

Connectionless Network Protocol (ISO 8473)
and
End System to Intermediate System (ISO 9542)
Management Information Base

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1. Status of this Memo

This memo defines an experimental portion of the Management Information Base (MIB) for use with network management protocols in TCP/IP-based internets.

This memo does not specify a standard for the Internet community. However, after experimentation, if sufficient consensus is reached in the Internet community, then a subsequent revision of this document may be placed in the Internet-standard MIB.

Distribution of this memo is unlimited.

2. Historical Perspective

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), defined in RFC 1067, 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), and RFC 1066, which defined the Management Information Base (MIB). 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 [2], 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, based on the SNMP, to respond to new operational needs in the Internet community by producing MIB-II.

In May of 1990, the core documents were elevated to "Standard Protocols" with "Recommended" status. As such, the Internet-standard network management framework consists of: Structure and Identification of Management Information for TCP/IP-based internets, RFC 1155 [3], which describes how managed objects contained in the MIB are defined; Management Information Base for Network Management of TCP/IP-based internets, which describes the managed objects contained in the MIB, RFC 1156 [4]; and, the Simple Network Management Protocol, RFC 1157 [5], 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 of managed objects defined in the Internet-standard MIB was derived by taking only those elements which are considered essential. However, the SMI defined three extensibility mechanisms: one, the addition of new standard objects through the definitions of new versions of the MIB; two, the addition of widely-available but non-standard objects through the experimental subtree; and three, the addition of private objects through the

enterprises subtree. Such additional objects can not only be used for vendor-specific elements, but also for experimentation as required to further the knowledge of which other objects are essential.

Since the publication of the Internet-standard MIB, experience has lead to a new document, termed MIB-II [6], being defined.

This memo defines extensions to the MIB using the second method. It contains definitions of managed objects used for experimentation. After experimentation, if sufficient consensus is reached in the Internet community, then a subsequent revision of this memo may be placed in the Internet-standard MIB.

3. Objects

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the subset of Abstract Syntax Notation One (ASN.1) [7] defined in 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 SMI [3] 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 SMI specifies the use of the basic encoding rules of ASN.1 [8], subject to the additional requirements imposed by the SNMP.

3.1. 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.

4. Object Definitions

```
CLNS-MIB DEFINITIONS ::= BEGIN
```

```
IMPORTS
```

```
    experimental, OBJECT-TYPE, Counter
    FROM RFC1155-SMI;
```

```
-- new type of NetworkAddress
```

```
ClnpAddress ::=
```

```
    [APPLICATION 5]
```

```
    IMPLICIT OCTET STRING (SIZE (1..21))
```

```

clns      OBJECT IDENTIFIER ::=  { experimental 1 }

clnp      OBJECT IDENTIFIER ::=  { clns 1 }
error     OBJECT IDENTIFIER ::=  { clns 2 }
echo      OBJECT IDENTIFIER ::=  { clns 3 }
es-is     OBJECT IDENTIFIER ::=  { clns 4 }

```

END

These objects can be used when the ISO Connectionless-mode Network Protocol [9] and End System to Intermediate System [10] protocols are present. No assumptions are made as to what underlying protocol is being used to carry the SNMP.

This memo uses the string encoding of [11] to textually describe OSI addresses.

The ASN.1 type ClnpAddress is used to denote an OSI address. This consists of a string of octets. The first octet of the string contains a binary value in the range of 0..20, and indicates the length in octets of the NSAP. Following the first octet, is the NSAP, expressed in concrete binary notation, starting with the most significant octet. A zero-length NSAP is used as a "special" address meaning "the default NSAP" (analogous to the IP address of 0.0.0.0). Such an NSAP is encoded as a single octet, containing the value 0.

All other NSAPs are encoded in at least 2 octets.

4.1. The CLNP Group

Implementation is experimental and is recommended for all systems that support a CLNP.

OBJECT:

```

      clnpForwarding { clnp 1 }

```

Syntax:

```

      INTEGER {
          is(1),    -- entity is an intermediate system
          es(2),    -- entity is an end system and does not
                    -- forward PDUs
      }

```

Definition:

The indication of whether this entity is active as an

intermediate or end system. Only intermediate systems will forward PDUs onward that are not addressed to them.

Access:
read-write.

Status:
mandatory.

OBJECT:

clnpDefaultLifeTime { clnp 2 }

Syntax:
INTEGER

Definition:
The default value inserted into the Lifetime field of the CLNP PDU header of PDUs sourced by this entity.

Access:
read-write.

Status:
mandatory.

OBJECT:

clnpInReceives { clnp 3 }

Syntax:
Counter

Definition:
The total number of input PDUs received from all connected network interfaces running CLNP, including errors.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpInHdrErrors { clnp 4 }**Syntax:****Counter****Definition:**

The number of input PDUs discarded due to errors in the CLNP header, including bad checksums, version mismatch, lifetime exceeded, errors discovered in processing options, etc.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInAddrErrors { clnp 5 }**Syntax:****Counter****Definition:**

The number of input PDUs discarded because the NSAP address in the CLNP header's destination field was not a valid NSAP to be received at this entity. This count includes addresses not understood. For end systems, this is a count of PDUs which arrived with a destination NSAP which was not local.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpForwPDUs { clnp 6 }**Syntax:****Counter**

Definition:

The number of input PDUs for which this entity was not the final destination and which an attempt was made to forward them onward.

