BreakingPoint VE

Installation Guide

Version 8.50

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CONTENTS

Related Documenation

The latest documentation for each release can be found on the Ixia Support website.

Related Documentation

Documentation	Description
BreakingPoint User Guide	Provides information on how to use the Control Center to set up, customize, and run traffic through devices under test.
BreakingPoint Release Notes	Provides information about new features, resolved customer issues, known defects and workarounds (if available).
BreakingPoint Online Help	Online documentation for all BreakingPoint products. Proper viewing will require a supported HTML browser.

BreakingPoint Virtual Edition Feature Support

The tables in this section describe the feature support for BreakingPoint Virtual Edition and BreakingPoint for Amazon Web Services.

Network Neighborhood	BPS VE	BPS on AWS
IPv4/IPv6 Static Hosts	✓	✓
IPv4/IPv6 External Hosts	✓	✓
NAT	✓	NS
VLAN	✓	NS
IPv4/IPv6 Router	✓	✓
DHCPv4 (client/server)	✓	NS
DHCPv6 (client/server)	NS	NS
IPv4 DNS	✓	✓
IPv6 DNS	✓	✓
IPsec IKEv1/IKEv2	NS	NS
LTE(IPv4)	✓	NS
LTE(IPv6)	NS	NS
3G	NS	NS
6RD	NS	NS
DSLite	NS	NS
IPv6 SLAAC	NS	NS

Test Components	BPS VE	BPS on AWS
Live Application Simulator	✓	NS

Application Simulator	✓	✓
Client Simulation	✓	✓
Security	✓	✓ *1
Malware	✓	✓ *1
Session Sender	✓	✓
Stack Scrambler	✓	✓ *2
SSL/TLS	✓	✓
Packet Capture	✓	✓
Impairment	NS	NS
Bit Blaster	✓	NS
Routing Robot	✓	✓
Recreate	✓	✓ *3
SCTP	✓	✓

*1- Some attacks may get blocked by AWS.

*2 - Some invalid IP packet patterns are not compatible with AWS (traffic might get dropped by AWS).

*3 - Limited support. This is because Replay Capture File Without Modification mode replays libpcap formatted capture files without modifying Layer 2 through Layer 7 and AWS requires BPS to use the MAC address that corresponds to the interface that is sending the packets.

BreakingPoint Labs	**BPS VE**	**BPS on AWS**
Session Sender Lab	✓	NS
RFC 2544 Lab	✓	NS
Multicast Lab	✓	NS
Lawful Intercept Lab	✓	NS
Device Validation Lab	NS	NS
Multibox Testing	NS	NS
Resiliency Score	NS	NS

Data Center Resiliency	NS	NS
LTE Lab	NS	NS
DDoS Lab	✓	NS

CHAPTER 1 BPS VE Install on Hypervisor

This section of the guide describes how to install BreakingPoint Virtual Edition on a VMware or KVM hypervisor.

Overview

BreakingPoint Virtual Edition is a software-based test platform that enables you to run a BreakingPoint vController and traffic generation blades on a virtual chassis.

BreakingPoint Virtual Edition offers the following benefits:

- Low Hardware Cost - You can use low-cost servers or dedicated virtualization servers to generate the traffic.
- More Efficient use of Hardware - The same servers used to generate Ixia traffic can also be used for other non-Ixia applications; or the virtual Ixia ports can be hosted on a virtualization server used to host other applications.
- Ease of Use – The BreakingPoint Virtual Edition user interface is nearly identical to the standard hardware versions which reduces the learning time.
- Reduced System Administration - The The BreakingPoint Virtual Edition chassis does not need be maintained or monitored in a lab because it is virtual in nature.
- Rapid and Easy Deployment - Virtual Ixia ports can be instantiated as necessary, used to generate traffic, and then destroyed when no longer needed.
- The BreakingPoint Virtual Edition is delivered as a pre-configured `.ova` template for VMware and as qcow2 image for KVM.

Basic Elements

The basic elements involved in the BreakingPoint Virtual Edition

- A simple installer based on a single OVA image, qcow2 image or installation script.
- Deployment and discovery tools for easy provisioning of Virtual Blades (vBlades).
- Standalone vBlade installation options.
- A license server that also runs on the BreakingPoint vController.

Components of the BreakingPoint Virtual Edition

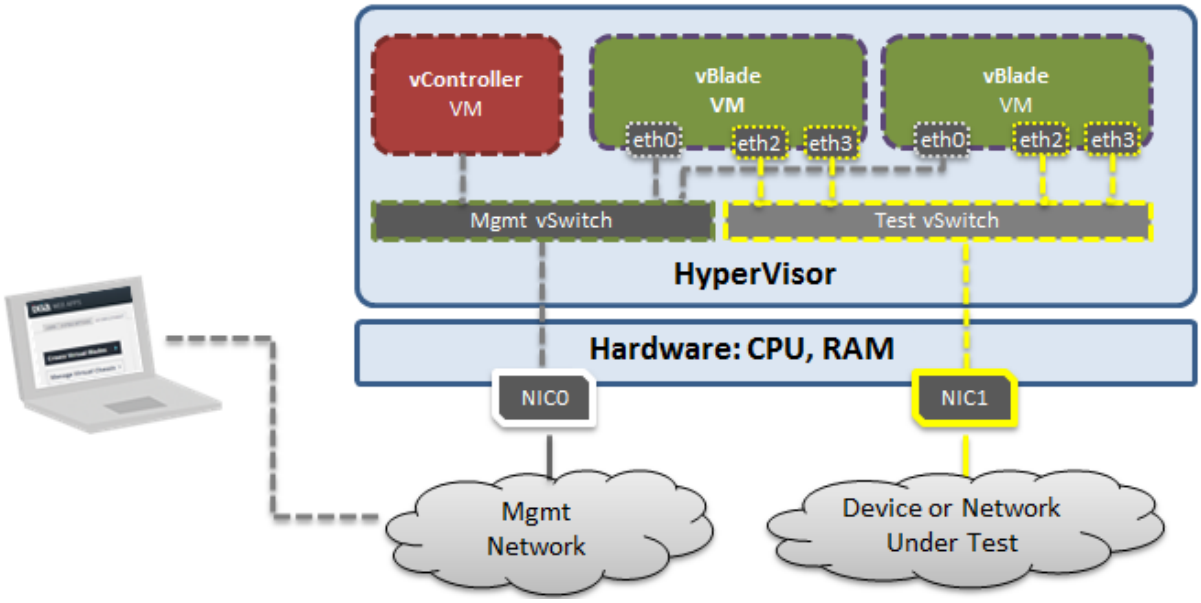
The components of BPS VE are:

- vBlades for virtualization of load modules:
  - A single management interface
  - From two to eight virtual test ports

See the Hardware Requirements for minimum vBlade specifications.

- vController for virtualization of the System Controller:
  - Controls up to 12 vBlades and up to 96 vPorts
  - Controls vBlades spanning across different physical servers

The following image depicts the components of the BreakingPoint Virtual Edition.



System Requirements

Before you deploy a BreakingPoint Virtual Chassis in a Virtual Environment, it is important to be aware of the following requirements and features.

- Hardware Requirements below
- Software Requirements on the facing page
- BPS VE Adaptability to Low Resource Footprint on the facing page
- Open Port Requirements for BPS VE on page 102

Hardware Requirements

The recommended minimum hardware requirements to install BreakingPoint in a Virtual Environment are as follows:

Note: Starting with release 8.10, BPS VE support is only available on DPDK enabled hardware. This functionality is currently supported with the Amazon ENA (Elastic Network Adapter) driver.

- Physical server based on Intel x86-64 architecture
- BreakingPoint vController Hardware Requirements - 8 GB RAM, 8 vCPU, 100 GB available hard disk space

- BreakingPoint vBlade Hardware Requirements - 8 GB RAM, 4 vCPU, 10 GB available hard disk space

Note: A BreakingPoint Virtual Chassis includes a vController and up to 12 vBlades.

Software Requirements

- VMware ESX/ESXi Installation:
  - Firmware ESXi 5.5.0 or ESXi 6.0 (Firmware vSphere Hypervisor)
  - Firmware vSphere Client 5.5.0 or 6.0.
  - BreakingPoint installation OVA files for VMware
- KVM Installation
  - CentOS 7.x (also tested on 6.7)
  - Ubuntu 14.04, Ubuntu 16.04

BPS VE Adaptability to Low Resource Footprint

BPS VE has resource adaptive features that allows the system to adapt and perform in a low resource footprint.

In a low resource environment, the minimum requirements for a BPS VE vBlade are:

- 1 GB RAM
- 1 vCPU
- 1 vNIC

The number of components that are available is based on the given vCPU and available memory as follows:

- Per GB of memory there will be 2 components if there is sufficient vCPUs.
- Per vCPU there will be 2 components if there is sufficient memory.
- Per vCPU there will be 4 components when memory is 2GB or more.

Super Flow and Throughput Objectives:

- BPS VE will try to achieve 125,000 super flow per second per component.
- BPS VE will try to achieve 10,000 Mbps per component.

Note: Capture is only supported when there is more than 2.5 GB of RAM available.

Note: The vBlade and vController Memory Errors that can occur are described in the Troubleshooting section.

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Performance Acceleration

BPS VE supports a performance acceleration mode based on DPDK support. This functionality is currently supported with the Amazon ENA (Elastic Network Adapter) driver.

Note: A maximum of 4 components per vBlade can be run in performance acceleration mode. To run a maximum of 8 components per vBlade, the "Enable Performance Acceleration" option needs to be unchecked.

Note: Performance Acceleration is not supported for KVM Hypervisor.

Prerequisites for Performance Acceleration:

1. vBlade processor should have SIMD extensions SSSE3 or above enabled.
2. At least 8GB of RAM per vBlade.
3. Ixia recommends using VMware ESXi 6.0 with build number 3029758 or above.
4. Ixia recommends using the default settings of **Hypervisor**>**Configuration**>**Software**>**Advance Settings**>**Net**.

To enable Performance Acceleration:

Each vBlade on the Device Status page of the GUI displays a slot configuration button at the top-right corner.

1. Click the slot configuration button.
2. Select the **Enable Performance Acceleration** option.
3. Click the **Apply** button.

Getting Started

In a Virtual Environment, a virtual chassis consists of one virtual system controller (BreakingPoint vController) and up to 12 virtual blades (vBlades). Each vBlade allows you to provision from two to eight vPorts. The vBlades that send/receive traffic are also the traffic generation modules of BreakingPoint Virtual Edition.

The BreakingPoint vController runs the BreakingPoint Virtual Edition firmware and provides access to the HTML browser based BreakingPoint user interface.

Deployment Scenarios

You can deploy a vController and vBlades on the physical hosts in two scenarios:

- Single host setup
- Multi host setup

Single Host Setup

In a Single Host Setup, the vController and vBlades are on the same physical host supporting up to 12 vBlades per vController. The vController acts as a Virtual Machine (VM) and vBlades are the Linux VMs.

Multi Host Setup

In a Multi Host Setup, the vController is present on a single host, with or without vBlades. In all cases, a vController can support up to 12 vBlades. The other physical hosts are for vBlades only whereas multiple Linux VMs act as vBlades.

Network Topology Diagram

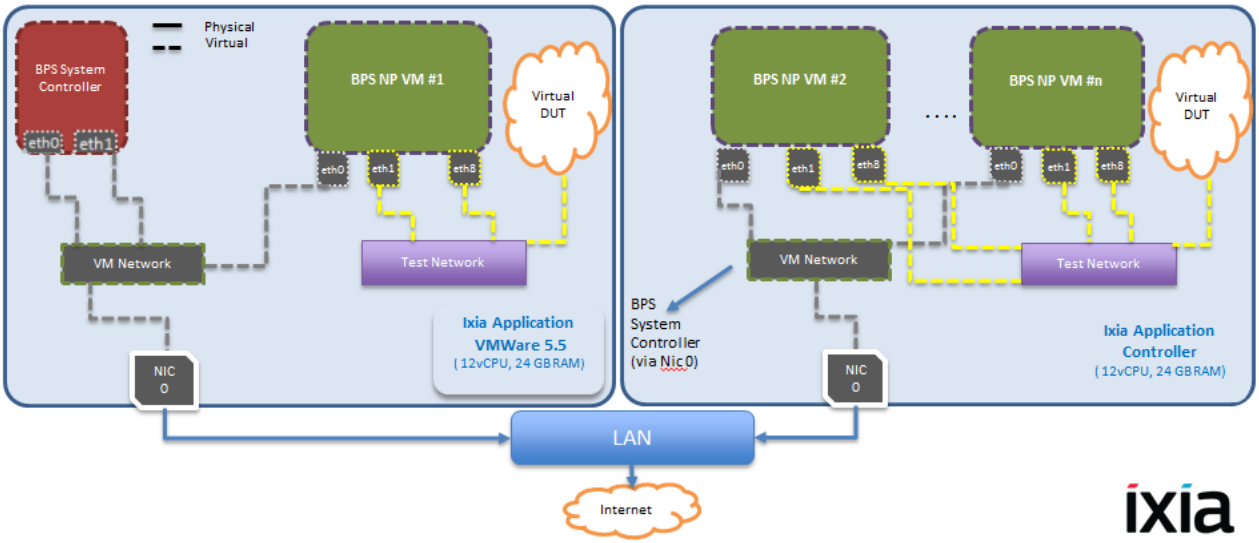
The test scenario shown in the image below has a minimum of two networks, a Virtual Machine Network (VM Network) and a Test Network.

- **Management Network** (control plane) - A Management Network is required to access the vContoller from a HTML browser (BPS user interface) as well as to communicate between the vController and vBlades. In this scenario, the vController and vBlades are split across several hypervisors. The Management Network (VM Network in the diagram below) in each hypervisor provides the Management-to vController-to-vBlade communications. To configure this topology, assign eth0 and eth1 of the vController (BPS System Controller) and eth0 of the vBlades (BPS NP VM #) to the Management network (VM Network). The vController can receive an IP address from a DHCP server via NIC0 in its hypervisor or the IP address can be manually configured. A vBlade can also optionally receive an IP address from a DHCP server. The NIC0 cards in both hypervisors are connected to the LAN Network.
- **Test Network** (data plane**)** - A Test Network is required to communicate within vPorts (port-to-Port test) or communicate to the virtual DUT (port-to-DUT test). Therefore, assign the Eth# ports

in the vBlades (except eth0, which is used for internal management) to the Test Network. You should also assign the NIC of the Virtual DUT to the same Test Network.

Note: In this scenario, all DUTs are present within the hypervisor. But a DUT may be present outside the hypervisor. In that scenario, assign the physical NICs except NIC0 (NIC0 in the hypervisor is already assigned to the management network) to the test network.

Note: By default, both vController interfaces are mapped to the VM Network (vSwitch0).

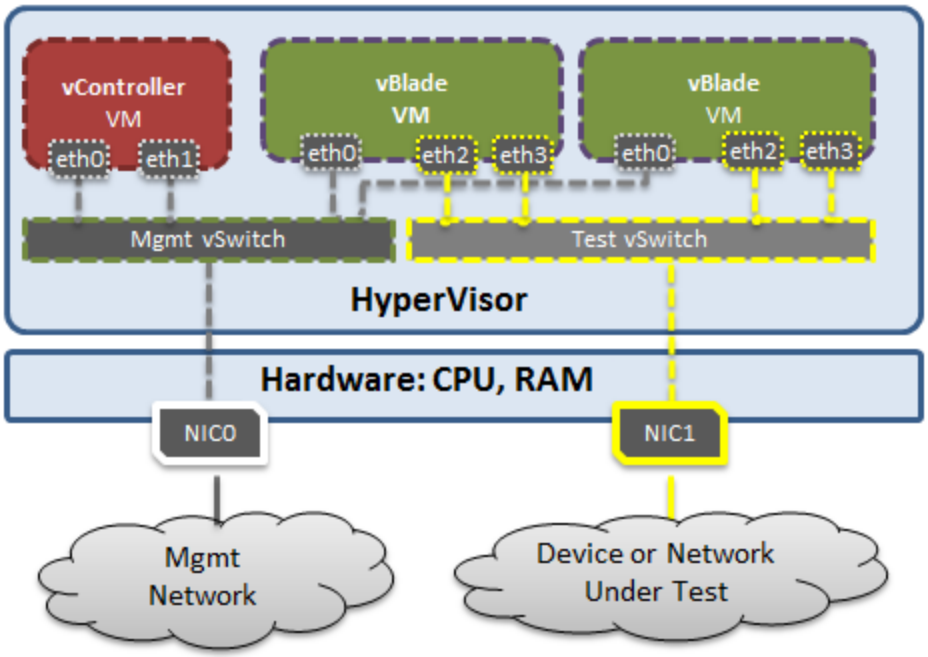


Note: A BP Virtual Chassis is resource sensitive. Not having the necessary resources may lead to instabilities in vBlade performance. It is essential that you utilize only the required number of vBlades/ports on a hypervisor. See the Hardware Requirements to calculate the resources that are required to support the vController/vBlades that will be used for your testing.

vController Management Interfaces

A vController has two management interfaces:

- External Management - Used to access the vController through web (BPS VE User Interface).
- Internal Management - Used for the internal communication between the vController and vBlades.



By default, both management interfaces are mapped to the vSwitch0 containing Management Network (Hypervisor IP address) and VM Network.

Alternatively, a dedicated internal management network can be created to connect the corresponding internal management interfaces of the vController and vBlades.

vBlades have one management interface:

- Used for the internal communication between vController and vBlades
- Must be in the same IP subnet with the vController internal management IP

Install BPS VE

This section provides detailed instructions for installing BreakingPoint Virtual Edition. Please ensure that you review the System Requirements before you begin.

There are 2 options for BPS VE hypervisor installation.

- VMware Installation
- KVM Installation

VMware Installation

This section describes the network configuration required for VMware and the vController VMware installation procedures.

Configure VMware vSwitch and Network

This section explains the vSwitch and network configuration required in VMWare before deploying BreakingPoint Virtual Edition.

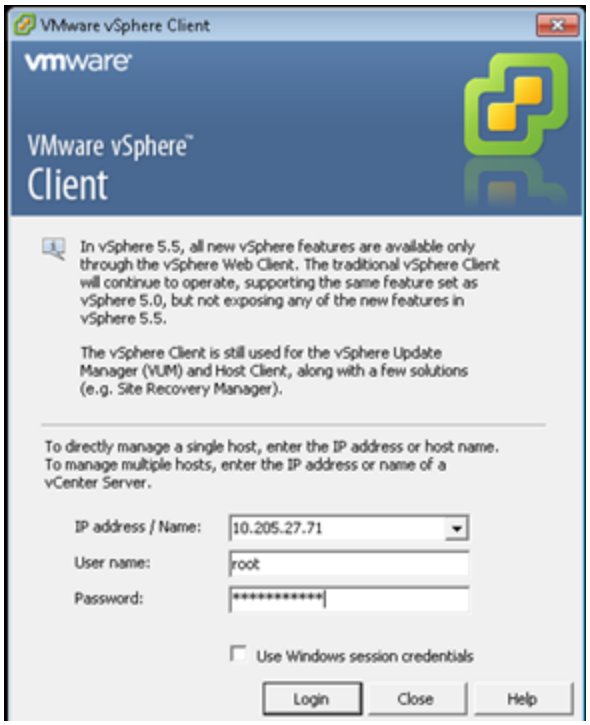
It is recommended that you configure the following settings in all vSwitches across the hypervisors. If these settings are not configured, all of the network traffic may be available to all of the virtual machines, resulting in a non-functioning VLAN.

