

# Chapter 13

## Configure E3 Interfaces

E3 is a high-speed WAN digital communication technique designed to operate over copper facilities at a rate of 34.368 mbps. Widely used outside North America, it is the time division multiplexing scheme used to carry 16 E1 circuits. The following standards apply to E3 interfaces:

ITU-T Recommendation G.703, *Physical/electrical characteristics of hierarchical digital interfaces*, describes data rates and multiplexing schemes for the E series.

ITU-T Recommendation G.751, *General Aspects of Digital Transmission Systems: Terminal Equipment*, describes framing methods.

ITU-T Recommendation G.775, *Loss of Signal (LOS) and Alarm Indication Signal (AIS) Defect Detection and Clearance Criteria*, describes alarm reporting methods.

To configure E3-specific physical interface properties, include the e3-options statement at the [edit interfaces *interface-name*] hierarchy level:

```
[edit interfaces interface-name]  
e3-options {  
  bert-algorithm algorithm;  
  bert-error-rate rate;  
  bert-period seconds;  
  compatibility-mode (digital-link | kentrox | larscom);  
  fcs (32 | 16);  
  idle-cycle-flag value;  
  loopback (local | remote);  
  (payload-scrambler | no-payload-scrambler);  
  start-end-flag value;  
}
```

You can configure the following E3-specific properties:

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Configure E3 Loopback Capability on page 134

Configure the Idle Cycle Flag on page 135

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## Configure CSU Compatibility Mode

To configure a E3 interface so that it is compatible with the CSU at the remote end of the line, include the compatibility statement at the [edit interfaces *interface-name* e3-options] hierarchy level:

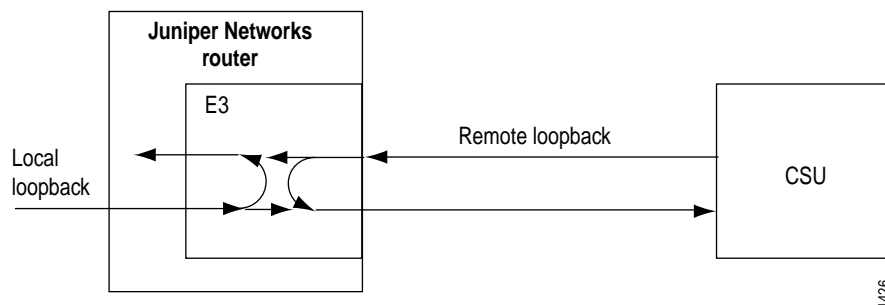
```
[edit interfaces interface-name e3-options]
  compatibility-mode (digital-link | kentrox | larscom);
```

You can configure the interface to be compatible with a Digital Link, Kentrox, or Larscom CSU.

## Configure E3 Loopback Capability

You can configure loopback capability between the local E3 interface and the remote CSU. You can configure the loopback to be local or remote. With local loopback, the E3 interface can transmit packets to the CSU, but receives its own transmission back again and ignores data from the CSU. With remote loopback, packets sent from the CSU are received by the E3 interface but also are immediately retransmitted to the CSU (see Figure 10).

Figure 10: Remote and Local E3 Loopback



To configure loopback capability on an E3 interface, include the loopback statement at the [edit interfaces *interface-name* e3-options] hierarchy level. Packets can be looped on either the local router or the remote CSU.

```
[edit interfaces interface-name e3-options]
  loopback (local | remote);
```

To turn off loopback, remove the loopback statement from the configuration:

```
[edit]
user@host# delete interfaces e3-fpc/port e3-options loopback
```

To configure loopbacks on the E3 channels, you must include the e3-options loopback statement in the configuration for each channel. Each E3 channel can be put in loopback mode independently.

## Configure the Idle Cycle Flag

By default, a E3 interface transmits the value 0x7E in the idle cycles. To have the interface transmit the value 0xFF (all ones) instead, include the `idle-cycle-flag` statement at the [edit interfaces *interface-name* e3-options] hierarchy level, specifying the `ones` option:

```
[edit interfaces interface-name e3-options]
idle-cycle-flag ones;
```

To explicitly configure the default value of 0x7E, include the `idle-cycle-flag` statement with the `flags` option:

```
[edit interfaces interface-name e3-options]
idle-cycle-flag flags;
```

## Configure the Start-End Flag

By default, a E3 interface waits two idle cycles between sending start and end flags. To configure the interface to share the transmission of start and end flags, include the `start-end-flag` statement at the [edit interfaces *interface-name* e3-options] hierarchy level, specifying the `shared` option. This configuration can result in better performance on the interface.

```
[edit interfaces interface-name e3-options]
start-end-flag shared;
```

To explicitly configure the default of waiting two idle cycles between the start and end flags, include the `idle-cycle-flag` statement with the `filler` option:

```
[edit interfaces interface-name e3-options]
start-end-flag filler;
```

## Configure E3 HDLC Payload Scrambling

E3 HDLC payload scrambling, which is disabled by default, provides better link stability. Both sides of a connection must either use or not use scrambling.

To configure scrambling on the interface, you can include the `payload-scrambler` statement at the [edit interfaces *interface-name* e3-options] hierarchy level:

```
[edit interfaces interface-name e3-options]
payload-scrambler;
```

To explicitly disable HDLC payload scrambling, include the `no-payload-scrambler` statement at the [edit interfaces *interface-name* e3-options] hierarchy level:

```
[edit interfaces interface-name e3-options]
no-payload-scrambler;
```

To disable payload scrambling again (return to the default), delete the `payload-scrambler` statement from the configuration:

```
[edit]
user@host# delete interfaces e3-fpc/pic/port e3-options payload-scrambler
```

## Configure the E3 Frame Checksum

You can configure a 32-bit checksum, which provides more reliable packet verification. However, some older equipment may not support 32-bit checksums.

On a Channelized OC-12 interface, the `fcs` statement is not supported. To configure FCS on each E3 channel, you must include the `e3-options fcs` statement in the configuration for each channel.

To configure a 32-bit checksum, include the `fcs` statement at the [edit interfaces *interface-name* E3-options] hierarchy level:

```
[edit interfaces interface-name e3-options]
fcs 32;
```

To return to the default 16-bit frame checksum, delete the `fcs 32` statement from the configuration:

```
[edit]
user@host# delete interfaces e3-fpc/pic/port E3-options fcs 32
```

To explicitly configure a 16-bit checksum, include the `fcs` statement at the [edit interfaces *interface-name* e3-options] hierarchy level:

```
[edit interfaces interface-name e3-options]
fcs 16;
```

## Configure E3 BERT Properties

You can configure a E3 interface to execute a bit error rate test (BERT) when the interface receives a request to run this test. You specify the duration of the test, the pattern to send in the bit stream, and the error rate to include in the bit stream by including the `bert-period`, `bert-algorithm`, and `bert-error-rate` statements, respectively, at the [edit interfaces *interface-name* e3-options] hierarchy level:

```
[edit interfaces interface-name e3-options]
bert-algorithm algorithm;
bert-error-rate rate;
bert-period seconds;
```

*period* is the duration of BERT test, in seconds. The test can last from 1 to 240 seconds; the default is 10 seconds. *algorithm* is the pattern to send in the bit stream. For a list of supported patterns, see the CLI help text or the reference page. *rate* is the bit error rate. This can be an integer in the range 0 through 7, which corresponds to a bit error rate in the range  $10^{-0}$  (that is, 0, which corresponds to no errors) to  $10^{-7}$  (that is, 1 error per 10 million bits).