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInUnknownNLPs { clnp 7 }

Syntax:

Counter

Definition:

The number of locally-addressed PDUs successfully received but discarded because the network layer protocol was unknown or unsupported (e.g., not CLNP or ES-IS).

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInUnknownULPs { clnp 8 }

Syntax:

Counter

Definition:

The number of locally-addressed PDUs successfully received but discarded because the upper layer protocol was unknown or unsupported (e.g., not TP4).

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInDiscards { clnp 9 }**Syntax:****Counter****Definition:**

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

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInDelivers { clnp 10 }**Syntax:****Counter****Definition:**

The total number of input PDUs successfully delivered to the CLNS transport user.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpOutRequests { clnp 11 }**Syntax:****Counter****Definition:**

The total number of CLNP PDUs which local CLNS user

protocols supplied to CLNP for transmission requests. This counter does not include any PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpOutDiscards { clnp 12 }

Syntax:
Counter

Definition:
The number of output CLNP PDUs for which no other problem was encountered to prevent their transmission but were discarded (e.g., for lack of buffer space). Note this counter includes PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpOutNoRoutes { clnp 13 }

Syntax:
Counter

Definition:
The number of CLNP PDUs discarded because no route could be found to transmit them to their destination. This counter includes any PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpReasmTimeout { clnp 14 }**Syntax:****INTEGER****Definition:**

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

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpReasmReqds { clnp 15 }**Syntax:****Counter****Definition:**

The number of CLNP segments received which needed to be reassembled at this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpReasmOKs { clnp 16 }**Syntax:****Counter****Definition:**

The number of CLNP PDUs successfully re-assembled at this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpReasmFails { clnp 17 }

Syntax:
 Counter

Definition:
 The number of failures detected by the CLNP reassembly
 algorithm (for any reason: timed out, buffer size, etc).

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpSegOKs { clnp 18 }

Syntax:
 Counter

Definition:
 The number of CLNP PDUs that have been successfully
 segmented at this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpSegFails { clnp 19 }

Syntax:**Counter****Definition:**

The number of CLNP PDUs that have been discarded because they needed to be fragmented at this entity but could not.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpSegCreates { clnp 20 }**Syntax:****Counter****Definition:**

The number of CLNP PDU segments that have been generated as a result of segmentation at this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInOpts { clnp 25 }**Syntax:****Counter****Definition:**

The number of CLNP PDU segments that have been input with options at this entity.

Access:**read-only.**

Status:
mandatory.

OBJECT:

clnpOutOpts { clnp 26 }

Syntax:
Counter

Definition:
The number of CLNP PDU segments that have been generated
with options by this entity.

Access:
read-only.

Status:
mandatory.

4.1.1. The CLNP Interfaces table

The CLNP Interfaces table contains information on the entity's
interfaces which are running the CLNP.

OBJECT:

clnpAddrTable { clnp 21 }

Syntax:
SEQUENCE OF ClnpAddrEntry

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

Access:
not-accessible.

Status:
mandatory.

OBJECT:

clnpAddrEntry { clnpAddrTable 1 }

Syntax:

```
ClnpAddrEntry ::= SEQUENCE {  
    clnpAdEntAddr  
        ClnpAddress,  
    clnpAdEntIfIndex  
        INTEGER,  
    clnpAdEntReasmMaxSize  
        INTEGER (0..65535)  
}
```

Definition:

The addressing information for one of this entity's CLNP addresses.

Access:

not-accessible.

Status:

mandatory.

OBJECT:

```
clnpAdEntAddr { clnpAddrEntry 1 }
```

Syntax:

```
ClnpAddress
```

Definition:

The CLNP address to which this entry's addressing information pertains.

Access:

read-only.

Status:

mandatory.

OBJECT:

```
clnpAdEntIfIndex { clnpAddrEntry 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:

clnpAdEntReasmMaxSize { clnpAddrEntry 3 }

Syntax:
INTEGER (0..65535)

Definition:
The size of the largest CLNP PDU which this entity can re-assemble from incoming CLNP segmented PDUs received on this interface.

Access:
read-only.

Status:
mandatory.

4.1.2. The CLNP Routing table

The CLNP Routing table contains an entry for each route known to the entity.

OBJECT:

clnpRoutingTable { clnp 22 }

Syntax:
SEQUENCE OF ClnpRouteEntry

Definition:
This entity's CLNP routing table.

Access:
not-accessible.

Status:
mandatory.

OBJECT:

clnpRouteEntry { clnpRoutingTable 1 }

Syntax:

```
ClnpRouteEntry ::= SEQUENCE {  
    clnpRouteDest  
        ClnpAddress,  
    clnpRouteIfIndex  
        INTEGER,  
    clnpRouteMetric1  
        INTEGER,  
    clnpRouteMetric2  
        INTEGER,  
    clnpRouteMetric3  
        INTEGER,  
    clnpRouteMetric4  
        INTEGER,  
    clnpRouteNextHop  
        ClnpAddress,  
    clnpRouteType  
        INTEGER,  
    clnpRouteProto  
        INTEGER,  
    clnpRouteAge  
        INTEGER  
}
```

Definition:

A route to a particular destination.

Access:

not-accessible.

Status:

mandatory.

OBJECT:

clnpRouteDest { clnpRouteEntry 1 }

Syntax:

ClnpAddress

Definition:

The destination CLNP address of this route.

Access:

read-write.

Status:

mandatory.

OBJECT:

clnpRouteIfIndex { clnpRouteEntry 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 as identified by the same value of ifIndex.

Access:

read-write.

Status:

mandatory.

OBJECT:

clnpRouteMetric1 { clnpRouteEntry 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 clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:

read-write.

Status:
mandatory.

OBJECT:

clnpRouteMetric2 { clnpRouteEntry 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 clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

OBJECT:

clnpRouteMetric3 { clnpRouteEntry 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 clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

OBJECT:

clnpRouteMetric4 { clnpRouteEntry 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 **clnpRouteProto** value. If this metric is not used, its value should be set to -1.

Access:**read-write.****Status:****mandatory.****OBJECT:**

clnpRouteNextHop { clnpRouteEntry 7 }**Syntax:****ClnpAddress****Definition:**

The CLNP address of the next hop of this route.

Access:**read-write.****Status:****mandatory.****OBJECT:**

clnpRouteType { clnpRouteEntry 8 }**Syntax:**

INTEGER {
 other(1), **-- none of the following**
 invalid(2), **-- an invalidated route**

```

        direct(3),      -- route to directly
                        -- connected (sub-)network
        remote(4)       -- route to a non-local
                        -- 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 clnpRoutingTable. That is, it effectively dissasociates 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 clnpRouteType object.

Access:

read-write.

Status:

mandatory.

OBJECT:

```
clnpRouteProto { clnpRouteEntry 9 }
```

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
                        -- similar to ipRouteProto
                        -- but omits several IP-specific
                        -- protocols
        is-is(9),

```

```
        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-write.

Status:

mandatory.

OBJECT:

clnpRouteAge { clnpRouteEntry 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.

4.1.3. The CLNP Address Translation Tables

The Address Translation tables contain the CLNP address to physical address equivalences. Some interfaces do not use translation tables for determining address equivalences; if all interfaces are of this type, then the Address Translation table is empty, i.e., has zero entries.

OBJECT:

clnpNetToMediaTable { clnp 23 }**Syntax:****SEQUENCE OF ClnpNetToMediaEntry****Definition:****The CLNP Address Translation table used for mapping from CLNP addresses to physical addresses.****Access:****not-accessible****Status:****mandatory.****OBJECT:**

clnpNetToMediaEntry { clnpNetToMediaTable 1 }**Syntax:****ClnpNetToMediaEntry ::= SEQUENCE {
 clnpNetToMediaIfIndex
 INTEGER,
 clnpNetToMediaPhysAddress
 OCTET STRING,
 clnpNetToMediaNetAddress
 ClnpAddress,
 clnpNetToMediaType
 INTEGER,
 clnpNetToMediaAge
 INTEGER,
 clnpNetToMediaHoldTime
 INTEGER
}****Definition:****Each entry contains one CLNP address to "physical" address equivalence.****Access:****not-accessible.****Status:****mandatory.**

OBJECT:

clnpNetToMediaIfIndex { clnpNetToMediaEntry 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:**

clnpNetToMediaPhysAddress { clnpNetToMediaEntry 2 }**Syntax:****OCTET STRING****Definition:**

The media-dependent "physical" address.

Access:**read-write.****Status:****mandatory.****OBJECT:**

clnpNetToMediaNetAddress { clnpNetToMediaEntry 3 }**Syntax:****ClnpAddress****Definition:**

The CLNP address corresponding to the media-dependent "physical" address.

Access:
 read-write.

Status:
 mandatory.

OBJECT:

 cInpNetToMediaType { cInpNetToMediaEntry 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 cInpNetToMediaTable. 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 cInpNetToMediaType object.

Access:
 read-write.

Status:
 mandatory.

OBJECT:

 cInpNetToMediaAge { cInpNetToMediaEntry 5 }

Syntax:

```
    INTEGER
```

Definition:

The number of seconds since this entry was last updated or otherwise determined to be correct. Note that no semantics of "too old" can be implied except through knowledge of the type of entry.

Access:

read-write.

Status:

mandatory.

OBJECT:

clnpNetToMediaHoldTime { clnpNetToMediaEntry 6 }

Syntax:

INTEGER

Definition:

The time in seconds this entry will be valid. Static entries should always report this field as -1.

Access:

read-write.

Status:

mandatory.