ESX server settings:

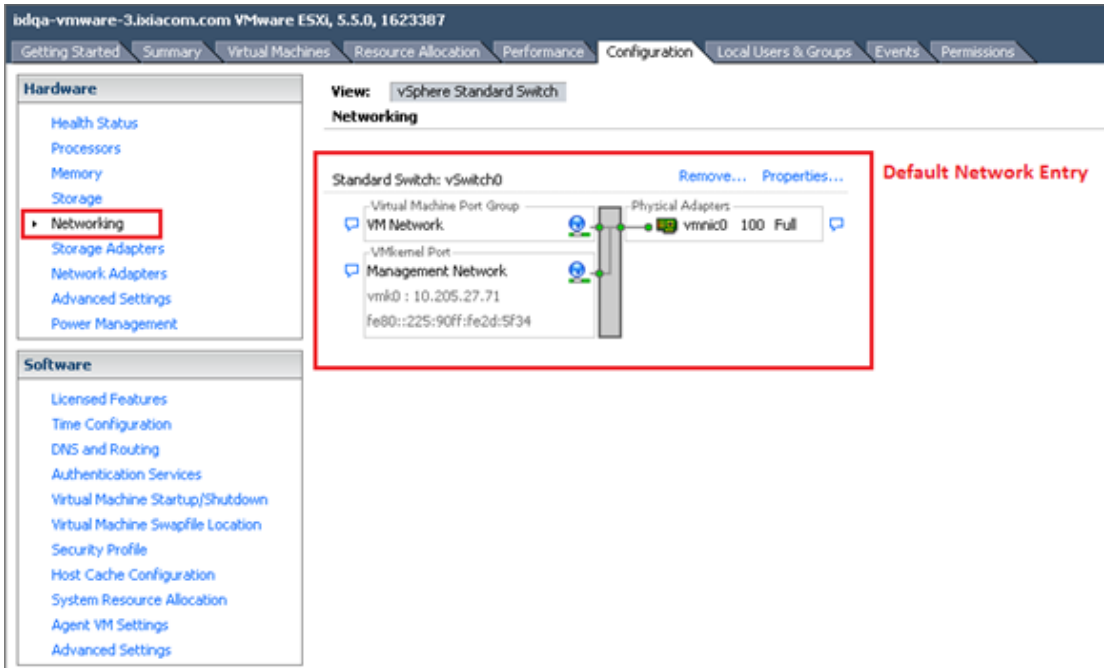
- vSwitch Traffic Shaping set as Disabled
- **vSwitch Security tab > Promiscuous Mode** set as **Accept** or **Reject**
  - **Note**: See Promiscuous Mode Recommendations on page 16 before configuring this setting
- vSwitch Properties, set the VLAN ID (Optional) from None (0) to All (4095)

To perform vSwitch and Network configuration perform the following tasks:

1. Log on to the hypervisor using the firmware vSphere Client as depicted in the following image.



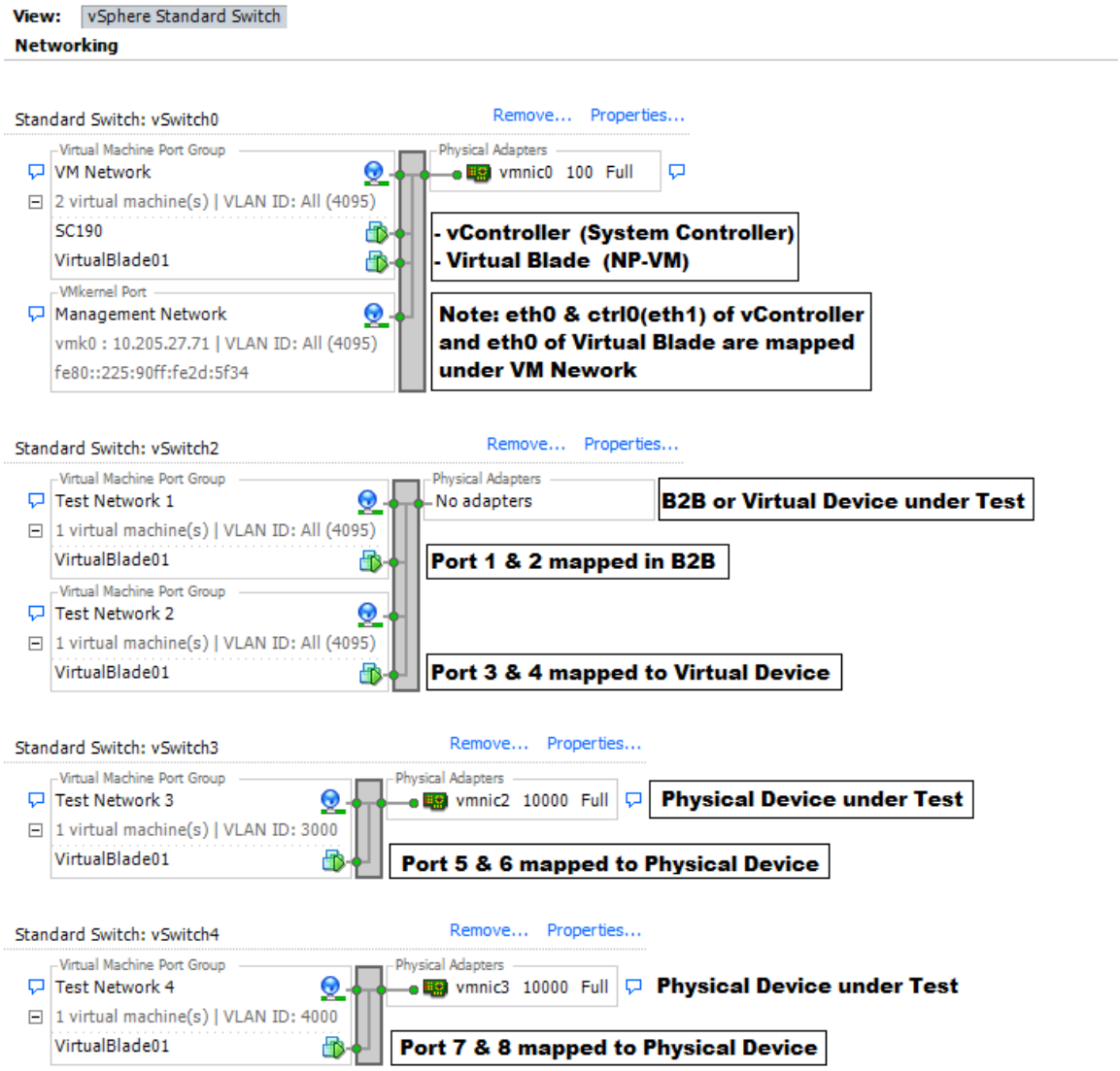
2. Click **Configuration** > **Networking**.



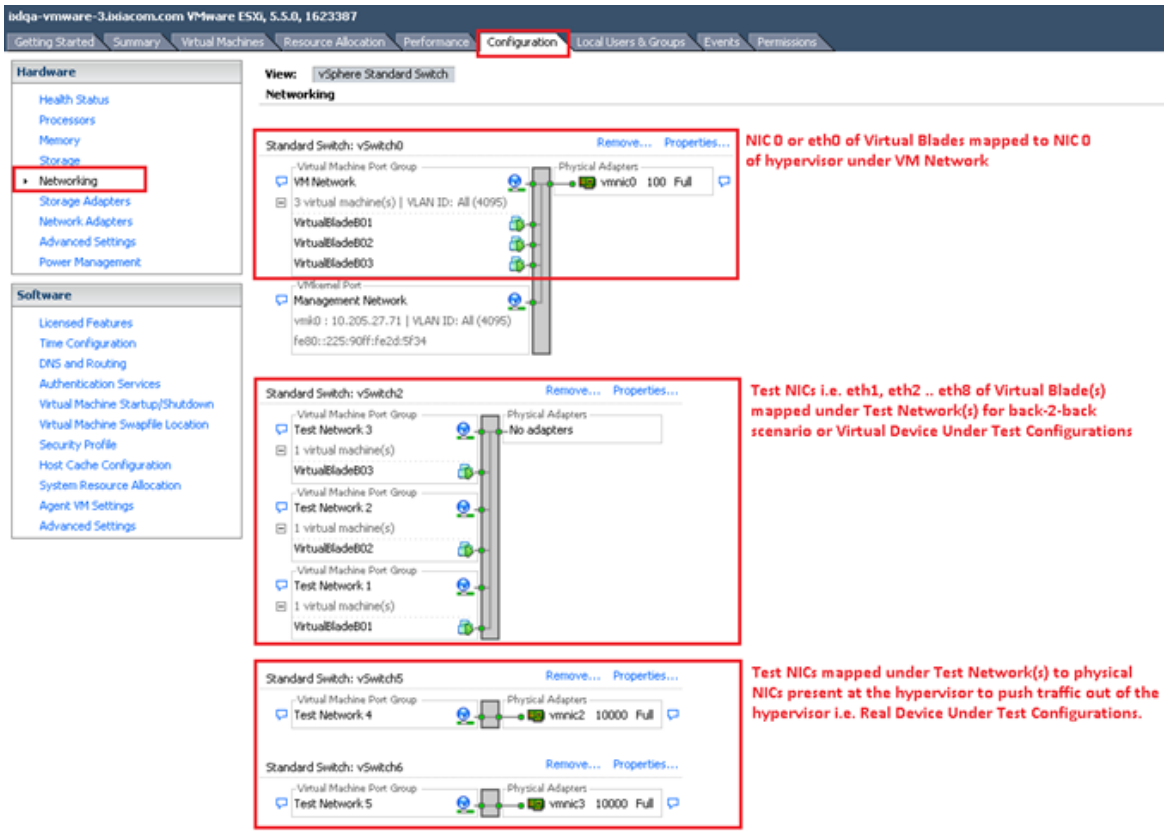
3. Add test networks to support a back-to-back/virtual Device Under Test (DUT) or a real DUT.

Note: A Virtual DUT is not mapped to a physical Network Interface Card (NIC) of the hypervisor whereas a real DUT is mapped to a physical NIC.

Hypervisor Deployed with vController and vBlades



Hypervisor Deployed with vBlades Only



Promiscuous Mode Recommendations

Promiscuous Mode is an ESX server security policy setting that has two options, **Accept** and **Reject**. Enabling the **Accept** option allows a virtual machine to see all of the network traffic traversing a virtual switch. Enabling the Reject option allows a virtual machine to only see the packets that are destined for it. An example use case for enabling the Accept option is when testing an IDS or packet sniffer that needs to analyze all of the traffic on a network segment. The table below describes how the virtual machine Promiscuous Mode/BPS Network Neighborhood (NN) settings should be configured for packets to flow as expected.

vNIC Promiscuous Mode Setting	NN "Use vNIC MAC Address" Setting
Accept	Disabled or Enabled (because when the vNIC Promiscuous Mode is set to "Accept", all packets are passed regardless of this setting).
Reject	Enabled

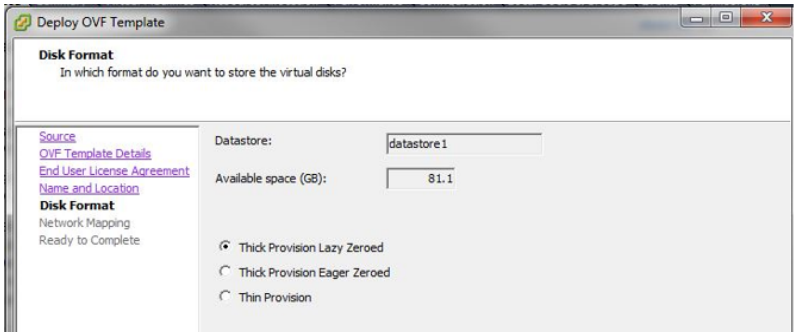
Note: In a 2 arm test configuration, packet traffic will flow regardless of the configuration settings described in the table above. A 2-arm test uses one Ixia test component (Session Sender, AppSim, etc.) to simulate both client and server in a scenario where traffic flows between Ixia ports (Ixia <-> Ixia).

Install BPS VE Controller On VMware

1. Get the BreakingPoint vController file from the Ixia website or Installation CD.
2. Log on to the hypervisor.
3. Click **File** > **Deploy OVF Template**.

   The **Deploy OVF Template** dialog box appears.
4. In the **Deploy OVF Template** dialog box, click **Browse** to locate the OVA file that has been saved to your computer. Alternatively, provide a URL address to install the OVF package from the Internet. Click **Next**.
5. Verify the **OVF Template Details** and click **Next**.
6. Accept the License Agreement. Click **Next**.
7. Specify a **Name** for the deployed template. Click **Next**.
8. Select the following **Disk Format**.
   - **Thick Provision Lazy Zeroed**

   Note: You can select the **Thin Provision** option if you need to save disk space.

   Click **Next**.
9. In the **Network Mapping** section, correctly map the **Source Networks** with the **Destination Networks**. Click **Next**.

   Note: A single interface will be selected by default.
10. In the **Ready to Complete** section, verify the **Deployment settings**.

    Select the **Power on after deployment** check box, if you want to automatically power on the virtual machines. If this box is not checked, you will have to manually power on the virtual machines post deployment. By default, this box is unchecked.

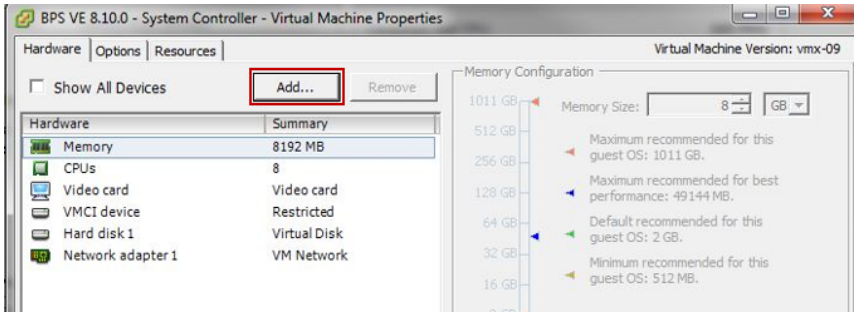
    Click **Finish** to start the OVA image file deployment.

Note: By default, the interface will request network configuration information (IP address, gateway, etc.) from a DHCP server. Alternatively, you can manually configure a static IP address as described in the section: Manually Set a Static IP for the Management Port on page 28.

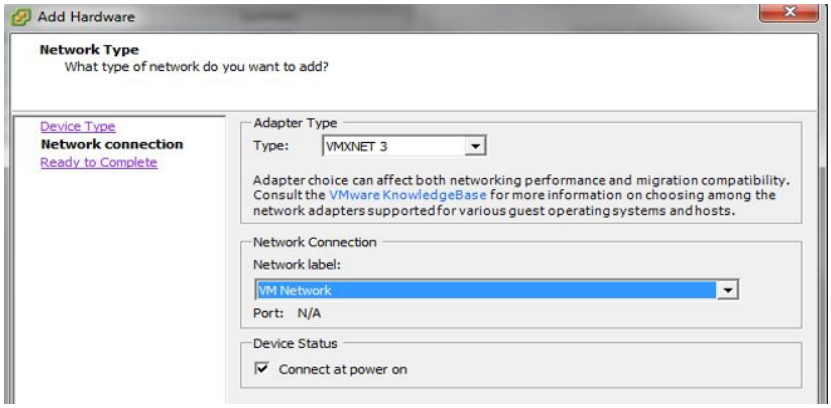
11. Click **Finish**. The system starts the deployment of the BPS Controller in the hypervisor.
12. To add an additional interface to the vController perform the following steps:

Note: Adding an additional interface will allow you to deploy the BPS VE controller in environments where the external/public network used to access the web interface is separated from the internal/private network used for chassis backplane communication.

a. Power OFF the vController.
b. Edit the Virtual Machine options.



c. Click **Add**.
d. Select **Ethernet Adapter** as the Device Type. Click **Next**.



e. Select **VMXNET 3** as the Network Type. Click **Next**.
f. Click **Finish**.
g. Power ON the vController.

The vController will now operate with two interfaces.

13. Upon completion, you can Deploy and Assign vBlades.

KVM Installation

This section describes how to install BPS VE on KVM over CentOS or Ubuntu.

Install on KVM

This section describes how install BPS VE on KVM.

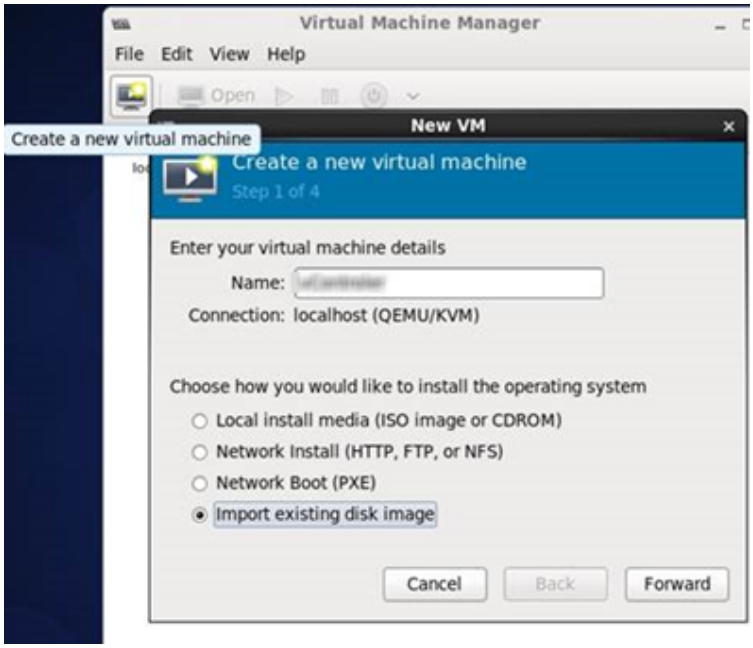
Note: This same procedure can be used to install the BPS vController on KVM and to perform the manual install of a BPS vBlade on KVM.

Note: To install the **vController**, use the following file: Ixia_BreakingPoint_**Virtual_Controller**_x.x.x_EA_KVM.qcow2.
To manually install a **vBlade**, use the following file: Ixia_BreakingPoint_**Virtual_Blade**_x.x.x_EA_KVM.qcow2.

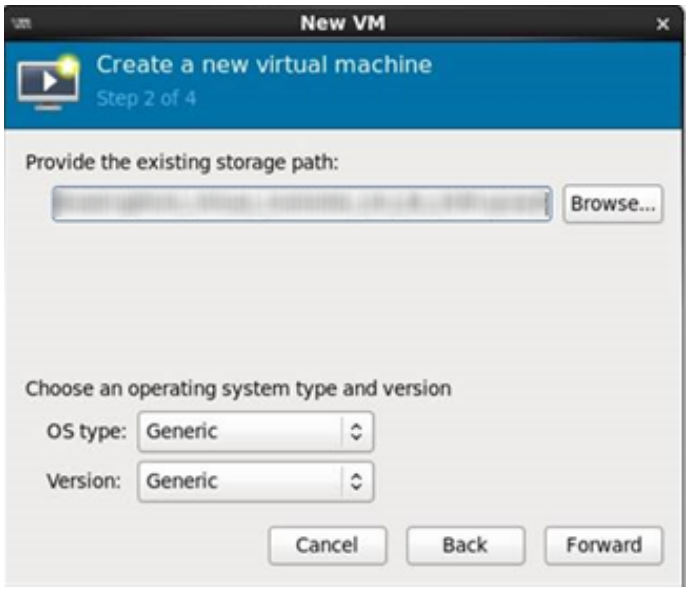
Note: Whenever you deploy a new vController or vBlade on a system, do not use the same image that was used during an earlier deployment on the system. Make a copy of the original qcow2 image and use the copied image for deployment. Using the same qcow2 image for multiple deployments may corrupt the image. Attempts to use the same image for multiple deployments will result in the message shown below. If you receive this message, reply **No,** and follow the procedure described earlier in this note.

