INTEGER,
            egpNeighEventTrigger
                INTEGER
        }

        egpNeighState OBJECT-TYPE
                SYNTAX  INTEGER {
                            idle(1),
                            acquisition(2),
                            down(3),
                            up(4),
                            cease(5)
                        }
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 1 }

        egpNeighAddr OBJECT-TYPE
                SYNTAX  IpAddress
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 2 }

        egpNeighAs OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 3 }
```

```
        egpNeighInMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 4 }

        egpNeighInErrs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 5 }

        egpNeighOutMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 6 }

        egpNeighOutErrs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 7 }

        egpNeighInErrMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 8 }

        egpNeighOutErrMsgs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 9 }

        egpNeighStateUps OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 10 }

        egpNeighStateDowns OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 11 }
```

```
        egpNeighIntervalHello OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 12 }

        egpNeighIntervalPoll OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 13 }

        egpNeighMode OBJECT-TYPE
                SYNTAX  INTEGER {
                            active(1),
                            passive(2)
                        }
                ACCESS  read-only
                STATUS  mandatory
                ::= { egpNeighEntry 14 }

        egpNeighEventTrigger OBJECT-TYPE
                SYNTAX  INTEGER {
                            start(1),
                            stop(2)
                        }
                ACCESS  read-write
                STATUS  mandatory
                ::= { egpNeighEntry 15 }

        -- additional EGP variables

        egpAs OBJECT-TYPE
                SYNTAX  INTEGER
                ACCESS  read-only
                STATUS  mandatory
                ::= { egp 6 }


        -- the Transmission group (empty at present)

        -- the SNMP group

        snmpInPkts OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::=  { snmp 1 }
```

```
snmpOutPkts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 2 }

snmpInBadVersions OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 3 }

snmpInBadCommunityNames OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 4 }

snmpInBadCommunityUses OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 5 }

snmpInASNParseErrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 6 }

snmpInBadTypes OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 7 }

snmpInTooBigs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 8 }

snmpInNoSuchNames OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 9 }
```

```
snmpInBadValues OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 10 }

snmpInReadOnlys OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 11 }

snmpInGenErrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 12 }

snmpInTotalReqVars OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 13 }

snmpInTotalSetVars OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 14 }

snmpInGetRequests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 15 }

snmpInGetNexts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 16 }

snmpInSetRequests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 17 }
```

```
snmpInGetResponses OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 18 }

snmpInTraps OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 19 }

snmpOutTooBigs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 20 }

snmpOutNoSuchNames OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 21 }

snmpOutBadValues OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 22 }

snmpOutReadOnlys OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 23 }

snmpOutGenErrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 24 }

snmpOutGetRequests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 25 }
```

```
snmpOutGetNexts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 26 }

snmpOutSetRequests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 27 }

snmpOutGetResponses OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 28 }

snmpOutTraps OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::=  { snmp 29 }

snmpEnableAuthTraps OBJECT-TYPE
        SYNTAX  INTEGER {
                    enabled(1),
                    disabled(2)
                }
        ACCESS  read-write
        STATUS  mandatory
        ::=  { snmp 30 }

END
```

7. Identification of OBJECT instances for use with the SNMP

The names for all object types in the MIB are defined explicitly either in the Internet-standard MIB or in other documents which conform to the naming conventions of the SMI. The SMI requires that conformant management protocols define mechanisms for identifying individual instances of those object types for a particular network element.

Each instance of any object type defined in the MIB is identified in SNMP operations by a unique name called its "variable name." In general, the name of an SNMP variable is an OBJECT IDENTIFIER of the form x.y, where x is the name of a non-aggregate object type defined

in the MIB and y is an OBJECT IDENTIFIER fragment that, in a way specific to the named object type, identifies the desired instance.

This naming strategy admits the fullest exploitation of the semantics of the powerful SNMP get-next operator, because it assigns names for related variables so as to be contiguous in the lexicographical ordering of all variable names known in the MIB.

The type-specific naming of object instances is defined below for a number of classes of object types. Instances of an object type to which none of the following naming conventions are applicable are named by OBJECT IDENTIFIERs of the form x.0, where x is the name of said object type in the MIB definition.

For example, suppose one wanted to identify an instance of the variable sysDescr. The object class for sysDescr is:

```
iso org dod internet mgmt mib system sysDescr
 1   3   6     1      2    1    1       1
```

Hence, the object type, x, would be 1.3.6.1.2.1.1.1 to which is appended an instance sub-identifier of 0. That is, 1.3.6.1.2.1.1.1.0 identifies the one and only instance of sysDescr.

7.1. ifTable Object Type Names

The name of a subnetwork interface, s, is the OBJECT IDENTIFIER value of the form i, where i has the value of that instance of the ifIndex object type associated with s. For each object type, t, for which the defined name, n, has a prefix of ifEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.s, where s is the name of the subnetwork interface about which i represents information.

For example, suppose one wanted to identify the instance of the variable ifType associated with interface 2. Accordingly, ifType.2 would identify the desired instance.

7.2. atTable Object Type Names

The name of an address translation entry, x, is an OBJECT IDENTIFIER of the form s.1.a.b.c.d, such that s is the value of that instance of the atIfIndex object type associated with x, the subidentifer "1" signifies the translation of an IP protocol address, and a.b.c.d is the IP address value (in the familiar "dot" notation) of that instance of the atNetAddress object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of atEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of

the form n.y, where y is the name of the address translation entry about which i represents information.

For example, suppose one wanted to find the physical address of an entry in the address translation table (ARP cache) associated with an IP address of 89.1.1.42 and interface 3. Accordingly, atPhysAddress.3.1.89.1.1.42 would identify the desired instance.

7.3. ipAddrTable Object Type Names

The name of an IP-addressable network element, x, is the OBJECT IDENTIFIER of the form a.b.c.d such that a.b.c.d is the value (in the familiar "dot" notation) of that instance of the ipAdEntAddr object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of ipAddrEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the IP- addressable network element about which i represents information.

For example, suppose one wanted to find the network mask of an entry in the IP interface table associated with an IP address of 89.1.1.42. Accordingly, ipAdEntNetMask.89.1.1.42 would identify the desired instance.

At the option of the agent, multiple entries for the same IP address may be visible. To realize this, the agent, while required to return a single entry for an IP address, x, of the form n.y, may also return information about other entries for the same IP address using the form n.y.z, where z is a implementation-dependendent small, non-negative integer. It is strongly recommended that the value of z correspond to the value of ipAddrIfIndex for that entry.

7.4. ipRoutingTable Object Type Names

The name of an IP route, x, is the OBJECT IDENTIFIER of the form a.b.c.d such that a.b.c.d is the value (in the familiar "dot" notation) of that instance of the ipRouteDest object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of ipRoutingEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the IP route about which i represents information.

For example, suppose one wanted to find the next hop of an entry in the IP routing table associated with the destination of 89.1.1.42. Accordingly, ipRouteNextHop.89.1.1.42 would identify the desired

instance.

At the option of the agent, multiple routes to the same destination may be visible. To realize this, the agent, while required to return a single entry for an IP route, x, of the form n.y, may also return information about other routes to the same destination using the form n.y.z, where z is a implementation-dependendent small, non-negative integer.

7.5. ipNetToMediaTable Object Type Names

The name of a cached IP address, x, is an OBJECT IDENTIFIER of the form s.a.b.c.d, such that s is the value of that instance of the ipNetToMediaIfIndex object type associated with the entry and a.b.c.d is the value (in the familiar "dot" notation) of the ipNetToMediaNetAddress object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of ipNetToMediaEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the cached IP address about which i represents information.

For example, suppose one wanted to find the media address of an entry in the address translation table associated with a IP address of 192.52.180.1 and interface 3. Accordingly, ipNetToMediaPhysAddress.3.192.52.180.1 would identify the desired instance.

7.6. tcpConnTable Object Type Names

The name of a TCP connection, x, is the OBJECT IDENTIFIER of the form a.b.c.d.e.f.g.h.i.j such that a.b.c.d is the value (in the familiar "dot" notation) of that instance of the tcpConnLocalAddress object type associated with x and such that f.g.h.i is the value (in the familiar "dot" notation) of that instance of the tcpConnRemoteAddress object type associated with x and such that e is the value of that instance of the tcpConnLocalPort object type associated with x and such that j is the value of that instance of the tcpConnRemotePort object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of tcpConnEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the TCP connection about which i represents information.

For example, suppose one wanted to find the state of a TCP connection between the local address of 89.1.1.42 on TCP port 21 and the remote address of 10.0.0.51 on TCP port 2059. Accordingly,

tcpConnState.89.1.1.42.21.10.0.0.51.2059 would identify the desired instance.

7.7. udpTable Object Type Names

The name of a UDP listener, x, is the OBJECT IDENTIFIER of the form a.b.c.d.e. such that a.b.c.d is the value (in the familiar "dot" notation) of that instance of the udpLocalAddress object type associated with x and such that e is the value of that instance of the udpLocalPort object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of udpEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the UDP listener about which i represents information.

For example, suppose one wanted to determine if a UDP listener was present at the local address of 89.1.1.42 on UDP port 21. Accordingly, a successful retrieval of either udpLocalAddress.89.1.1.42.21 or udpLocalPort.89.1.1.42.21 would indicate this.

7.8. egpNeighTable Object Type Names

The name of an EGP neighbor, x, is the OBJECT IDENTIFIER of the form a.b.c.d such that a.b.c.d is the value (in the familiar "dot" notation) of that instance of the egpNeighAddr object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of egpNeighEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the EGP neighbor about which i represents information.

For example, suppose one wanted to find the neighbor state for the IP address of 89.1.1.42. Accordingly, egpNeighState.89.1.1.42 would identify the desired instance.

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10. Security Considerations

Security issues are not discussed in this memo.

11. Author's Address:

Marshall T. Rose
PSI, Inc.
PSI California Office
P.O. Box 391776
Mountain View, CA 94039

Phone: (415) 961-3380

Email: mrose@PSI.COM