OBJECT:

clnpMediaToNetTable { clnp 24 }

Syntax:

SEQUENCE OF ClnpMediaToNetEntry

Definition:

The CLNP Address Translation table used for mapping from physical addresses to CLNP addresses.

Access:

not-accessible.

Status:

mandatory.

OBJECT:

clnpMediaToNetEntry { clnpMediaToNetTable 1 }**Syntax:**

```
clnpMediaToNetEntry ::= SEQUENCE {  
    clnpMediaToNetIfIndex  
        INTEGER,  
    clnpMediaToNetNetAddress  
        ClnpAddress,  
    clnpMediaToNetPhysAddress  
        OCTET STRING,  
    clnpMediaToNetType  
        INTEGER,  
    clnpMediaToNetAge  
        INTEGER,  
    clnpMediaToNetHoldTime  
        INTEGER  
}
```

Definition:

Each entry contains on ClnpAddress to "physical" address equivalence.

Access:

not-accessible.

Status:

mandatory.

OBJECT:

clnpMediaToNetIfIndex { clnpMediaToNetEntry 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:

cInpMediaToNetAddress { cInpMediaToNetEntry 2 }

Syntax:
ClnpAddress

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

Access:
read-write.

Status:
mandatory.

OBJECT:

cInpMediaToNetPhysAddress { cInpMediaToNetEntry 3 }

Syntax:
OCTET STRING

Definition:
The media-dependent "physical" address.

Access:
read-write.

Status:
mandatory.

OBJECT:

cInpMediaToNetType { cInpMediaToNetEntry 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 clnpMediaToNetTable. That is, it effectively dissociates 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 clnpMediaToNetType object.

Access:

read-write.

Status:

mandatory.

OBJECT:

```
    clnpMediaToNetAge { clnpMediaToNetEntry 5 }
```

Syntax:

INTEGER

Definition:

The number of seconds since this entry was last updated or otherwise determined to be correct. Note that no semantics of "too old" can be implied except through knowledge of the type of entry.

Access:

read-write.

Status:

mandatory.

OBJECT:

```
    clnpMediaToNetHoldTime { clnpMediaToNetEntry 6 }
```

Syntax:
INTEGER

Definition:
The time in seconds this entry will be valid. Static entries should always report this field as -1.

Access:
read-write.

Status:
mandatory.

4.2. The CLNP Error Group

This group records the CLNP Error protocol and is recommended for all systems which support CLNP.

OBJECT:

clnpInErrors { error 1 }

Syntax:
Counter

Definition:
The number of CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpOutErrors { error 2 }

Syntax:
Counter

Definition:
The number of CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpInErrUnspecs { error 3 }

Syntax:
Counter

Definition:
The number of unspecified CLNP Error PDUs received by
this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpInErrProcs { error 4 }

Syntax:
Counter

Definition:
The number of protocol procedure CLNP Error PDUs received
by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:

clnpInErrCksums { error 5 }

Syntax:
Counter

Definition:

The number of checksum CLNP Error PDUs received by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInErrCongests { error 6 }

Syntax:

Counter

Definition:

The number of congestion drop CLNP Error PDUs received by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInErrHdrs { error 7 }

Syntax:

Counter

Definition:

The number of header syntax CLNP Error PDUs received by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpInErrSegs { error 8 }**Syntax:****Counter****Definition:****The number of segmentation disallowed CLNP Error PDUs received by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpInErrIncomps { error 9 }**Syntax:****Counter****Definition:****The number of incomplete PDU CLNP Error PDUs received by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpInErrDups { error 10 }**Syntax:****Counter****Definition:****The number of duplicate option CLNP Error PDUs received by this entity.**

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrUnreachDsts { error 11 }

Syntax:
 Counter

Definition:
 The number of unreachable destination CLNP Error PDUs
 received by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrUnknownDsts { error 12 }

Syntax:
 Counter

Definition:
 The number of unknown destination CLNP Error PDUs
 received by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrSRUnspecs { error 13 }

Syntax:**Counter****Definition:**

The number of unspecified source route CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInErrSRSyntaxes { error 14 }**Syntax:****Counter****Definition:**

The number of source route syntax CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInErrSRUnkAddrs { error 15 }**Syntax:****Counter****Definition:**

The number of source route unknown address CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.**

OBJECT:

clnpInErrSRBadPaths { error 16 }**Syntax:****Counter****Definition:****The number of source route bad path CLNP Error PDUs received by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpInErrHops { error 17 }**Syntax:****Counter****Definition:****The number of hop count exceeded CLNP Error PDUs received by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpInErrHopReassms { error 18 }**Syntax:****Counter****Definition:****The number of hop count exceeded while reassembling CLNP Error PDUs received by this entity.**

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrUnsOptions { error 19 }

Syntax:
 Counter

Definition:
 The number of unsupported option CLNP Error PDUs received
 by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrUnsVersions { error 20 }

Syntax:
 Counter

Definition:
 The number of version mismatch CLNP Error PDUs received
 by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpInErrUnsSecurities { error 21 }

Syntax:**Counter****Definition:**

The number of unsupported security option CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInErrUnsSRs { error 22 }**Syntax:****Counter****Definition:**

The number of unsupported source route option CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpInErrUnsRRs { error 23 }**Syntax:****Counter****Definition:**

The number of unsupported record route option CLNP Error PDUs received by this entity.