To Deploy a BPS vController or vBlade:

1. Download the required qcow2 image described above from the Ixia Downloads & Updates web page or from the installation CD.
2. Copy the qcow2 image to the KVM system.
3. Open the system's Virtual Machine Manager.
4. Click **Create a new virtual machine**. The window for configuring Step 1 displays.

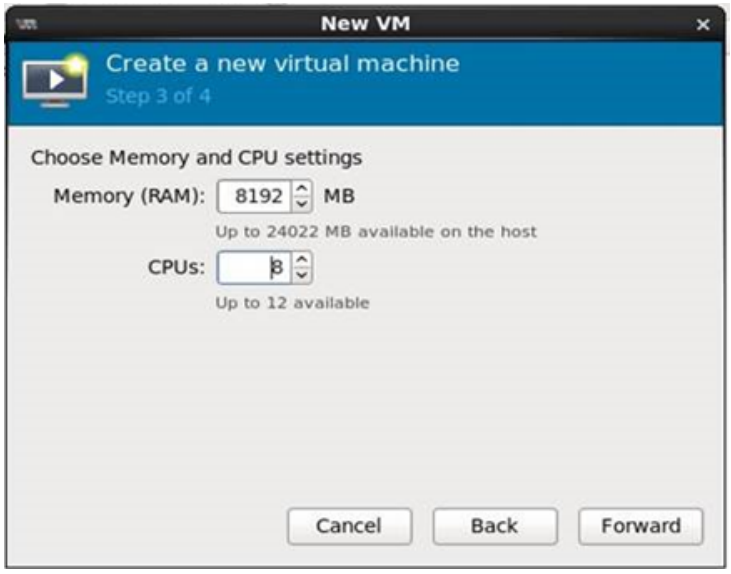


a. Enter a name in the **Name** field. For example, if you are installing a vController, the Name could be "vController1", for a vBlade the name could be "vBlade1", etc.
b. Select **Import existing disk image**.
c. Click **Forward**. The window for configuring Step 2 displays.

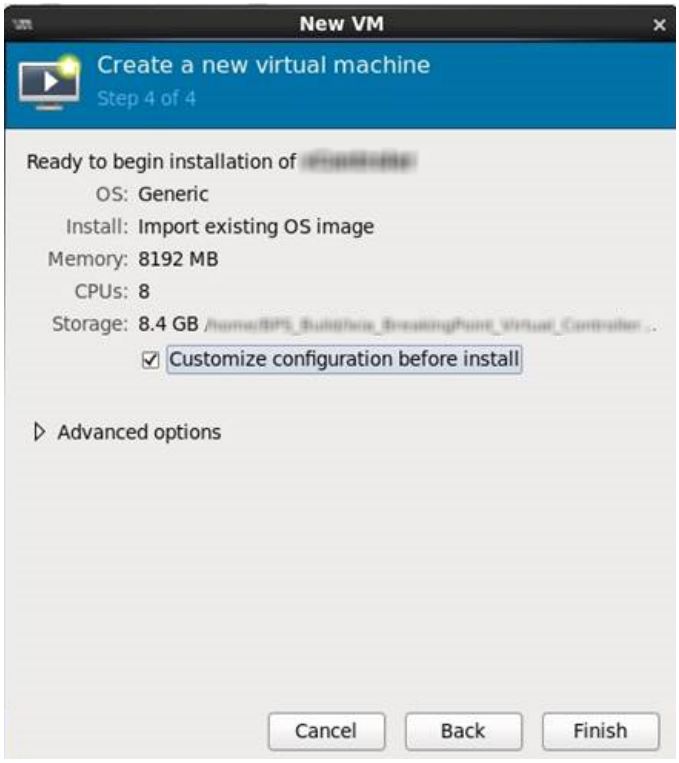


d. Configure the **Provide the existing storage path** field by clicking **Browse** and selecting the Ixia_BreakingPoint_**Virtual_Controller**_x.x.x_EA_KVM.qcow2 image.
e. Click **Forward**. The window for configuring Step 3 of 4 displays.

5. Choose **Memory** and **CPU** settings. For example, 8GB/8CPUs for a vController or 8GB/4CPUs for a vBlade. You can also reference Hardware Requirements on page 5 for more information.

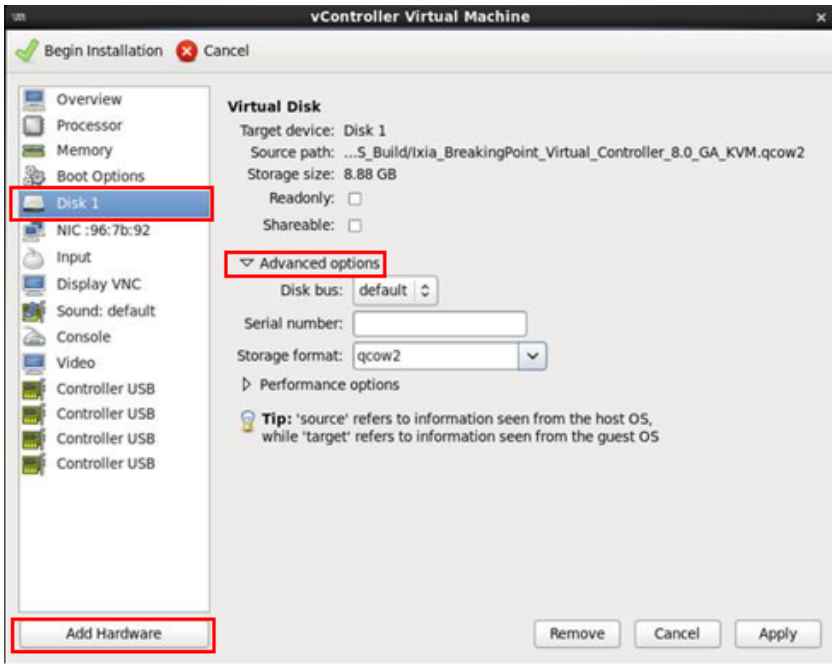


a. Configure Memory (RAM).
b. Configure number of CPUs.
c. Click **Forward**. The window for configuring Step 4 displays.
6. Select **Customize configuration before install**.

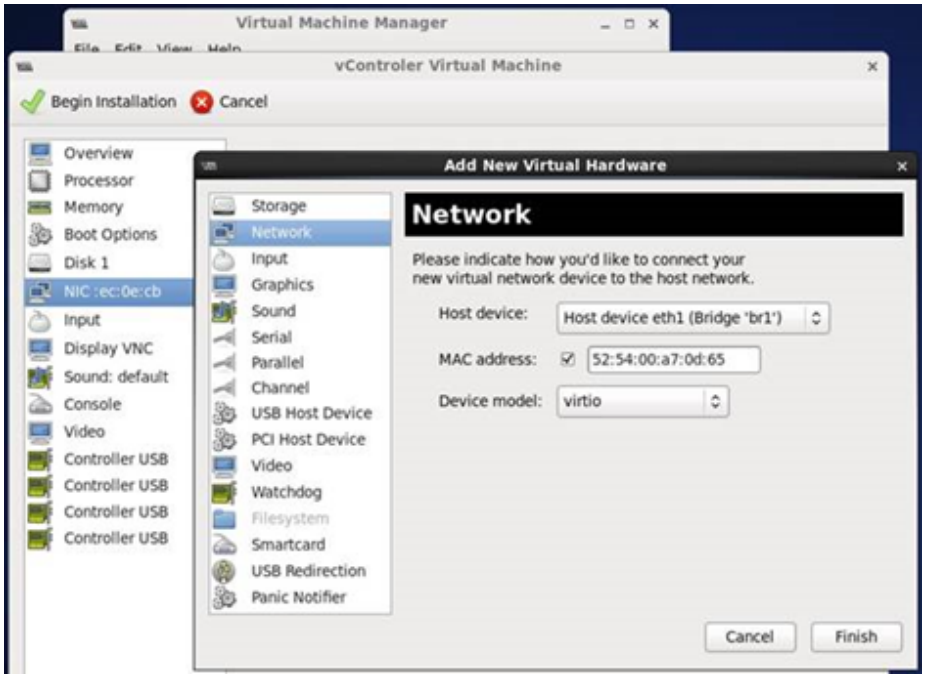


a. Click **Finish**. You will be returned to the vController Virtual Machine window.

7. Select **Disk 1**.



a. Expand the **Advanced Options** section and configure the **Storage format** as "qcow2".
b. Click **Apply**.



8. Add the NICs that are required for testing.
a. Configure the NIC driver as "virtio".
b. Click **Finish**. You will be returned to the vController Virtual Machine window.
9. Click **Begin Installation**. Wait for the vController or vBlade to load.

vBlades must be assigned before they can be used for testing.

Deploy and Assign vBlades

vBlades can be deployed on various hypervisors using the BPS VE UI or with a BPS VE vBlade installation file and your own automation/management tools.

There are 3 vBlade deployment options:

Automatic vBlade Deployment for VMware or KVM

(Using vController VM Deployment Wizard)

Manual vBlade Deployment for VMware

Manual vBlade Deployment for KVM

After vBlades are successfully deployed, see the Manage vBlades section to learn how to discover, delete and unassign vBlades.

Automatic vBlade Deployment

Note: This procedure applies to both VMware ESXi and KVM hypervisor deployments. It does not require any additional vBlade installation images for either hypervisor.

Log on to the BPS VE UI:

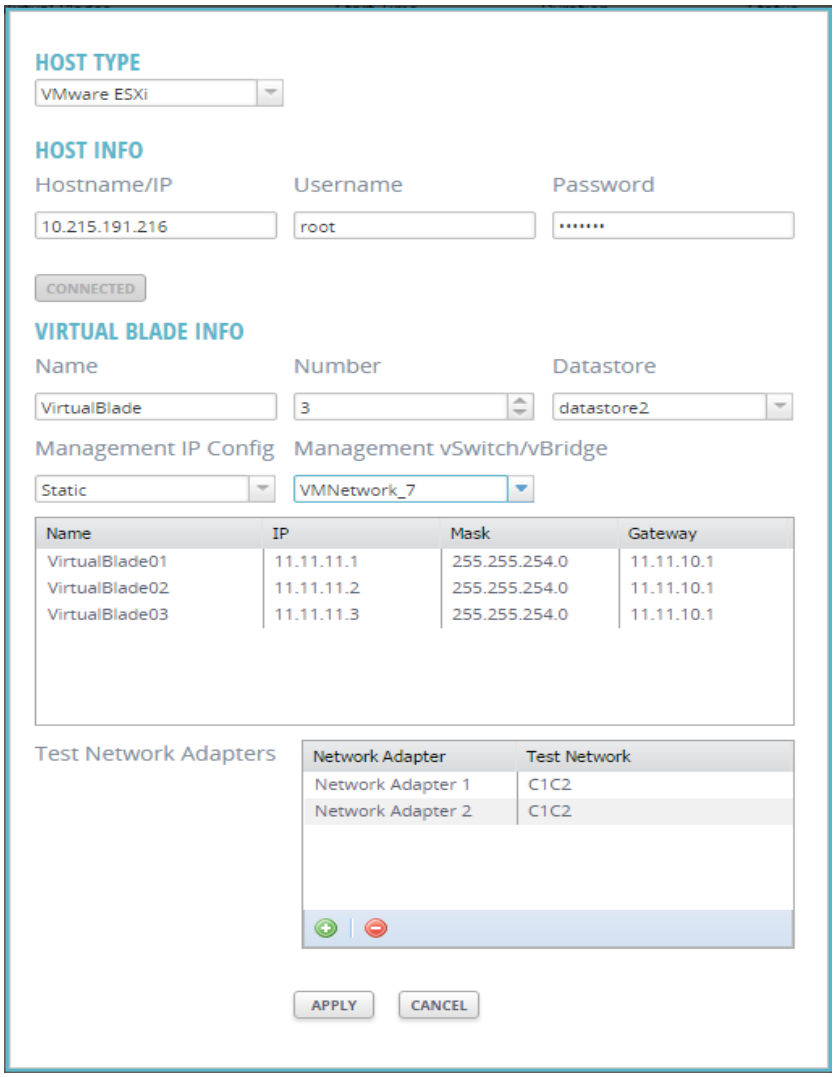
1. Find the IP address of the vController.
2. Enter the vController IP address into the URL field of your HTML browser.
3. Enter a **Username** and **Password**. The default username is "`admin`". The default password is "admin".

Create a Virtual Blade (vBlade)

1. After logging on to the BPS VE UI, click the **Administration** link in the upper right corner of the window.
2. Click **VM Deployment** > **Create Virtual Blades** > **Configure Virtual Blade**.

   Note: For VMware: To access the hypervisor, make sure to enable the ssh service in all target hypervisors (which is configured in **vSphere** > **Security Profile** > **SSH**).

   A dialog box displays the vBlade settings as shown in the image below. For setting descriptions, refer to the Virtual Blade Configuration Parameters on page 26 table.
3. Select the **Host Type** from the drop-down list.
4. In the **HOST INFO** section, enter the **Hostname/IP** of the hypervisor where you want to deploy the VM.
5. Enter the correct **Username**/**Password** of the target server where the vBlade will reside and click **Connect**.



6. Enter the name for the vBlades in the **Name** field.
7. Enter the the number of vBlades required in the **Name** field.
8. Select Static or DHCP from the **Management IP Configuration** drop-down list.

> **Note:** If you select the DHCP **IP Configuration** option, a DHCP server will be required in order to provide IP addresses to the BPS VE vController and vBlade interfaces.

> **Note:** If you select the Static **IP Configuration** option, default IP addresses are assigned to the vBlades in ascending order based on the network address of the vController (as shown in the image above). You can edit the vBlade IP addresses by double-clicking the IP Address field.

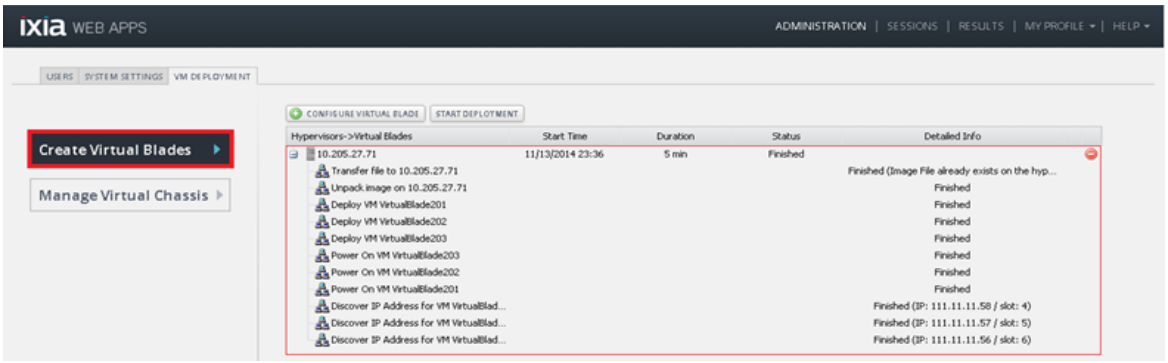
9. Select the **Datastore**. The network topology present in the hypervisor along with the **Datastore** (HDD) details are available in the Virtual Load Module Info section.
10. Select the required **Management Network** for the vBlades.

11. In the **Test Network** list, select the **Network Adapter** and map them to the relevant **Test Network**.

    vBlades can support two to eight vPorts. vPorts are directly mapped with a Network Adapter. vPort-1 refers to Network Adapter 1, vPort-2 refers to Network Adapter 2 and so on. Assign a Test Network (created in the vSwitch and Network Configuration section) to the respective vPort.

12. Click **Apply**.

    The status of the deployment is displayed (as shown in the image below). If errors occur, an error message will display in a pop-up. After successful validation, a new vBlade entry is created.



Virtual Blade Configuration Parameters

Parameter	Description
Host Type	Select the type of host you will be installing a vBlade on.
HOST INFO	
Hostname/IP	Enter the host name or IP of the hypervisor.
Username	Enter the valid user name to log on to the hypervisor.
Password	Enter the valid password to log on to the hypervisor.
VIRTUAL LOAD MODULE INFO	
Name	Enter a name for the vBlade.
Number	Enter the number of vBlades (virtual machines) to be deployed.
Management IP Configuration	Select a DHCP or Static IP configuration.
Datastore	Datastores are logical containers, analogous to file systems, that hide specifics of each storage device and provide a uniform model for storing virtual machine files. Datastores can also be used for storing ISO images, virtual machine templates, and floppy images.

Parameter	Description
Management vSwitch/vBridge	The **Management vSwitch/vBridge** is used for the internal communication between vController and vBlades. It must be in the same IP subnet with the vController internal management IP. Select at least two **Network Adapters** and map the **Test Network** to these adapters. The Test Network is used send and receives BPS VE test traffic.

Manually Set a Static IP for the Management Port

The management port IP address can be configured using the **setip** console command as shown in the image below. The command allows you to set the static IP address for the management interface of a vController or vBlade.

Note: You must log in as netadmin to perform this command.

Note: iface (interface name) options include "eth0" and "ctrl0".

Find the BPS VE vController IP Address

The BPS VE vController IP Address can be used to access the BPS VE UI. To access the BPS VE UI enter the controller IP address into the URL field of your HTML browser and proceed to Log on to the BPS VE User Interface on the next page.

To find the System Controller IP address:

- Access the Console on the vController (System Controller) Virtual Machine (VM)
- Run the networkInfo command

Access the Console on VMware

1. Start the Console from vSphere to System Controller Virtual Machine (VM).
2. Log on using the proper credentials. For example:
   User ID - admin
   Password - admin
   The system displays the BPS prompt.
3. Run the networkInfo command to display the vController (System Controller) IP Address.

Access the Console on KVM

1. Connect to the Console on the vController Virtual Machine (VM).

   Note: ttyS0 will need to be enabled within the VM if it is not currently enabled.

2. Log on to the system using the proper credentials. For example:
   User ID - admin
   Password - admin
3. Run the networkInfo command to display the vController (System Controller) IP Address.

Run the networkInfo Command

1. Type the following command at the prompt.
   ```
   BPS> networkInfo
   ```
   The system displays following information.
   ```
   dhcp="true"
   hostname="localhost.localdomain.bpointsys.int"
   ip="10.200.225.38" <==== IP of System Controller
   netmask="22"
   gw=""
   currip="10.200.225.38"
   ........................
   ```

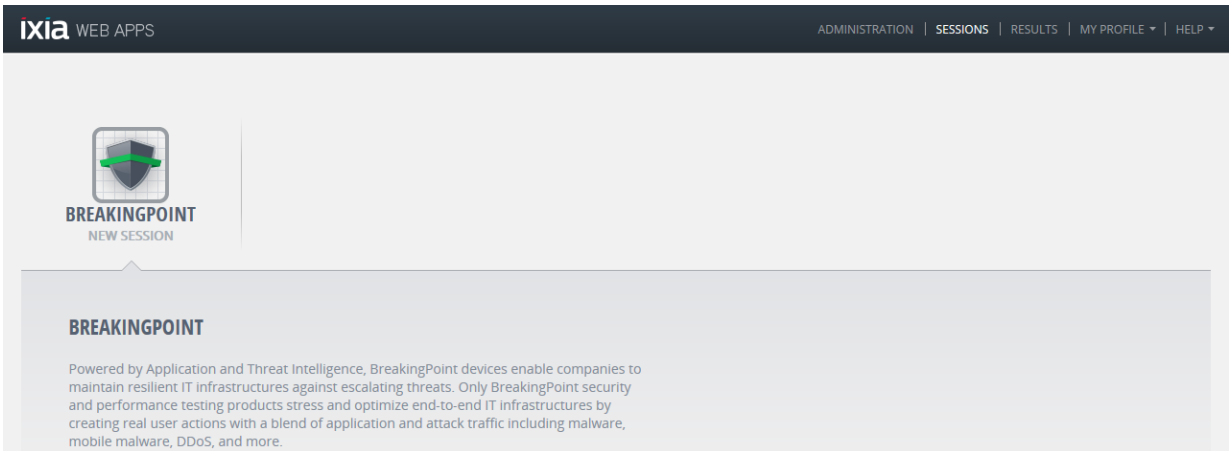
Log on to the BPS VE User Interface

The BPS VE is used to manage BPS VE and Deploy vBlades.

To log on to the BPS VE user interface (also known as Ixia Web Apps), perform the following tasks:

1. Open a web browser, type the vController IP address in the URL field, and press Enter.
   The log on window appears.
2. In the **Username** field, type your user ID. The default username is "admin".
3. In the **Password** field, type your password.
   The default password is "admin".
4. If you want the browser to remember the log on credentials, select the **Remember me** check box.
5. Click **Login**.

The **Ixia WEB APPS** window opens as shown in the figure below.



The Web Administration page consists of links as listed and described in the following table.

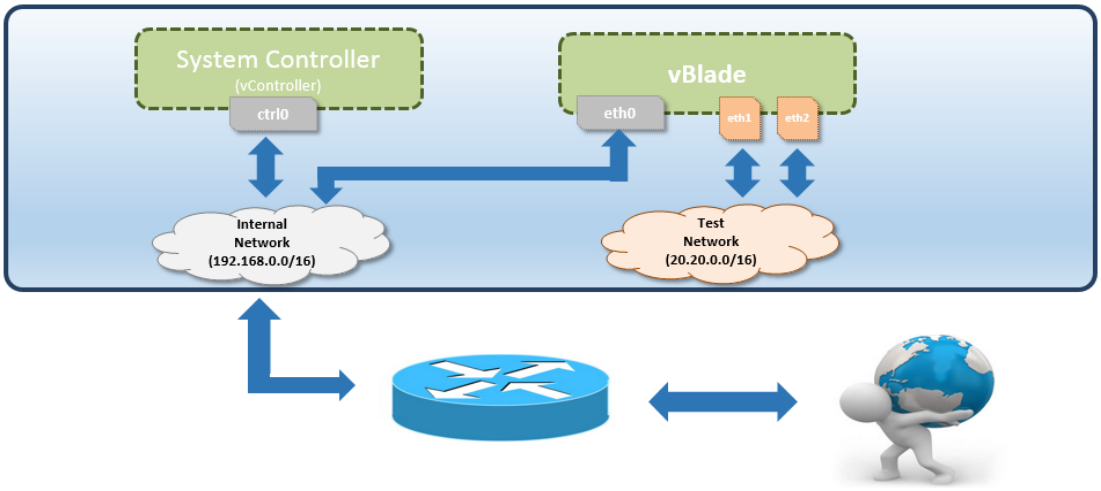
Links	Description
Administration	Perform administration tasks. For example, creating/managing user accounts, manage the Ixia Web Application and manage BreakingPoint in the Virtual Environment (VE).
Sessions	Open the BreakingPoint Control Center to manage the BreakingPoint sessions (Individual or multiple instances of running tests).
Results	View the list of completed and currently running tests.
My Profile	View and edit the properties of your account. For example, your user name and password can be modified.
Help	View the product user guides, download the latest software, and perform system diagnostics.

Install BPS VE using OpenStack

OpenStack is a free and open-source software platform for cloud computing. This section provides a detailed graphical example of BPS VE installation and setup using Openstack.

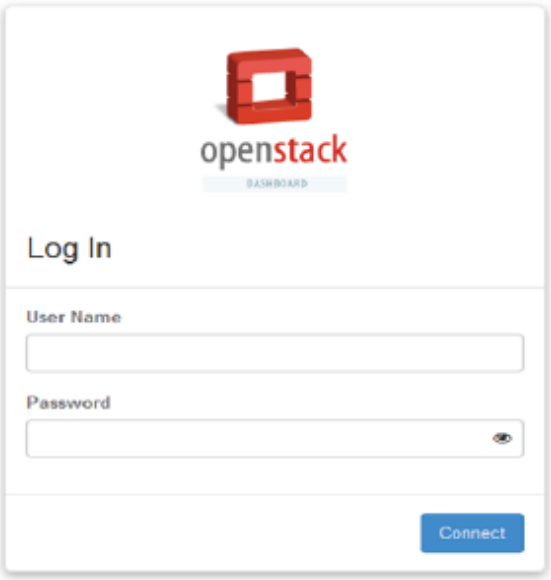
Network Topology

The topology shown in the image below will be used for the example OpenStack BPS VE Installation.



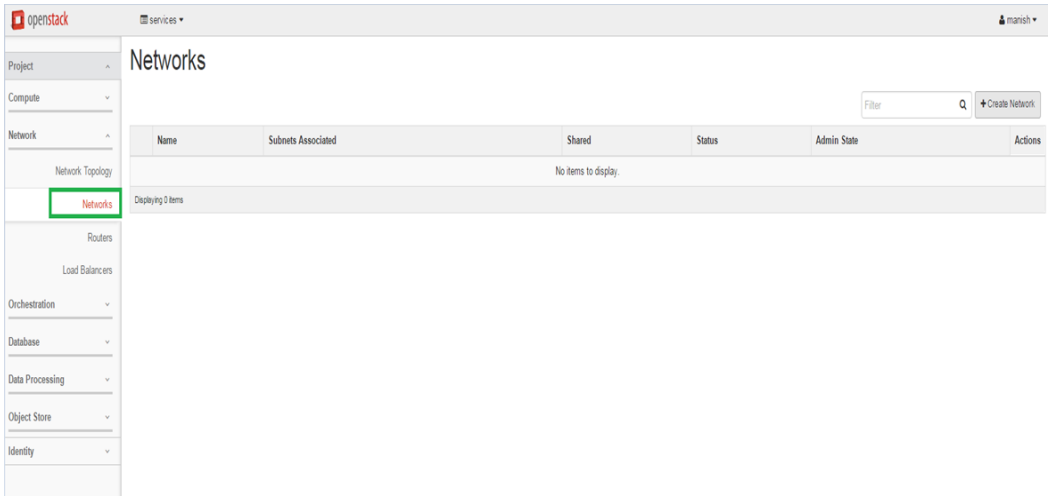
OpenStack Login

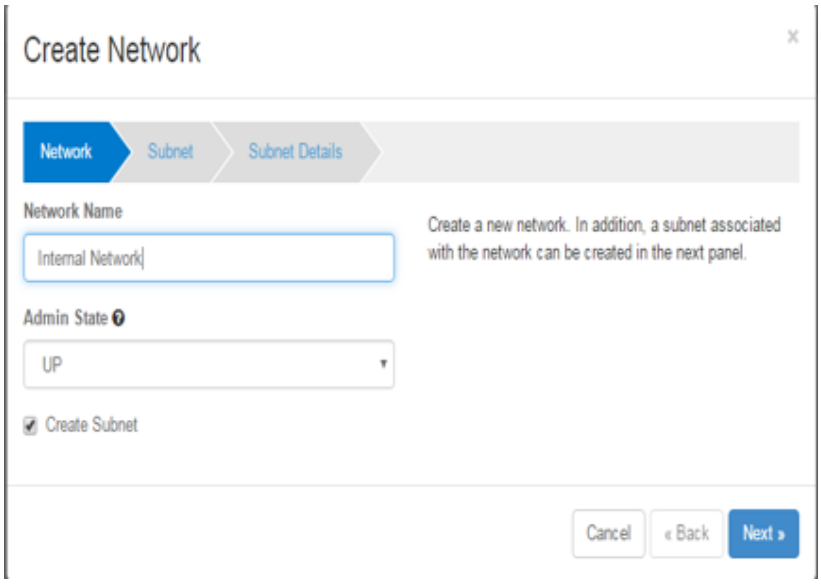
Log in to your OpenStack dashboard.

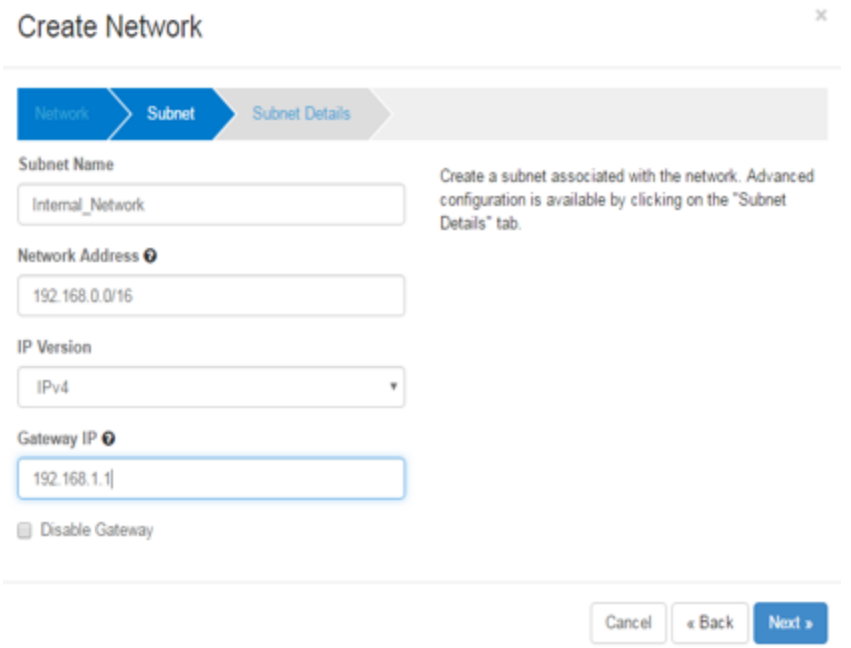


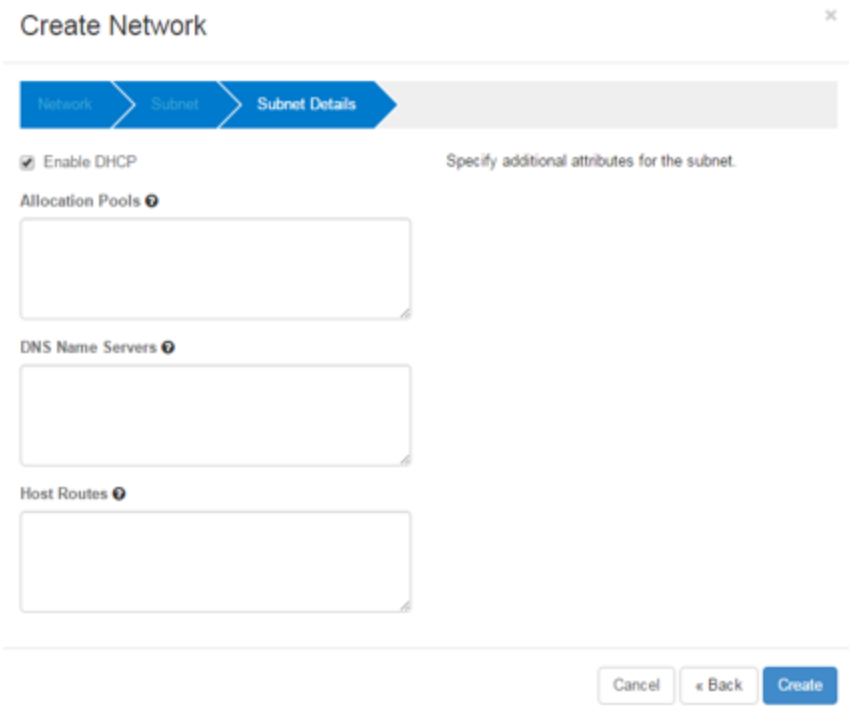
Create Networks

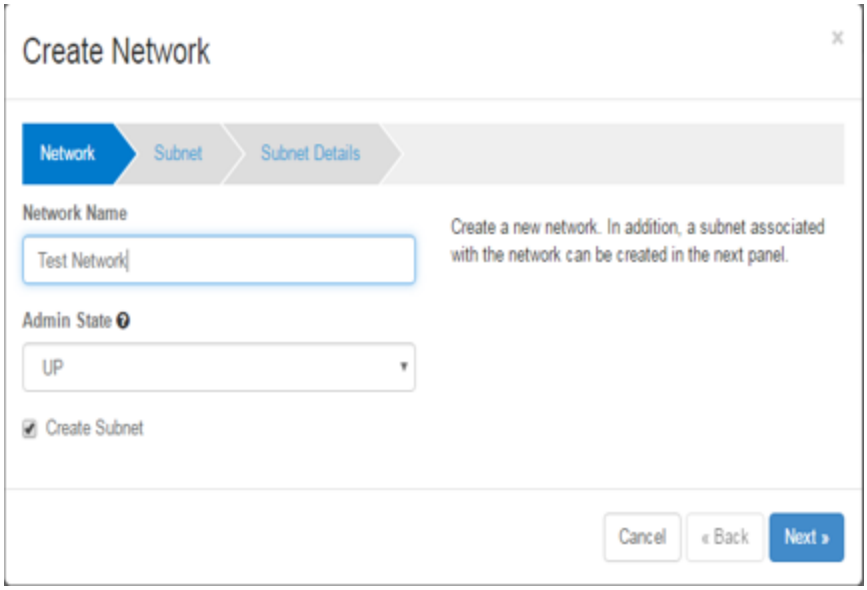
Create the required networks based on the Network Topology.

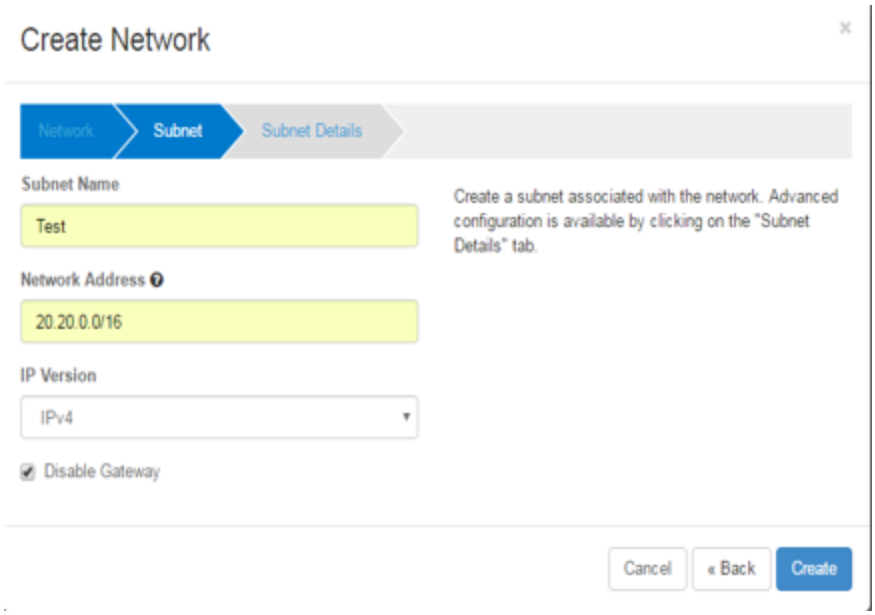


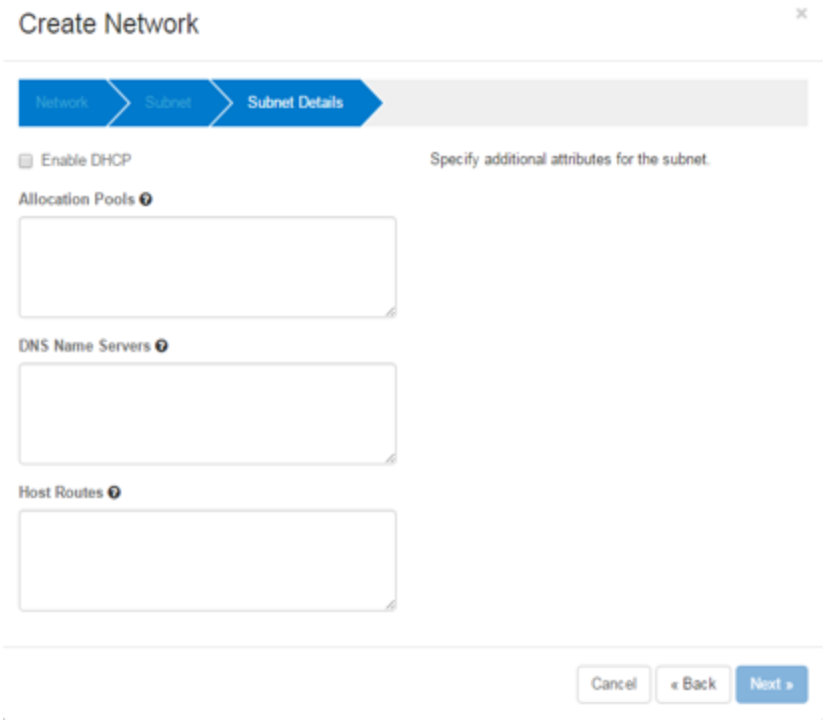


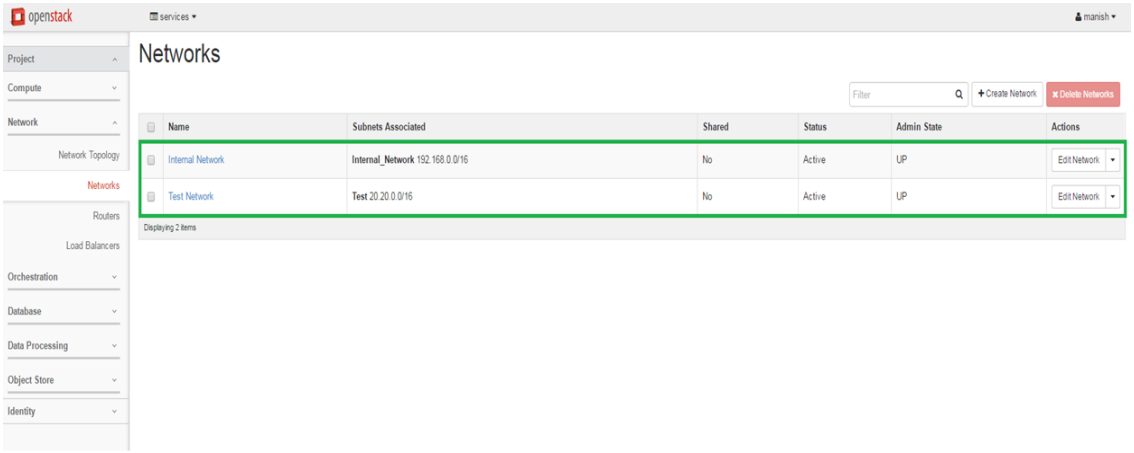

Create Network
Network
Subnet
Subnet Details
Subnet Name
Internal_Network
Create a subnet associated with the network. Advanced configuration is available by clicking on the "Subnet Details" tab.
Network Address
192.168.0.0/16
IP Version
IPv4
Gateway IP
192.168.1.1
Disable Gateway
Cancel
« Back
Next »


Create Network
Network
Subnet
Subnet Details
Enable DHCP
Specify additional attributes for the subnet.
Allocation Pools
DNS Name Servers
Host Routes
Cancel
« Back
Create