Access:**read-only.****Status:****mandatory.**

OBJECT:

clnpInErrInterferences { error 24 }**Syntax:****Counter****Definition:****The number of reassembly interference CLNP Error PDUs received by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrUnspecs { error 25 }**Syntax:****Counter****Definition:****The number of unspecified CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrProcs { error 26 }**Syntax:****Counter****Definition:****The number of protocol procedure CLNP Error PDUs sent by this entity.**

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrCksums { error 27 }

Syntax:
 Counter

Definition:
 The number of checksum CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrCongests { error 28 }

Syntax:
 Counter

Definition:
 The number of congestion drop CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrHdrs { error 29 }

Syntax:**Counter****Definition:****The number of header syntax CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:****-----****clnpOutErrSegs { error 30 }****Syntax:****Counter****Definition:****The number of segmentation disallowed CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:****-----****clnpOutErrIncomps { error 31 }****Syntax:****Counter****Definition:****The number of incomplete PDU CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.**

OBJECT:

clnpOutErrDups { error 32 }**Syntax:****Counter****Definition:****The number of duplicate option CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrUnreachDsts { error 33 }**Syntax:****Counter****Definition:****The number of unreachable destination CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrUnknownDsts { error 34 }**Syntax:****Counter****Definition:****The number of unknown destination CLNP Error PDUs sent by this entity.**

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrSRUnspecs { error 35 }

Syntax:
 Counter

Definition:
 The number of unspecified source route CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrSRSyntaxes { error 36 }

Syntax:
 Counter

Definition:
 The number of source route syntax CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 clnpOutErrSRUnkAddrs { error 37 }

Syntax:**Counter****Definition:**

The number of source route unknown address CLNP Error PDUs sent by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrSRBadPaths { error 38 }**Syntax:****Counter****Definition:**

The number of source route bad path CLNP Error PDUs sent by this entity.

Access:**read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrHopss { error 39 }**Syntax:****Counter****Definition:**

The number of hop count exceeded CLNP Error PDUs sent by this entity.

Access:**read-only.****Status:****mandatory.**

OBJECT:

clnpOutErrHopReassms { error 40 }**Syntax:****Counter****Definition:****The number of hop count exceeded while reassembling CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrUnsOptions { error 41 }**Syntax:****Counter****Definition:****The number of unsupported option CLNP Error PDUs sent by this entity.****Access:****read-only.****Status:****mandatory.****OBJECT:**

clnpOutErrUnsVersions { error 42 }**Syntax:****Counter****Definition:****The number of version mismatch CLNP Error PDUs sent by this entity.**

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 cInpOutErrUnsSecurities { error 43 }

Syntax:
 Counter

Definition:
 The number of unsupported security option CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 cInpOutErrUnsSRs { error 44 }

Syntax:
 Counter

Definition:
 The number of unsupported source route option CLNP Error PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 cInpOutErrUnsRRs { error 45 }

Syntax:

Counter

Definition:

The number of unsupported record route option CLNP Error PDUs sent by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

clnpOutErrInterferences { error 46 }

Syntax:

Counter

Definition:

The number of reassembly interference CLNP Error PDUs sent by this entity.

Access:

read-only.

Status:

mandatory.

4.3. The ESIS Group

The ESIS group contains information about the End System Intermediate System protocol used to maintain neighbor reachability information. Both ESs and ISs are expected to implement this group if they running a CLNP.

OBJECT:

esisESHin { es-is 1 }

Syntax:

Counter

Definition:

The number of ESH PDUs received by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 esisESHout { es-is 2 }

Syntax:
 Counter

Definition:
 The number of ESH PDUs sent by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 esisISHin { es-is 3 }

Syntax:
 Counter

Definition:
 The number of ISH PDUs received by this entity.

Access:
 read-only.

Status:
 mandatory.

OBJECT:

 esisISHout { es-is 4 }

Syntax:
 Counter

Definition:

The number of ISH PDUs sent by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

esisRDUin { es-is 5 }

Syntax:

Counter

Definition:

The number of RDU PDUs received by this entity.

Access:

read-only.

Status:

mandatory.

OBJECT:

esisRDUout { es-is 6 }

Syntax:

Counter

Definition:

The number of RDU PDUs sent by this entity.

Access:

read-only.

Status:

mandatory.