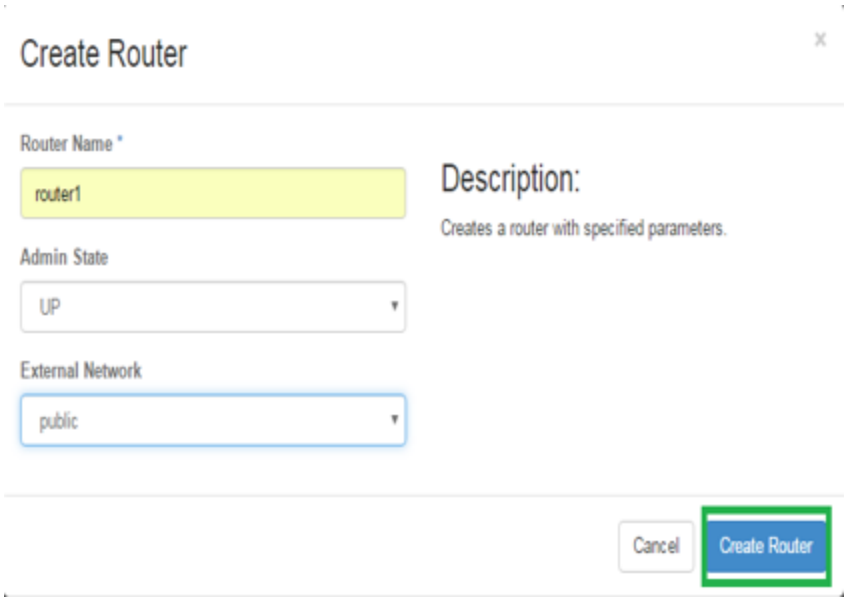

Create Network
Network
Subnet
Subnet Details
Network Name
Test Network
Create a new network. In addition, a subnet associated with the network can be created in the next panel.
Admin State
UP
Create Subnet
Cancel
« Back
Next »

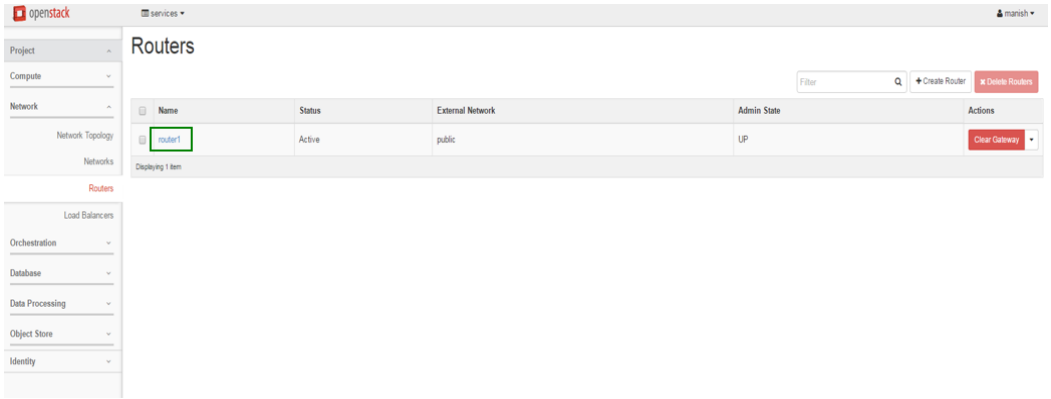

Create Network
Network
Subnet
Subnet Details
Subnet Name
Test
Create a subnet associated with the network. Advanced configuration is available by clicking on the "Subnet Details" tab.
Network Address
20.20.0.0/16
IP Version
IPv4
Disable Gateway
Cancel
« Back
Create

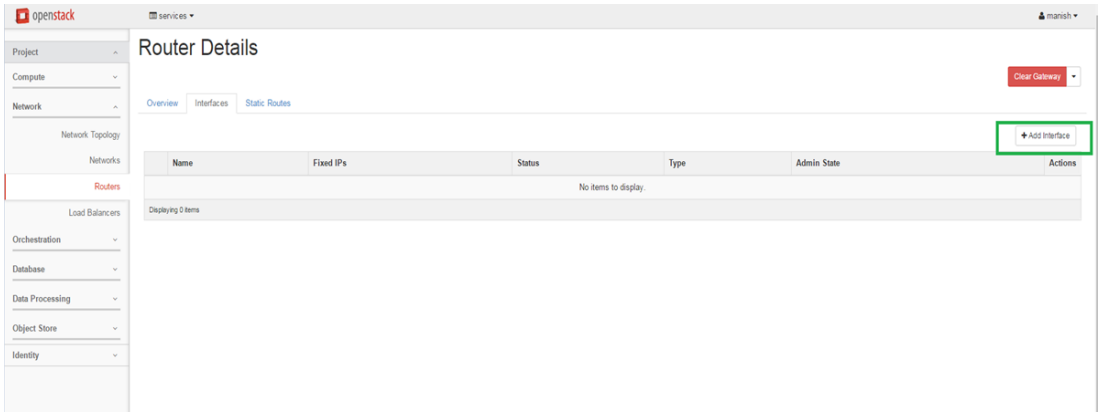

Create Network
Network
Subnet
Subnet Details
Enable DHCP
Specify additional attributes for the subnet.
Allocation Pools
DNS Name Servers
Host Routes
Cancel
« Back
Next »

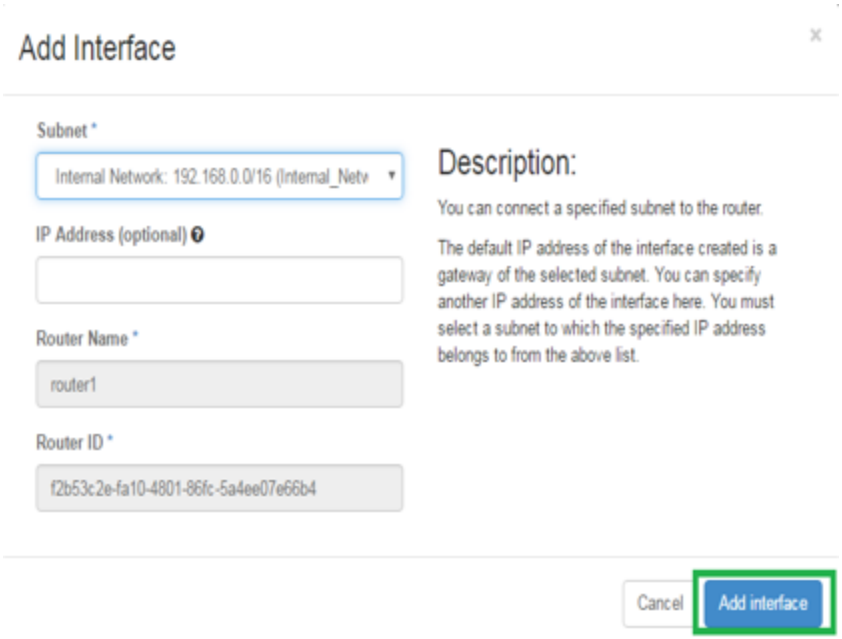

openstack
services
manish
Project
Compute
Network
Network Topology
Networks
Routers
Load Balancers
Orchestration
Database
Data Processing
Object Store
Identity
Networks
Filter
+ Create Network
Delete Networks
Name
Subnets Associated
Shared
Status
Admin State
Actions
Internal Network
Internal_Network 192.168.0.0/16
No
Active
UP
Edit Network
Test Network
Test 20.20.0.0/16
No
Active
UP
Edit Network
Displaying 2 items

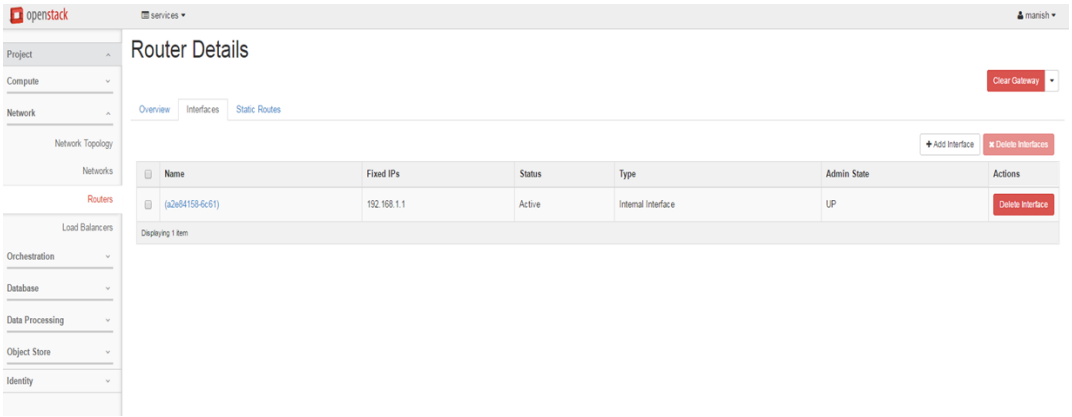
Create a Router





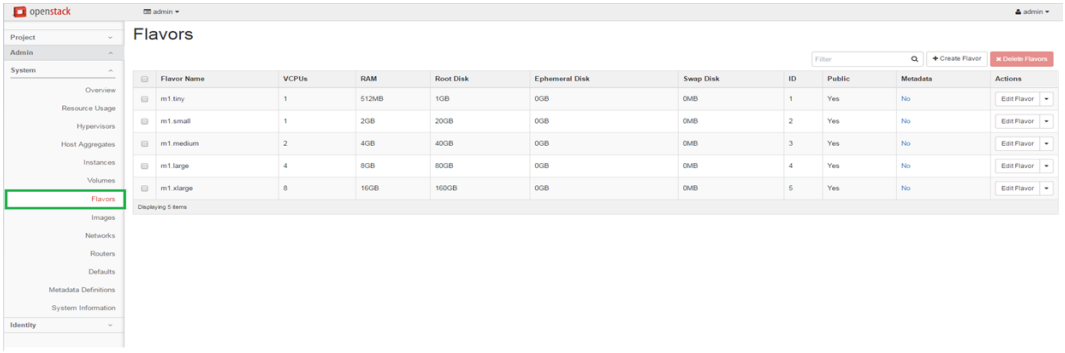




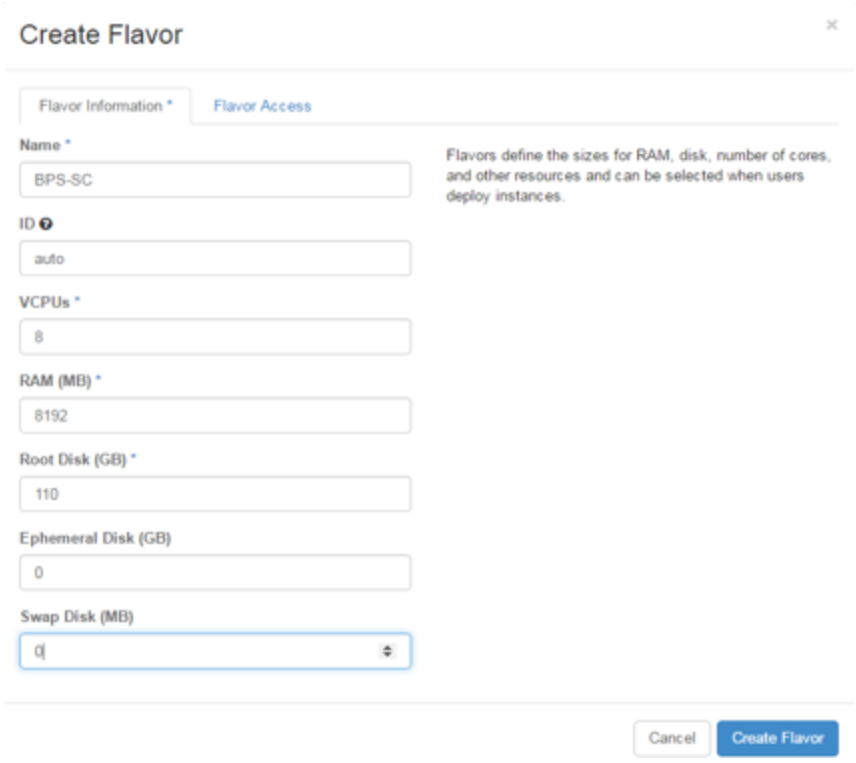


Create Flavors

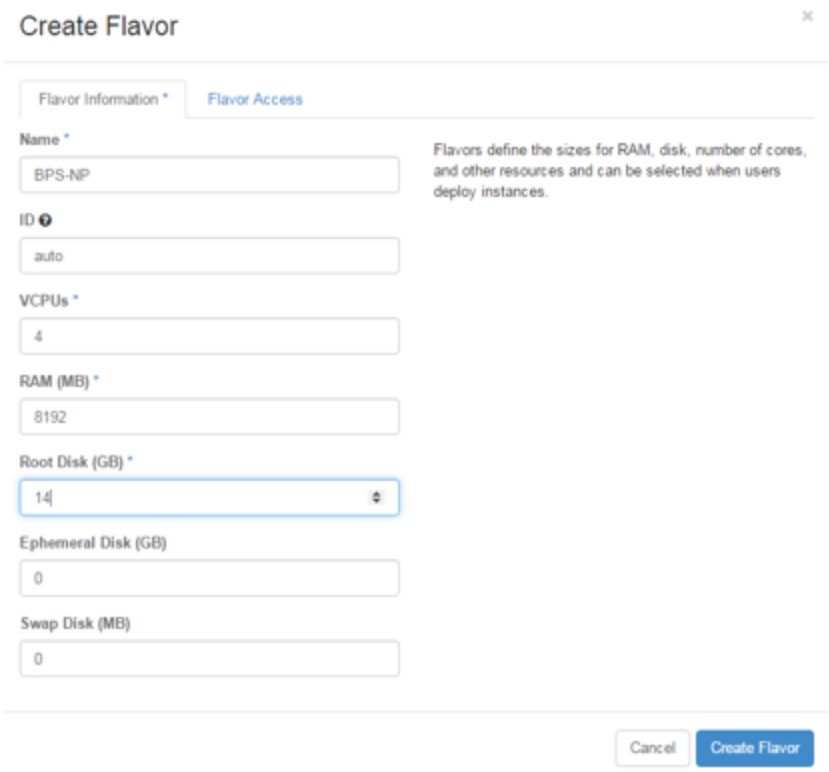
Note: Flavors can only be created using the Admin account.

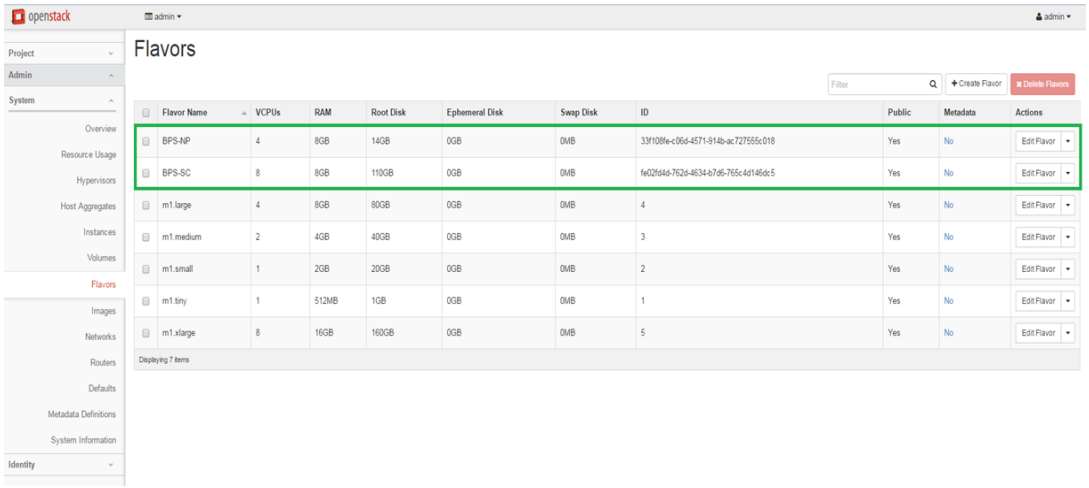


Note: The minimum Root Disk required to launch the System Controller (BPS vController) is 110 GB.



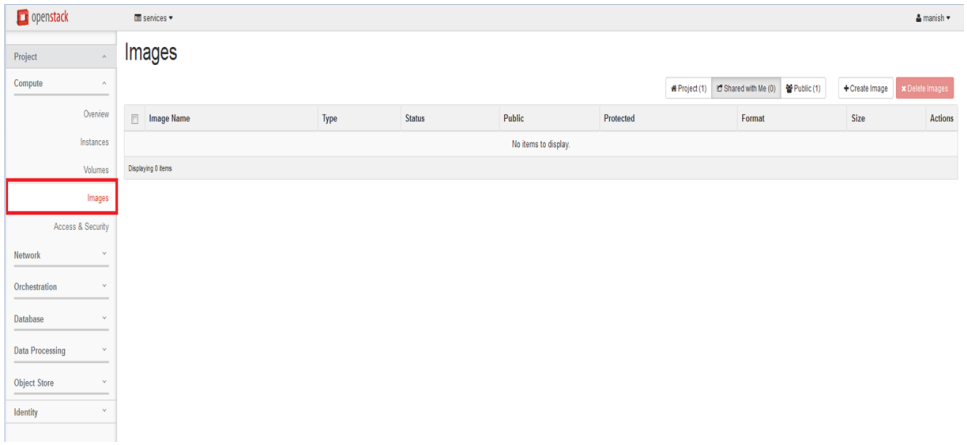
Note: The minimum Root Disk required to launch a virtual blade (BPS vBlade) is 14 GB.