5. Definitions

```

CLNS-MIB DEFINITIONS ::= BEGIN

IMPORTS
    experimental, OBJECT-TYPE, Counter
    FROM RFC1155-SMI;

-- new type of NetworkAddress

ClnpAddress ::=
    [APPLICATION 5]
    IMPLICIT OCTET STRING (SIZE (1..21))

clns      OBJECT IDENTIFIER ::=  { experimental 1 }

clnp      OBJECT IDENTIFIER ::=  { clns 1 }
error     OBJECT IDENTIFIER ::=  { clns 2 }
echo      OBJECT IDENTIFIER ::=  { clns 3 }
es-is     OBJECT IDENTIFIER ::=  { clns 4 }

-- the General CLNP group

clnpForwarding OBJECT-TYPE
    SYNTAX  INTEGER {
        is(1),  -- entity is an
                -- intermediate system
        es(2)   -- entity is an end system
                -- and does not forward pdus
    }
    ACCESS  read-write
    STATUS  mandatory
    ::= { clnp 1 }

clnpDefaultLifeTime OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { clnp 2 }

clnpInReceives OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { clnp 3 }

```

clnpInHdrErrors OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 4 }

clnpInAddrErrors OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 5 }

clnpForwPDUs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 6 }

clnpInUnknownNLPs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 7 }

clnpInUnknownULPs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 8 }

clnpInDiscards OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 9 }

clnpInDelivers OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 10 }

clnpOutRequests OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 11 }

clnpOutDiscards OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 12 }

clnpOutNoRoutes OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 13 }

clnpReasmTimeout OBJECT-TYPE
SYNTAX INTEGER
ACCESS read-only
STATUS mandatory
::= { clnp 14 }

clnpReasmReqds OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 15 }

clnpReasmOKs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 16 }

clnpReasmFails OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 17 }

clnpSegOKs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 18 }

clnpSegFails OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { clnp 19 }

```

cInpSegCreates OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { cInp 20 }

cInpInOpts OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { cInp 25 }

cInpOutOpts OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { cInp 26 }

-- the CLNP Interface table

cInpAddrTable OBJECT-TYPE
    SYNTAX SEQUENCE OF CInpAddrEntry
    ACCESS not-accessible
    STATUS mandatory
    ::= { cInp 21 }

cInpAddrEntry OBJECT-TYPE
    SYNTAX CInpAddrEntry
    ACCESS not-accessible
    STATUS mandatory
-- INDEX { cInpAdEntAddr }
    ::= { cInpAddrTable 1 }

CInpAddrEntry ::= SEQUENCE {
    cInpAdEntAddr
        CInpAddress,
    cInpAdEntIfIndex
        INTEGER,
    cInpAdEntReasmMaxSize
        INTEGER (0..65535)
}

cInpAdEntAddr OBJECT-TYPE
    SYNTAX CInpAddress
    ACCESS read-only
    STATUS mandatory
    ::= { cInpAddrEntry 1 }

```

```

cInpAdEntIfIndex OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-only
    STATUS  mandatory
    ::= { cInpAddrEntry 2 }

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

-- the CLNP Routing table

cInpRoutingTable OBJECT-TYPE
    SYNTAX  SEQUENCE OF CInpRouteEntry
    ACCESS  not-accessible
    STATUS  mandatory
    ::= { cInp 22 }

cInpRouteEntry OBJECT-TYPE
    SYNTAX  CInpRouteEntry
    ACCESS  not-accessible
    STATUS  mandatory
--    INDEX  { cInpRouteDest }
    ::= { cInpRoutingTable 1 }

CInpRouteEntry ::= SEQUENCE {
    cInpRouteDest
        CInpAddress,
    cInpRouteIfIndex
        INTEGER,
    cInpRouteMetric1
        INTEGER,
    cInpRouteMetric2
        INTEGER,
    cInpRouteMetric3
        INTEGER,
    cInpRouteMetric4
        INTEGER,
    cInpRouteNextHop
        CInpAddress,
    cInpRouteType
        INTEGER,
    cInpRouteProto
        INTEGER,
    cInpRouteAge
        INTEGER

```

```
}

cInpRouteDest OBJECT-TYPE
    SYNTAX  CInpAddress
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 1 }

cInpRouteIfIndex OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 2 }

cInpRouteMetric1 OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 3 }

cInpRouteMetric2 OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 4 }

cInpRouteMetric3 OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 5 }

cInpRouteMetric4 OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 6 }

cInpRouteNextHop OBJECT-TYPE
    SYNTAX  CInpAddress
    ACCESS  read-write
    STATUS  mandatory
    ::= { cInpRouteEntry 7 }

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

```

        invalid(2),      -- an invalidated
                          -- route

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

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

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

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

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

                          -- similar to
                          -- ipRouteProto
                          -- but omits several
                          -- IP-specific
                          -- protocols

        is-is(9),
        ciscoIgrp(11),
        bbnSpfIgp(12),
        ospf(13),
        bgp(14)
    }
    ACCESS read-only
    STATUS mandatory
    ::= { clnpRouteEntry 9 }

clnpRouteAge OBJECT-TYPE
    SYNTAX  INTEGER
    ACCESS  read-write

```



```

        STATUS mandatory
        ::= { clnpRouteEntry 10 }

-- the CLNP Address Translation tables

clnpNetToMediaTable OBJECT-TYPE
    SYNTAX SEQUENCE OF ClnpNetToMediaEntry
    ACCESS not-accessible
    STATUS mandatory
    ::= { clnp 23 }

clnpNetToMediaEntry OBJECT-TYPE
    SYNTAX ClnpNetToMediaEntry
    ACCESS not-accessible
    STATUS mandatory
-- INDEX { clnpNetToMediaIfIndex,
--          clnpNetToMediaNetAddress }
    ::= { clnpNetToMediaTable 1 }