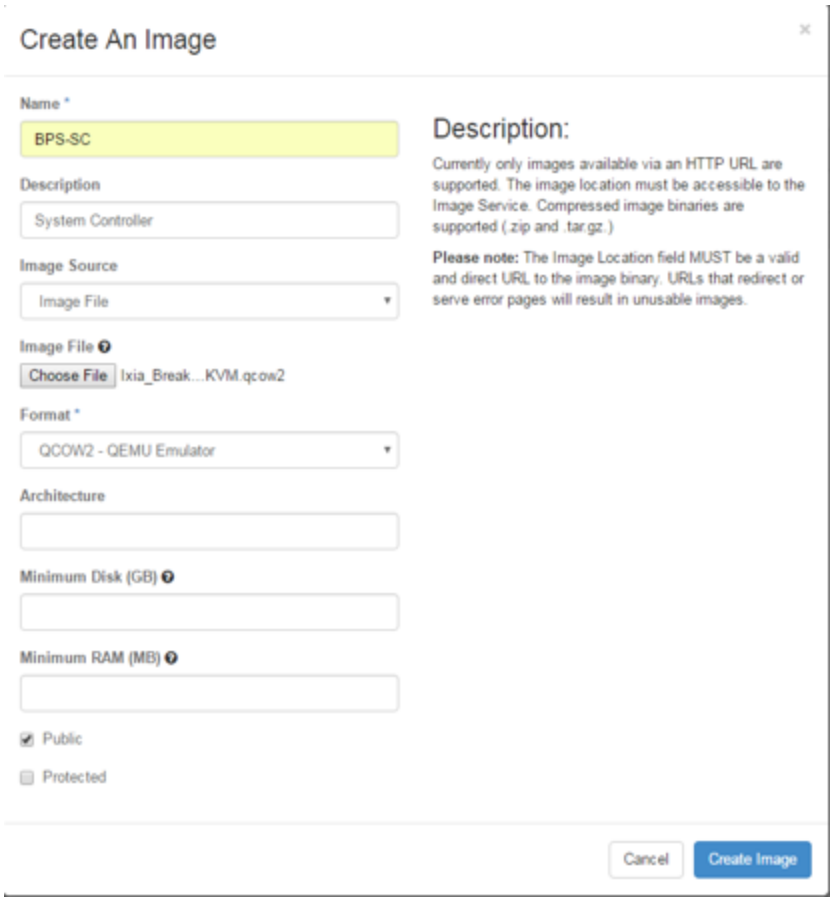


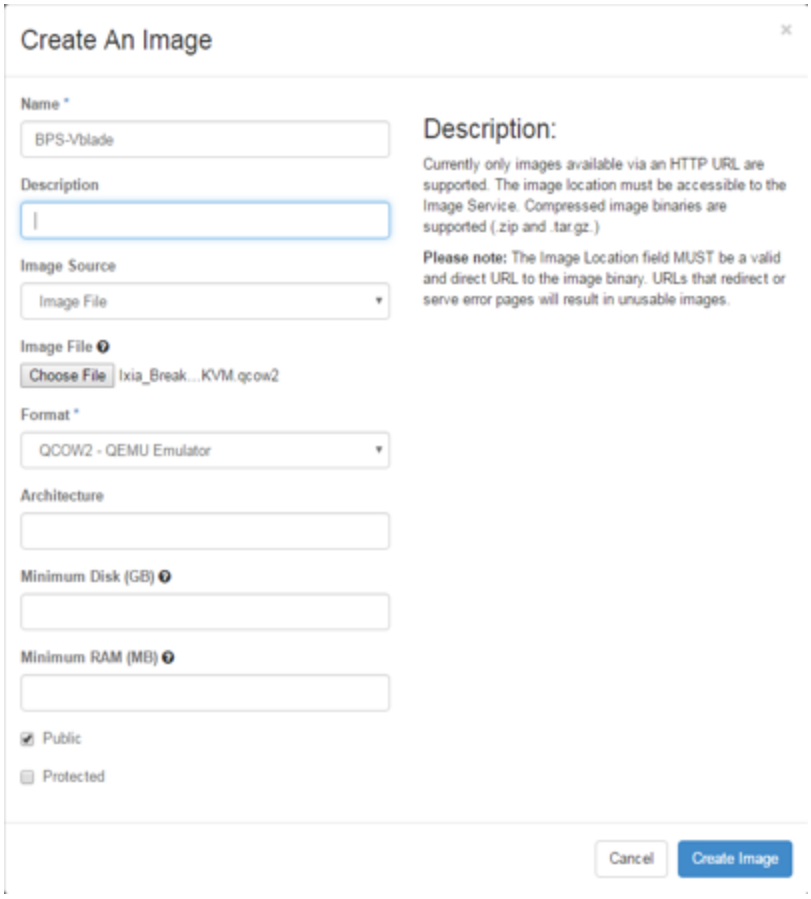


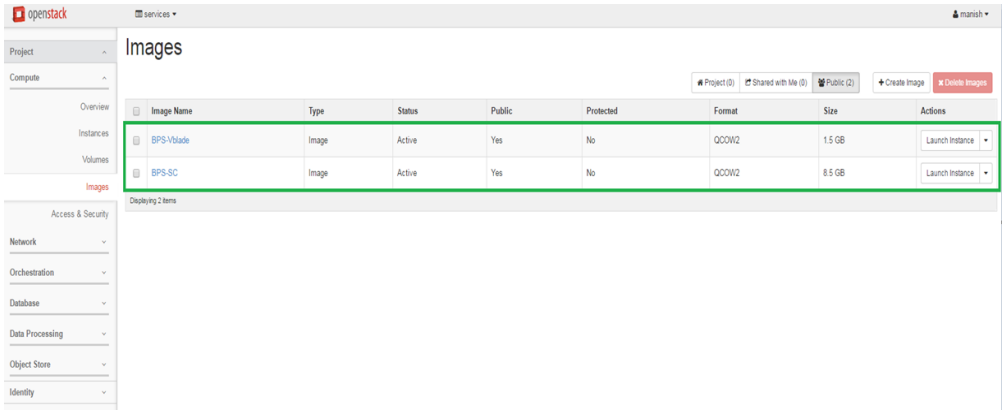
Add Images

Note: The BPS vController is also described as the System Controller.

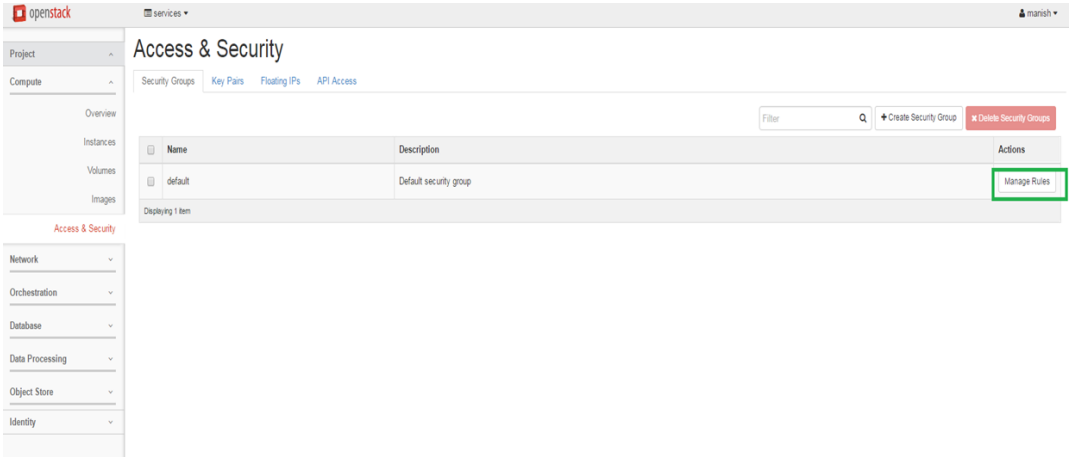

openstack
services
manish
Project
Compute
Overview
Instances
Volumes
Images
Access & Security
Network
Orchestration
Database
Data Processing
Object Store
Identity
Images
Project (1)
Shared with Me (0)
Public (1)
Create Image
Delete Images
Image Name
Type
Status
Public
Protected
Format
Size
Actions
No items to display.
Displaying 0 items


Create An Image
Name *
BPS-SC
Description
System Controller
Image Source
Image File
Image File
Choose File
Ixia_Break...KVM.qcow2
Format *
QCOW2 - QEMU Emulator
Architecture
Minimum Disk (GB)
Minimum RAM (MB)
Public
Protected
Description:
Currently only images available via an HTTP URL are supported. The image location must be accessible to the Image Service. Compressed image binaries are supported (.zip and .tar.gz.)
Please note: The Image Location field MUST be a valid and direct URL to the image binary. URLs that redirect or serve error pages will result in unusable images.
Cancel
Create Image

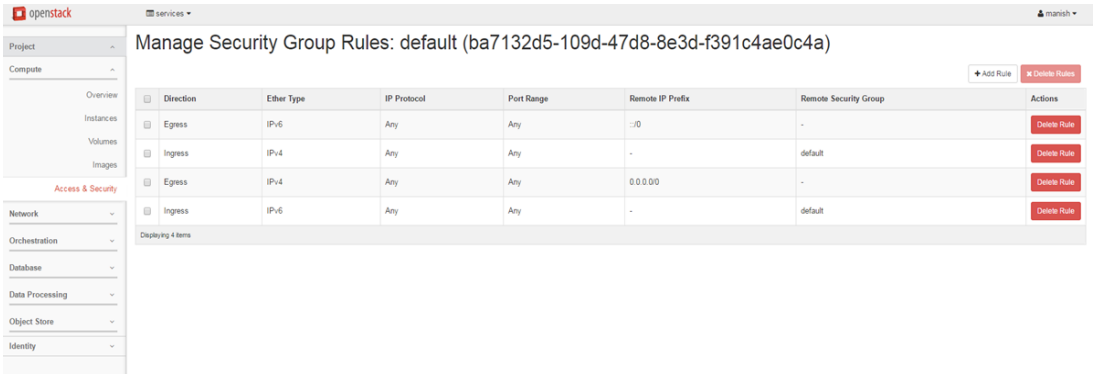

Create An Image
Name *
BPS-Vblade
Description
Image Source
Image File
Image File
Choose File
Ixia_Break...KVM.qcow2
Format *
QCOW2 - QEMU Emulator
Architecture
Minimum Disk (GB)
Minimum RAM (MB)
Public
Protected
Description:
Currently only images available via an HTTP URL are supported. The image location must be accessible to the Image Service. Compressed image binaries are supported (.zip and .tar.gz.)
Please note: The Image Location field MUST be a valid and direct URL to the image binary. URLs that redirect or serve error pages will result in unusable images.
Cancel
Create Image

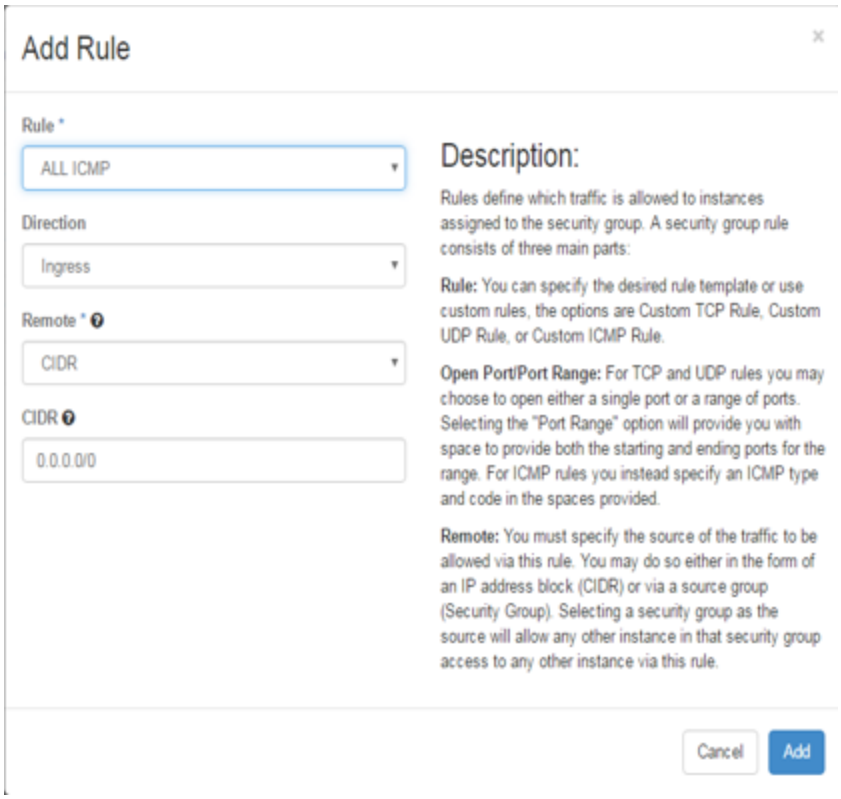

openstack
services
manish
Project
Compute
Overview
Instances
Volumes
Images
Access & Security
Network
Orchestration
Database
Data Processing
Object Store
Identity
Images
Project (0)
Shared with Me (0)
Public (2)
Create Image
Delete Images
Image Name
Type
Status
Public
Protected
Format
Size
Actions
BPS-Vblade
Image
Active
Yes
No
QCOW2
1.5 GB
Launch Instance
BPS-SC
Image
Active
Yes
No
QCOW2
8.5 GB
Launch Instance
Displaying 2 items

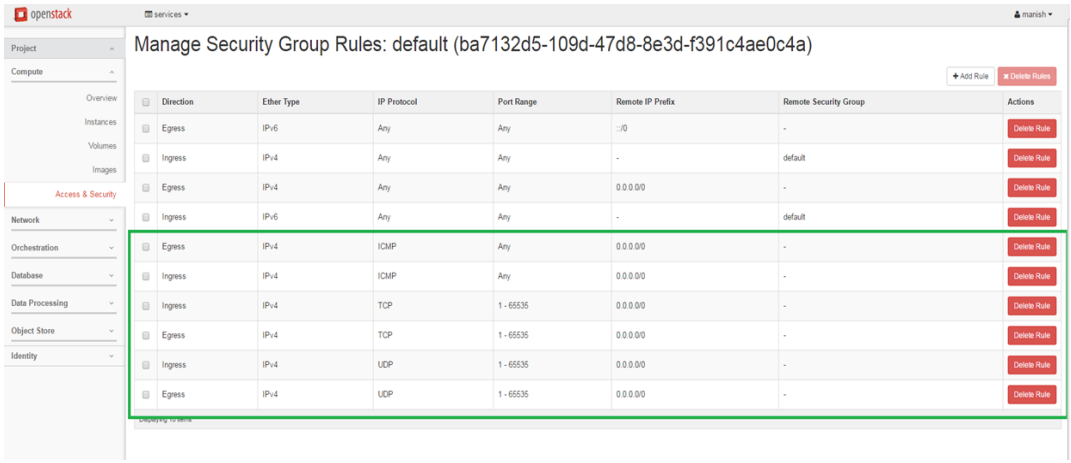
Security Group Management

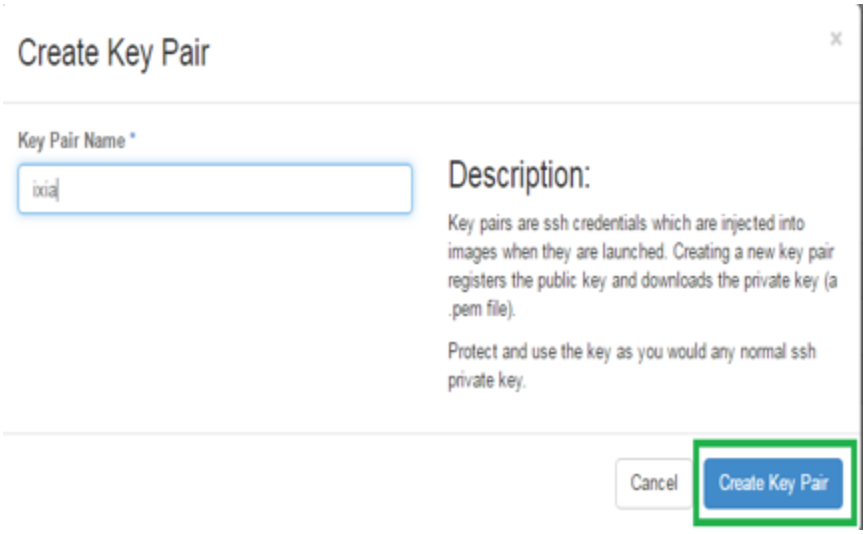


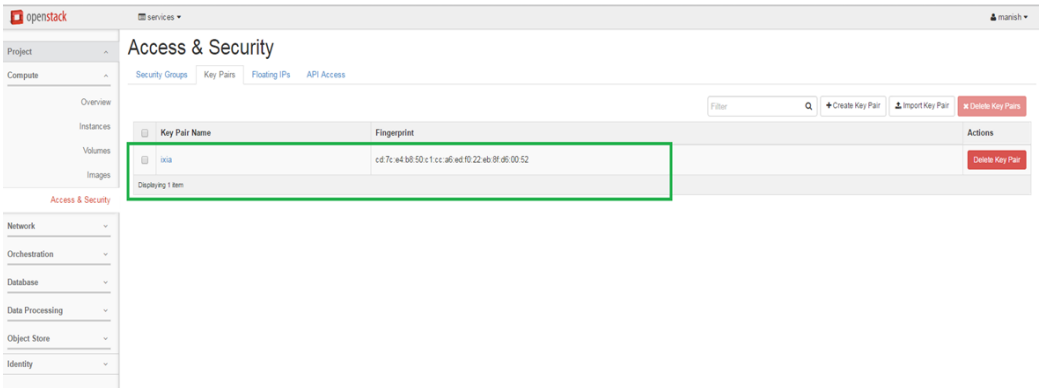
Note: All Egress traffic and intercommunication in the default group are allowed and all ingress from outside of the default group is dropped by default. To avoid dropped traffic, add the appropriate rules.



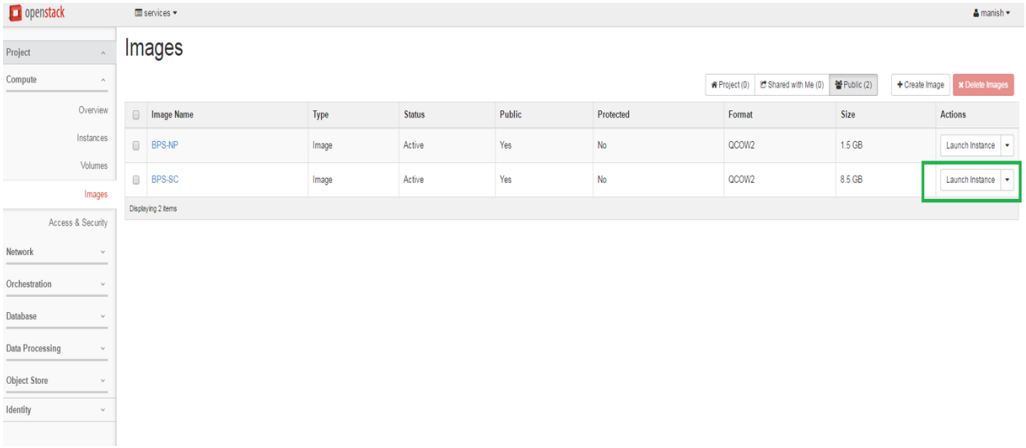

Add Rule
Rule *
ALL ICMP
Direction
Ingress
Remote *
CIDR
CIDR
0.0.0.0/0
Description:
Rules define which traffic is allowed to instances assigned to the security group. A security group rule consists of three main parts:
Rule: You can specify the desired rule template or use custom rules, the options are Custom TCP Rule, Custom UDP Rule, or Custom ICMP Rule.
Open Port/Port Range: For TCP and UDP rules you may choose to open either a single port or a range of ports. Selecting the "Port Range" option will provide you with space to provide both the starting and ending ports for the range. For ICMP rules you instead specify an ICMP type and code in the spaces provided.
Remote: You must specify the source of the traffic to be allowed via this rule. You may do so either in the form of an IP address block (CIDR) or via a source group (Security Group). Selecting a security group as the source will allow any other instance in that security group access to any other instance via this rule.
Cancel
Add

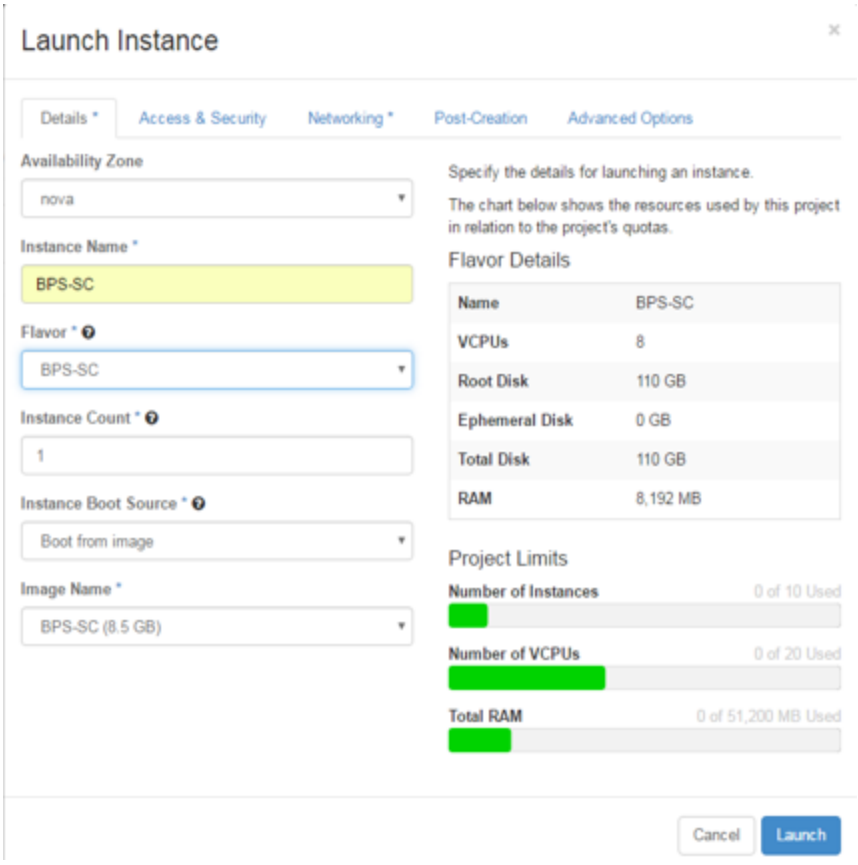

openstack
Manage Security Group Rules: default (ba7132d5-109d-47d8-8e3d-f391c4ae0c4a)
Direction
Ether Type
IP Protocol
Port Range
Remote IP Prefix
Remote Security Group
Actions

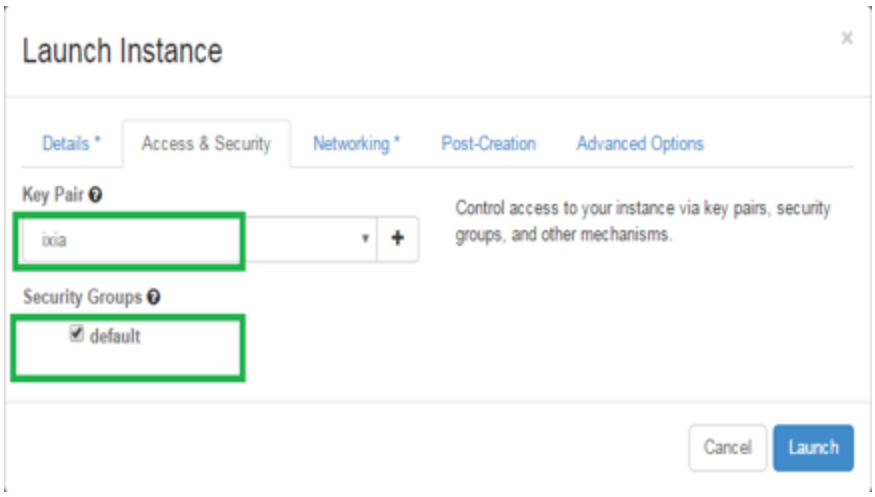

Create Key Pair
Key Pair Name *
ixia
Description:
Key pairs are ssh credentials which are injected into images when they are launched. Creating a new key pair registers the public key and downloads the private key (a .pem file).
Protect and use the key as you would any normal ssh private key.
Cancel
Create Key Pair

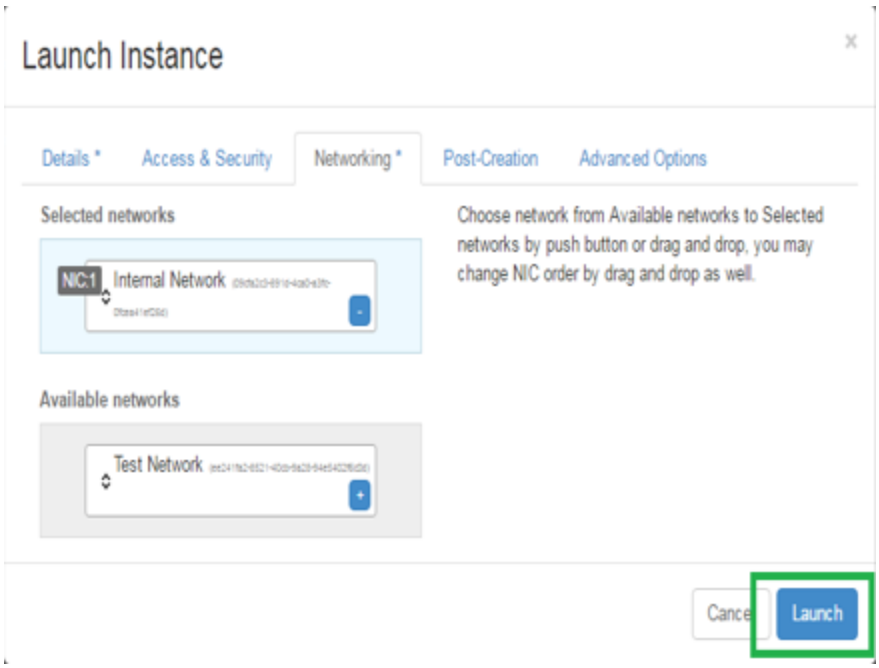

openstack
services
manish
Project
Compute
Overview
Instances
Volumes
Images
Access & Security
Network
Orchestration
Database
Data Processing
Object Store
Identity
Access & Security
Security Groups
Key Pairs
Floating IPs
API Access
Filter
+Create Key Pair
Import Key Pair
Delete Key Pairs
Key Pair Name
Fingerprint
Actions
ixia
cd:7c:e4:b8:50:c1:cc:a6:ed:f0:22:eb:8f:d6:00:52
Delete Key Pair
Displaying 1 item

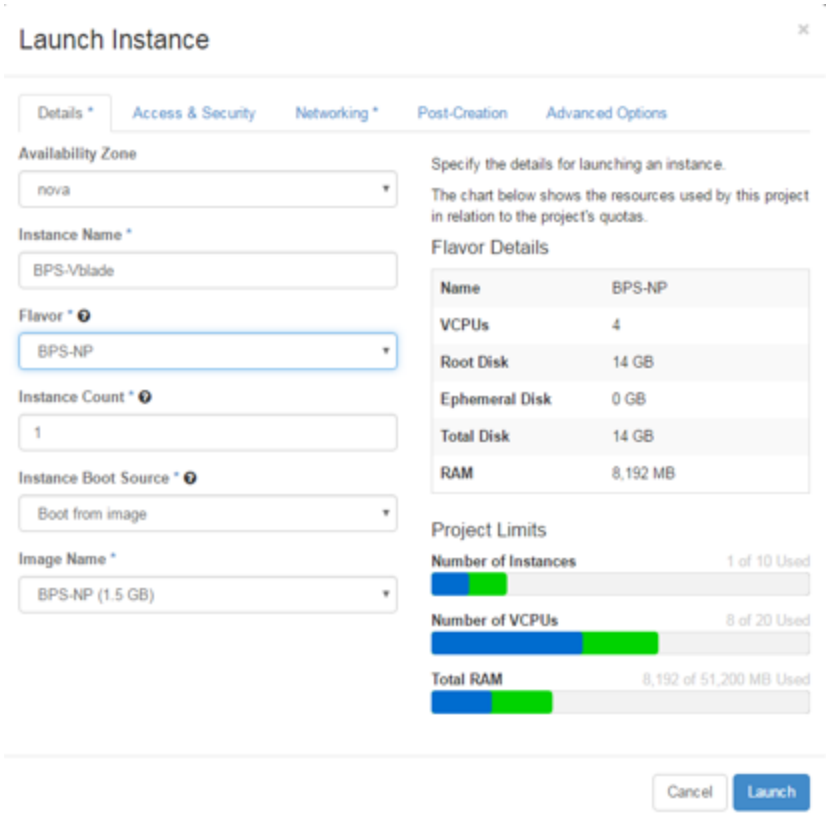
Launch Instances

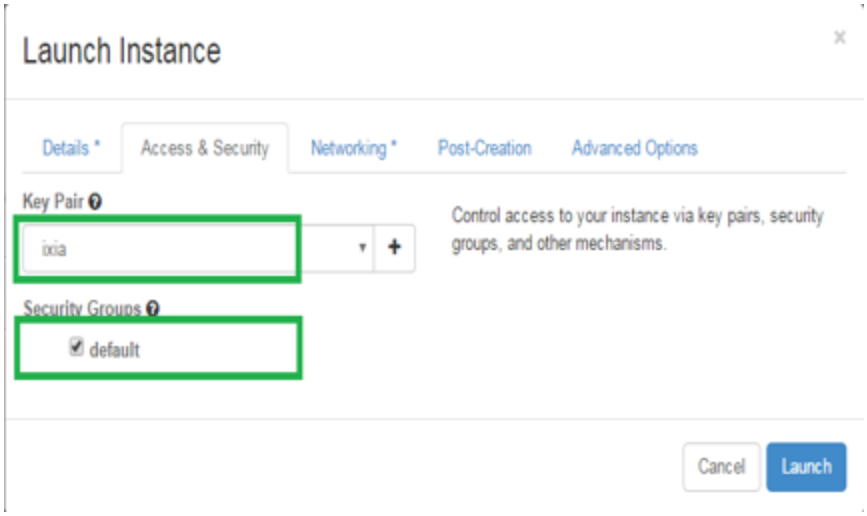


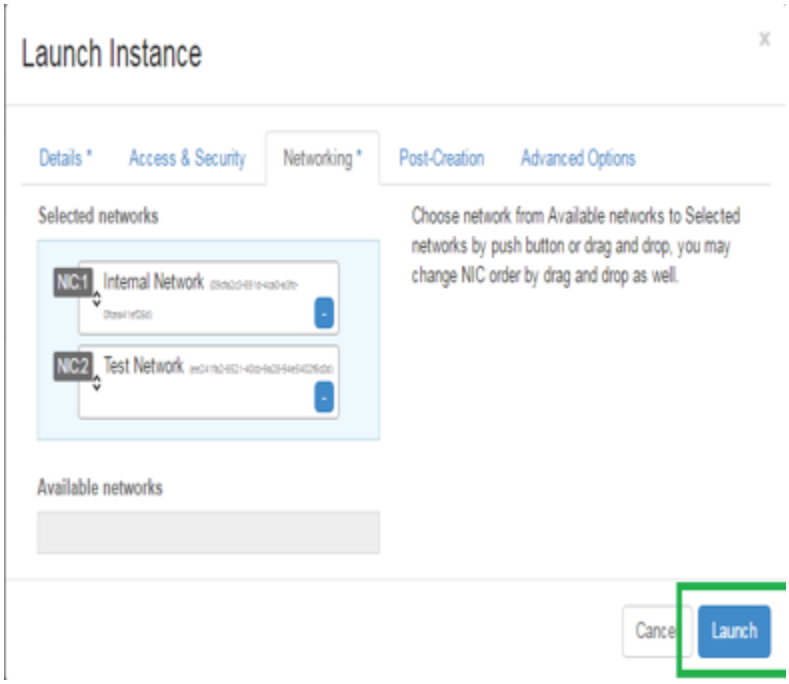


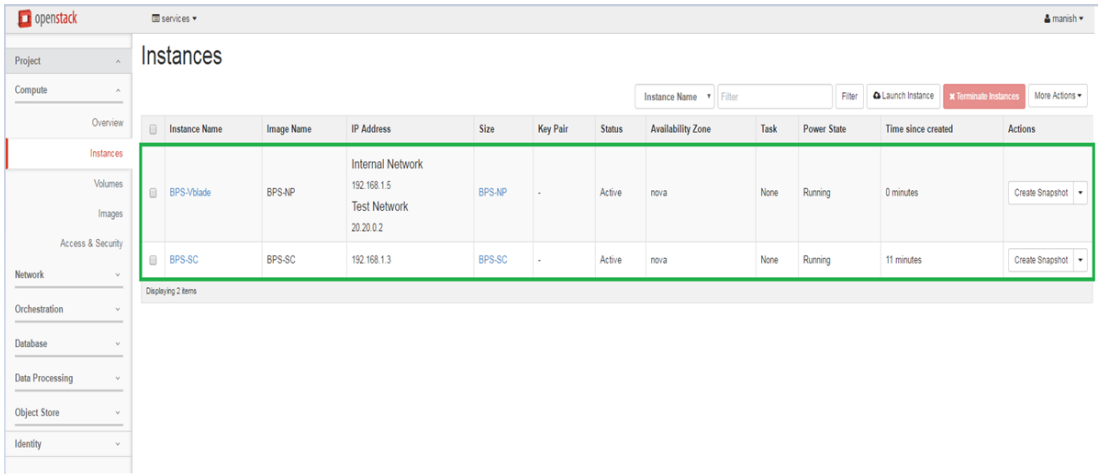

Launch Instance
Details *
Access & Security
Networking *
Post-Creation
Advanced Options
Key Pair
oia
Control access to your instance via key pairs, security groups, and other mechanisms.
Security Groups
default
Cancel
Launch

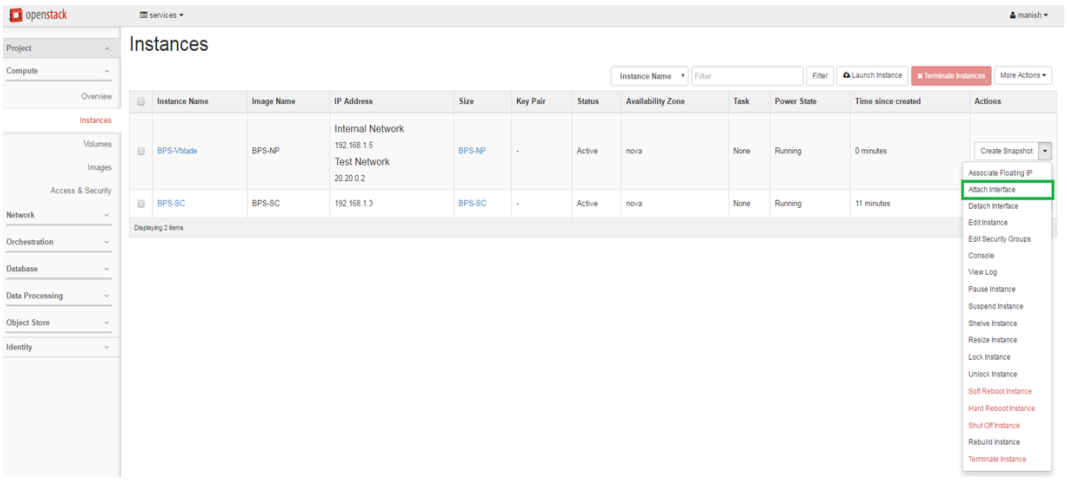

Launch Instance
Details *
Access & Security
Networking *
Post-Creation
Advanced Options
Selected networks
NIC 1
Internal Network
Choose network from Available networks to Selected networks by push button or drag and drop, you may change NIC order by drag and drop as well.
Available networks
Test Network
Cancel
Launch


Launch Instance
Details *
Access & Security
Networking *
Post-Creation
Advanced Options
Availability Zone
nova
Instance Name *
BPS-Vblade
Flavor *
BPS-NP
Instance Count *
1
Instance Boot Source *
Boot from image
Image Name *
BPS-NP (1.5 GB)
Specify the details for launching an instance.
The chart below shows the resources used by this project in relation to the project's quotas.
Flavor Details
Name BPS-NP
VCPUs 4
Root Disk 14 GB
Ephemeral Disk 0 GB
Total Disk 14 GB
RAM 8,192 MB
Project Limits
Number of Instances 1 of 10 Used
Number of VCPUs 8 of 20 Used
Total RAM 8,192 of 51,200 MB Used
Cancel
Launch

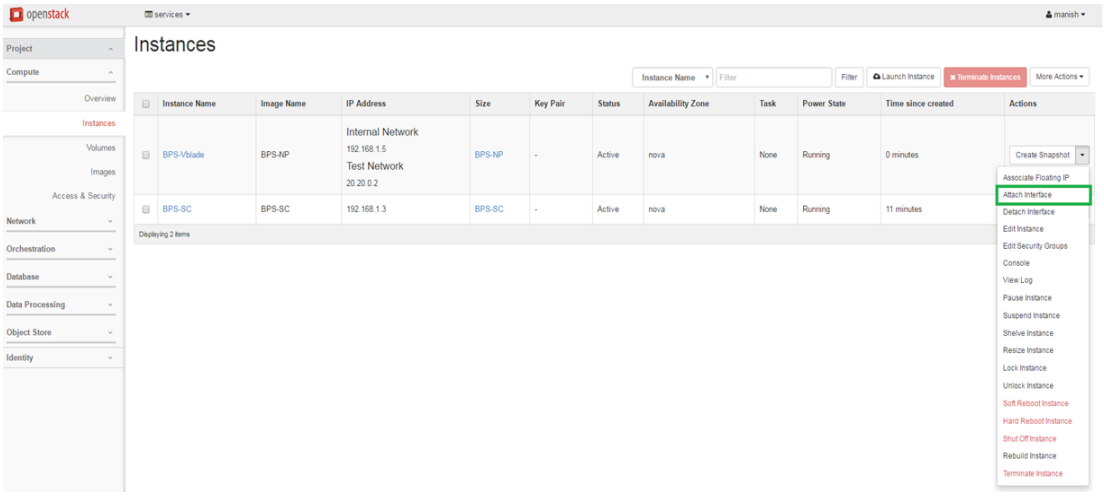

Launch Instance
Details *
Access & Security
Networking *
Post-Creation
Advanced Options
Key Pair
oda
Control access to your instance via key pairs, security groups, and other mechanisms.
Security Groups
default
Cancel
Launch

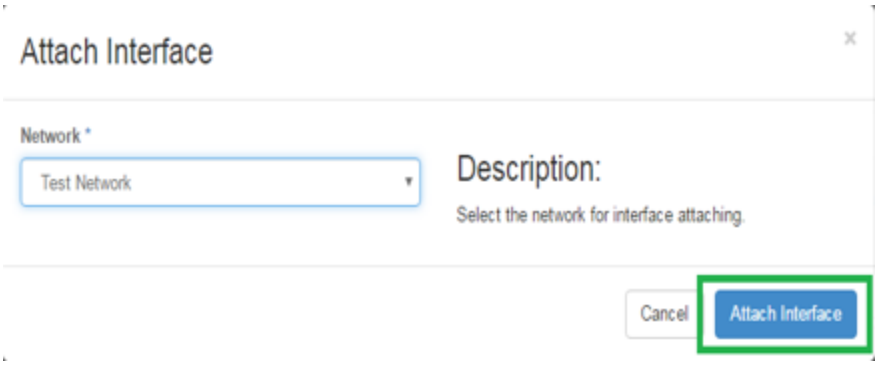

Launch Instance
Details *
Access & Security
Networking *
Post-Creation
Advanced Options
Selected networks
Choose network from Available networks to Selected networks by push button or drag and drop, you may change NIC order by drag and drop as well.
NIC 1
Internal Network
NIC 2
Test Network
Available networks
Cancel
Launch

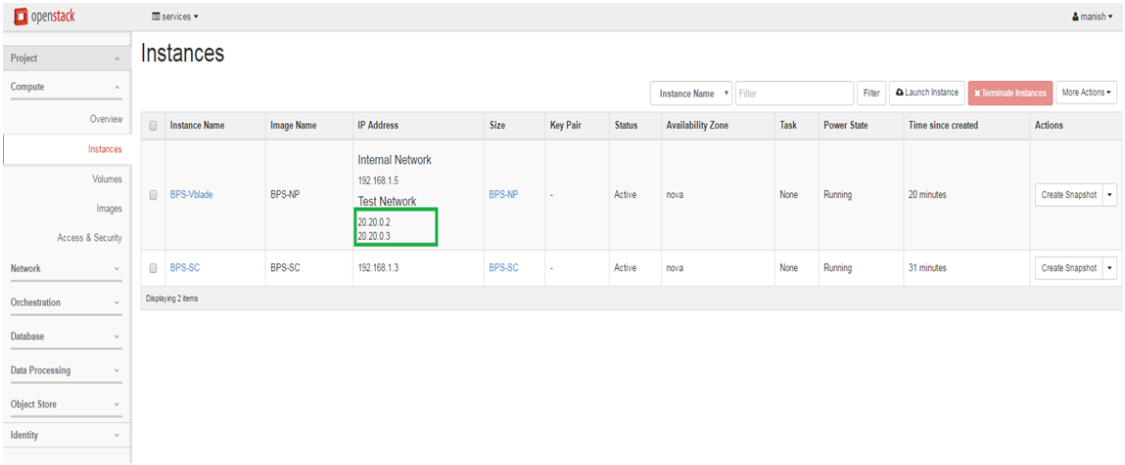

openstack
services
manish
Project
Compute
Overview
Instances
Volumes
Images
Access & Security
Network
Orchestration
Database
Data Processing
Object Store
Identity
Instances
Instance Name
Filter
Launch Instance
Terminate Instances
More Actions
Instance Name
Image Name
IP Address
Size
Key Pair
Status
Availability Zone
Task
Power State
Time since created
Actions
BPS-Vblade
BPS-NP
Internal Network
192.168.1.5
Test Network
20.20.0.2
BPS-NP
Active
nova
None
Running
0 minutes
Create Snapshot
BPS-SC
BPS-SC
192.168.1.3
BPS-SC
Active
nova
None
Running
11 minutes
Create Snapshot
Displaying 2 items