ClnpNetToMediaEntry ::= SEQUENCE {
    clnpNetToMediaIfIndex
        INTEGER,
    clnpNetToMediaPhysAddress
        OCTET STRING,
    clnpNetToMediaNetAddress
        ClnpAddress,
    clnpNetToMediaType
        INTEGER,
    clnpNetToMediaAge
        INTEGER,
    clnpNetToMediaHoldTime
        INTEGER
}

clnpNetToMediaIfIndex OBJECT-TYPE
    SYNTAX INTEGER
    ACCESS read-write
    STATUS mandatory
    ::= { clnpNetToMediaEntry 1 }

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

clnpNetToMediaNetAddress OBJECT-TYPE
    SYNTAX ClnpAddress

```

```

        ACCESS read-write
        STATUS mandatory
        ::= { clnpNetToMediaEntry 3 }

clnPNetToMediaType OBJECT-TYPE
    SYNTAX INTEGER {
        other(1),          -- none of the
                           -- following
        invalid(2),       -- an invalidated
                           -- mapping
        dynamic(3),
        static(4)
    }
    ACCESS read-write
    STATUS mandatory
    ::= { clnpNetToMediaEntry 4 }

clnPNetToMediaAge OBJECT-TYPE
    SYNTAX INTEGER
    ACCESS read-write
    STATUS mandatory
    ::= { clnpNetToMediaEntry 5 }

clnPNetToMediaHoldTime OBJECT-TYPE
    SYNTAX INTEGER
    ACCESS read-write
    STATUS mandatory
    ::= { clnpNetToMediaEntry 6 }

clnPMediaToNetTable OBJECT-TYPE
    SYNTAX SEQUENCE OF ClnPMediaToNetEntry
    ACCESS not-accessible
    STATUS mandatory
    ::= { clnp 24 }

clnPMediaToNetEntry OBJECT-TYPE
    SYNTAX ClnPMediaToNetEntry
    ACCESS not-accessible
    STATUS mandatory
    -- INDEX { clnpMediaToNetIfIndex,
    --         clnpMediaToNetPhysAddress }
    ::= { clnpMediaToNetTable 1 }

ClnPMediaToNetEntry ::= SEQUENCE {
    clnpMediaToNetIfIndex
        INTEGER,
    clnpMediaToNetNetAddress
        ClnPAddress,

```

```

        clnpMediaToNetPhysAddress
            OCTET STRING,
        clnpMediaToNetType
            INTEGER,
        clnpMediaToNetAge
            INTEGER,
        clnpMediaToNetHoldTime
            INTEGER
    }

    clnpMediaToNetIfIndex OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpMediaToNetEntry 1 }

    clnpMediaToNetNetAddress OBJECT-TYPE
        SYNTAX  ClnpAddress
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpMediaToNetEntry 2 }

    clnpMediaToNetPhysAddress OBJECT-TYPE
        SYNTAX  OCTET STRING
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpMediaToNetEntry 3 }

    clnpMediaToNetType OBJECT-TYPE
        SYNTAX  INTEGER {
            other(1),          -- none of the
                               -- following
            invalid(2),       -- an invalidated
                               -- mapping
            dynamic(3),
            static(4)
        }
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpMediaToNetEntry 4 }

    clnpMediaToNetAge OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpMediaToNetEntry 5 }

    clnpMediaToNetHoldTime OBJECT-TYPE

```

```
SYNTAX    INTEGER
ACCESS    read-write
STATUS    mandatory
::= { clnpMediaToNetEntry 6 }
```

-- the CLNP Error Group

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

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

```
clnpInErrUnspecs OBJECT-TYPE
    SYNTAX    Counter
    ACCESS    read-only
    STATUS    mandatory
    ::= { error 3 }
```

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

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

```
clnpInErrCongests OBJECT-TYPE
    SYNTAX    Counter
    ACCESS    read-only
    STATUS    mandatory
    ::= { error 6 }
```

```
clnpInErrHdrs    OBJECT-TYPE
    SYNTAX    Counter
    ACCESS    read-only
    STATUS    mandatory
    ::= { error 7 }
```

```
cInpInErrSegs    OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 8 }

cInpInErrIncomps OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 9 }

cInpInErrDups    OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 10 }

cInpInErrUnreachDsts OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 11 }

cInpInErrUnknownDsts OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 12 }

cInpInErrSRUnspecs OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 13 }

cInpInErrSRSyntaxes OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 14 }

cInpInErrSRUnkAddrs OBJECT-TYPE
    SYNTAX Counter
    ACCESS read-only
    STATUS mandatory
    ::= { error 15 }
```

cInpInErrSRBadPaths OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 16 }

cInpInErrHops OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 17 }

cInpInErrHopReassms OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 18 }

cInpInErrUnsOptions OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 19 }

cInpInErrUnsVersions OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 20 }

cInpInErrUnsSecurities OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 21 }

cInpInErrUnsSRs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 22 }

cInpInErrUnsRRs OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 23 }

clnpInErrInterferences OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 24 }

clnpOutErrUnspecs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 25 }

clnpOutErrProcs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 26 }

clnpOutErrCksums OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 27 }

clnpOutErrCongests OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 28 }

clnpOutErrHdrs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 29 }

clnpOutErrSegs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 30 }

clnpOutErrIncomps OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 31 }

```
cInpOutErrDups    OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 32 }

cInpOutErrUnreachDsts OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 33 }

cInpOutErrUnknownDsts OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 34 }

cInpOutErrSRUnspecs OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 35 }

cInpOutErrSRSyntaxes OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 36 }

cInpOutErrSRUnkAddrs OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 37 }

cInpOutErrSRBadPaths OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 38 }

cInpOutErrHops    OBJECT-TYPE
    SYNTAX  Counter
    ACCESS  read-only
    STATUS  mandatory
    ::= { error 39 }
```


clnpOutErrHopReassms OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 40 }

clnpOutErrUnsOptions OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 41 }

clnpOutErrUnsVersions OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 42 }

clnpOutErrUnsSecurities OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 43 }

clnpOutErrUnsSRs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 44 }

clnpOutErrUnsRRs OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 45 }

clnpOutErrInterferences OBJECT-TYPE

SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { error 46 }

-- the CLNP Echo Group

-- the ES-IS Group

esisESHins OBJECT-TYPE

```
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 1 }

esisESHouts OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 2 }

esisISHins OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 3 }

esisISHouts OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 4 }

esisRDUins OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 5 }

esisRDUouts OBJECT-TYPE
SYNTAX Counter
ACCESS read-only
STATUS mandatory
::= { es-is 6 }

END
```

6. 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 in the Internet-standard MIB. 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.

6.1. clnpAddrTable Object Type Names

The name of an CLNP-addressable network element, x, is the OBJECT IDENTIFIER of the form z such that z is the value (in which each octet of the ClnpAddress type is expressed as a sub-identifier of the OBJECT IDENTIFIER) of that instance of the clnpAdEntAddr object type associated with x.

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

For example, suppose one wanted to find the maximum reassembly size of an entry in the CLNP interface table associated with an CLNP address of NS+0504030201. Accordingly, clnpAdEntNetMask.5.5.4.3.2.1 would identify the desired instance.

6.2. clnpRoutingTable Object Type Names

The name of an CLNP route, x, is the OBJECT IDENTIFIER of the form z

such that *z* is the value (in which each octet of the *ClnpAddress* type is expressed as a sub-identifier of the OBJECT IDENTIFIER) of that instance of the *clnpRouteDest* object type associated with *x*.

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

For example, suppose one wanted to find the next hop of an entry in the CLNP routing table associated with the destination of NS+0504030201. Accordingly, *clnpRouteNextHop.5.5.4.3.2.1* 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 CLNP route, *x*, of the form *n.y*, may also return information about other routes to the same destination using the form *n.y.v*, where *v* is a implementation-dependent small, non-negative integer.

6.3. *clnpNetToMediaTable* Object Type Names

The name of a cached CLNP address, *x*, is an OBJECT IDENTIFIER of the form *s.z*, such that *s* is the value of that instance of the *clnpNetToMediaIfIndex* object type associated with the entry and *z* is the value of the CLNP address of the *clnpNetToMediaNetAddress* object type associated with *x*, in which each octet of the *ClnpAddress* type is expressed as a sub-identifier of the OBJECT IDENTIFIER.

For each object type, *t*, for which the defined name, *n*, has a prefix of *clnpNetToMediaEntry*, an instance, *i*, of *t* is named by an OBJECT IDENTIFIER of the form *n.y*, where *y* is the name of the cached CLNP 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 CLNP address of NS+0504030201 and interface 3. Accordingly, *clnpNetToMediaPhysAddress.3.5.5.4.3.2.1* would identify the desired instance.

6.4. *clnpMediaToNetTable* Object Type Names

The name of a cached media address, *x*, is an OBJECT IDENTIFIER of the form *s.z*, such that *s* is the value of that instance of the *clnpMediaToNetIfIndex* object type associated with the entry and *z* is the value of the media address of the *clnpMediaToNetMediaAddress* object type associated with *x*, in which each octet of the media

address is expressed as a sub- identifier of the OBJECT IDENTIFIER.

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

For example, suppose one wanted to find the CLNP address of an entry in the address translation table associated with a media address of 08:00:20:00:38:ba and interface 3. Accordingly, clnpMediaToNetNetAddress.3.8.0.32.0.56.186 would identify the desired instance.

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8. Security Considerations

Security issues are not discussed in this memo.

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