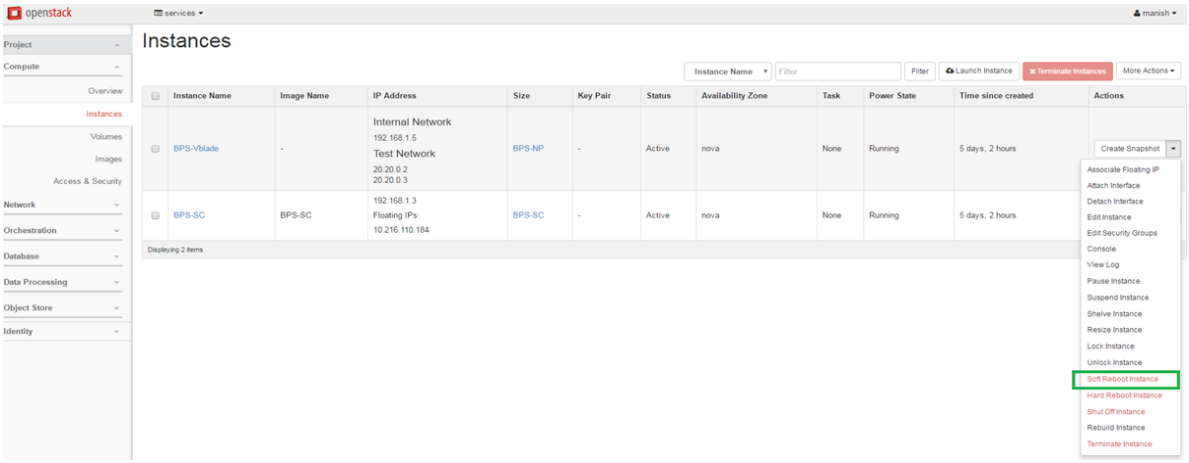
Define Multiple Test NICs





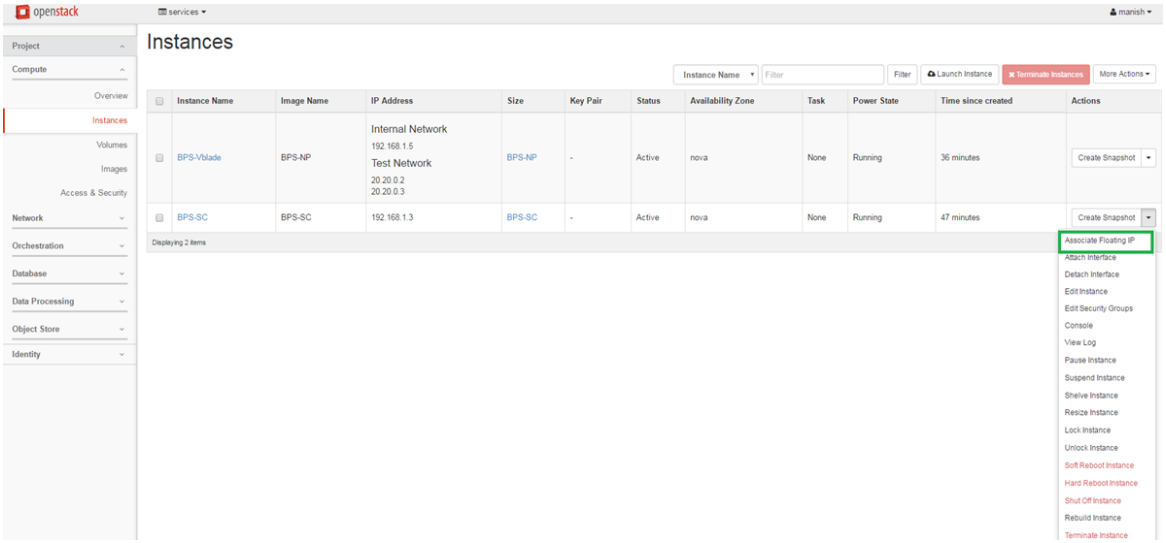


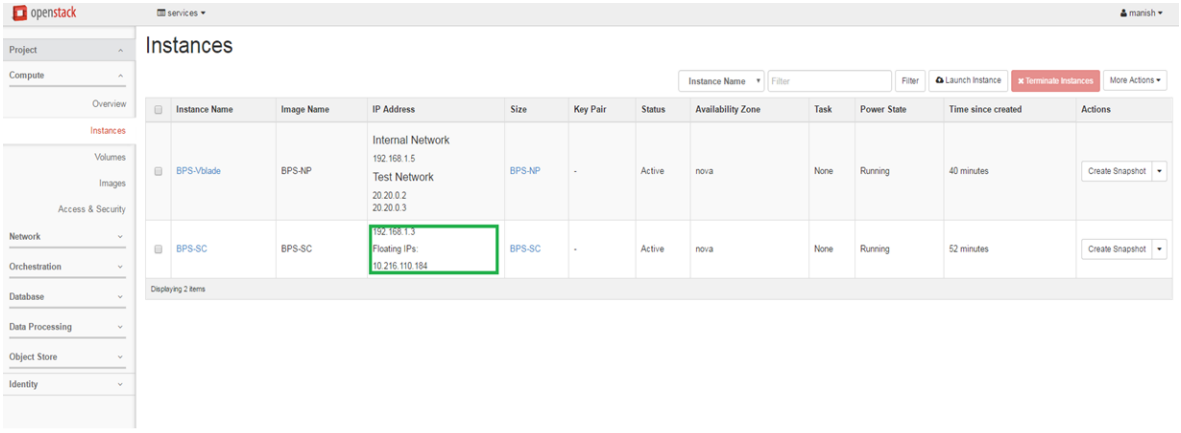
Note: After attaching the interface, the instance needs to be rebooted/service restarted in order for the change to be reflected in the BPS VE user interface. This step will complete this procedure.



Associate Floating IP Address

Note: Associating a floating IP address allows the BPS vController to be accessed from a LAN.





Configure the OpenStack Environment

This sections describes several options that can be used to configure your OpenStack environment for BPS VE.

Allow All MAC and IPs through OpenStack

By default, OpenStack allows only one MAC and one IP address through the test networks. The workaround to remove this limitation is to disable port-security on the test ports.

Perform the following tasks to allow all MACs and IPs through OpenStack:

1. Add the following line in `/etc/neutron/plugins/ml2/ml2_conf.ini` file to enable the ml2

port_security extension driver:

```
extension_drivers = port_security
```

2. Run the following command to restart the neutron services:

```
service restart neutron-server
service restart neutron-dhcp-agent
service restart neutron-l3-agent
service restart neutron-metadata-agent
service restart neutron-plugin-openvswitch-agent
```

3. Run the following command to list the neutron ports:

```
neutron port-list
```

4. Search for the test ports used on the VLMs and run the following commands on them:

```
neutron port-update <port-id> --no-security-groups
neutron port-update <port-id> --port-security-enabled=False
```

Note: In order to update a batch of ports with the above port security commands, you can use the following script:

a. Create an update_port_security.sh file with the following contents:

```
vi update_port_security.sh
#! /bin/bash
if [ $# -gt 1 ]; then
echo "Incorrect usage!"
echo -e "./update_port_security.sh [port_IP_format]\n"
```

```
echo -e "ex.:\n./update_port_security.sh 192.168."
exit 1
elif [ $# -eq 1 ]; then
PORT_IP=$1
echo -e "Searching for ports starting with IP: $PORT_IP"
else
PORT_IP="192.168."
echo -e "No IP selected!\nSearching for ports with default IP: $PORT_ IP"
fi
echo ""
echo "Grabbing the ports list..."
PORTS=$(neutron port-list | grep $PORT_IP | awk '{print $2}')
NUM_PORTS=$(neutron port-list | grep $PORT_IP | awk '{print $2}' | wc -l)
echo "Done!"
if [ -z "$PORTS" ]; then
echo "No ports found starting with IP $PORT_IP!"
exit 1
else
echo "Found $NUM_PORTS ports starting with IP $PORT_IP!"
fi
echo ""
ERRORS=0
ERROR_PORTS=""
echo -e "Disabling port security on the ports...\n"
for PORT in $PORTS;
do
neutron port-update $PORT --no-security-groups
FST=$?
```

```
neutron port-update $PORT --port-security-enabled=False
SND=$?
if [ $FST -eq 0 ] && [ $SND -eq 0 ]; then
echo "Successfully disabled port security on port $PORT!"
else
echo "Error on disabling port security for port $PORT!"
ERRORS=1
ERROR_PORTS=$ERROR_PORTS" "
fi

echo ""
done
if [ $ERRORS -eq 0 ]; then
echo "Finished updating all the ports!"
exit 0
else
echo "Found errors on updating the following ports: $ERROR_PORTS"
exit 1
fi
```

b. Run the following command to give it exec permissions.

```
chmod +x update_port_security.sh
```

The script applies the command only on a specific subset of ports, identified by an IP format (for example, 192.168.X.X). The test networks intended for creating for IxVM OpenStack use will have associated a subnet. You can easily identify the ports on which you must apply the configurations, based on the IPs associated by the test network in use. For example, setting subnet 192.168.10.0/24 on a test network results in test ports having allocated IPs from that range—192.168.10.2, 192.168.10.3, and so on).

c. Run the script.

```
./update_port_security.sh
```

By default, the script searches for ports starting with 192.168. as the IP. You can change this IP by providing an additional parameter when running the script. For example, `./update_port_security.sh 172.16.`, updates the ports having IPs with the 172.16.X.X format.

```
./update_port_security.sh 172.16.
```

CHAPTER 2 BPS VE Install on Amazon Web Services

This section of the guide describes how to install BPS VE on Amazon Web Services.

BPS on AWS Overview

This section of the document provides a straightforward workflow that will assist you while deploying the Breaking Point AMIs in Amazon Web Services (AWS). It will also help you create a sample setup for your device under test.

This document assumes you are familiar with the basics of the Amazon AWS Virtual Private Cloud (VPC) and Elastic Compute Cloud (EC2) features. If not, we encourage you to study the tutorials provided by Amazon at https://aws.amazon.com/training/intro_series/.

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BPS VE AMI Deployment

This section of the document discusses the following methods for BreakingPoint AMI Deployment on Amazon Web Services.

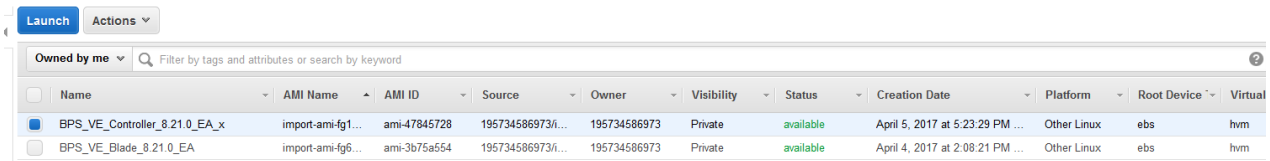
- AMI Deployment below
- CloudFormation Template Generator on page 59

AMI Deployment

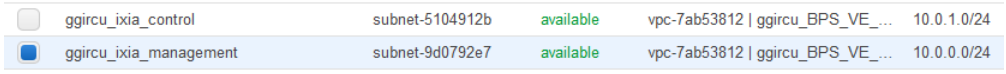
Note: You can find the AMIs for the Ixia BreakingPoint System Controller and Ixia BreakingPoint vBlade on the EC2 console (**Instances** > **Launch Instance** > **Community AMIs**) using the AMI IDs or by searching for Ixia BreakingPoint.

To deploy BPS VE on Amazon EC2, you need to perform the following steps:

1. Select **EC2 Dashboard** > **Images** > **AMIs**.
2. Select the **BPS AMIs** and click **Launch** and then follow the steps in the wizard.

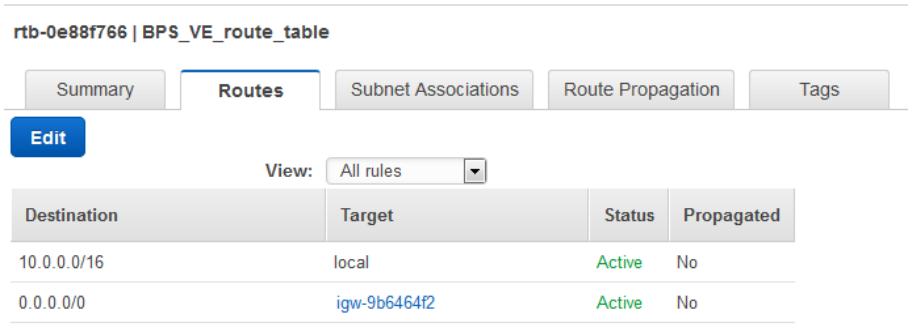


3. Choose an instance type based on your computing needs:
   - vController Minimum requirements: 8vCPUs, 8 GB RAM, 100 GB HDD
   - vBlade Minimum requirements 4vCPUs, 8 GB RAM, 10 GB HDD
4. On the **Configuration Instance Details** page, select:
   a. Create a new VPC (you can also select an existing VPC)
      i. Create the VPC and assign a subnet block, e.g: IPv4 CIDR block = 10.0.0.0 /16
      ii. Configure the VPC subnets (at least two subnets are required at this stage, one for External Management and one for Internal Management), for example:
         - 10.0.0.0 /24 ; ixia-management - used to access the vController WebUI (BPS GUI)
         - 10.0.1.0 /24 ; ixia-control - used for the internal communication between vController and vBlade



> **Note:** Optionally, you can use the same subnet for External Management and Internal Management. In this scenario, please remember to add both of the network interfaces (attached to the vController instance) as well as the primary network interface (eth0 - attached to the vBlade instance) to the same management subnet.

      iii. Create the route table (the table controls the routing for the subnet)
         i. Go to **Route Tables** and select **Create Route Table**
         ii. To ensure that your instances can communicate with the Internet, you must also attach an Internet gateway to your VPC
         iii. Go to **Internet Gateways** and select **Create Internet Gateway**
         iv. Right click and select **Attach to your VPC**
         v. Go back to the route table configuration > **Select Routes** > **Add another route**
         vi. Add a route over the Internet gateway (the destination is 0.0.0.0/0, and the target is the Internet gateway you just created).



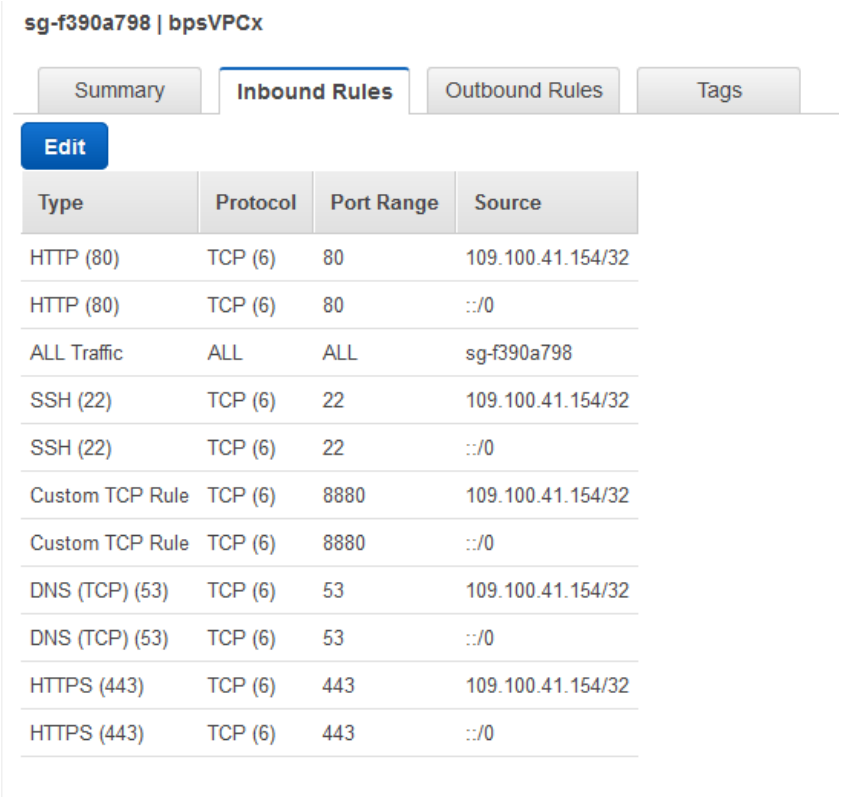
      iv. Go to **VPC** > **Subnets**, then select your subnets and change the **Current Route Table** to the route table you just created

b. For **Subnet**, select:
   i. ixia-management, when deploying the vController instance
   ii. ixia-control, when deploying the vBlade instances
c. **Auto-assign Public IP**:
   - Use subnet settings
d. **Network interfaces**:
   i. **vController** - When deploying the controller instance, make sure you add a **second network interface** (vController has two management interfaces):
      - The 1st interface must be added to the **External Management** subnet: eth0
      - The 2nd interface must be added to the **Internal Management** subnet: eth1

> **Note:** If you start an instance with more than one network interface, it will no longer use a regular public IP address. If you connect to instances in your VPC using public IPs, you will need to assign an **Elastic IP** to the BPS vController instance.

   ii. **vBlade**
      - Has only one management interface
      - Needs to be in the same IP subnet with the vController Internal Management IP

5. Under **Add Storage**, the default storage size should be enough.
6. Under **Add Tags**, the recommendation is to add some tags to allow easily finding the instance, e.g, set the Key to Username and set the value to your login.
7. Configure the security group, e.g.:
   a. **Inbound**
      i. HTTPS must be allowed only from your personal or corporate network IP (range)
      ii. HTTP must be allowed only from your personal or corporate network IP (range)
      iii. SSH must be allowed only from your personal or corporate network IP (range)
      iv. TCP traffic on port 8880 must be allowed only from your personal or corporate network IP (range)
      v. ALL traffic must be allowed within the security group (if configuring different security groups for the vController and the vBlade, make sure that ALL traffic is allowed between the security groups)



Type	Protocol	Port Range	Source
HTTP (80)	TCP (6)	80	109.100.41.154/32
HTTP (80)	TCP (6)	80	::/0
ALL Traffic	ALL	ALL	sg-f390a798
SSH (22)	TCP (6)	22	109.100.41.154/32
SSH (22)	TCP (6)	22	::/0
Custom TCP Rule	TCP (6)	8880	109.100.41.154/32
Custom TCP Rule	TCP (6)	8880	::/0
DNS (TCP) (53)	TCP (6)	53	109.100.41.154/32
DNS (TCP) (53)	TCP (6)	53	::/0
HTTPS (443)	TCP (6)	443	109.100.41.154/32
HTTPS (443)	TCP (6)	443	::/0

b. **Outbound**

i. Traffic must be allowed to any IP address

It is highly recommended not to allow arbitrary (inbound) access to your BPS VE instances – only IPs from your company or home should be allowed to access this machine. This will help to protect any confidential data stored on this instance/network.

8. Review the settings you've selected and then click **Launch**.
9. Select an existing key pair (or create a new one) and check the **I acknowledge** check box. Click **Launch Instances**.

Note: In the current version, BPS VE instances cannot be accessed using the Amazon key-pair.

CloudFormation Template Generator

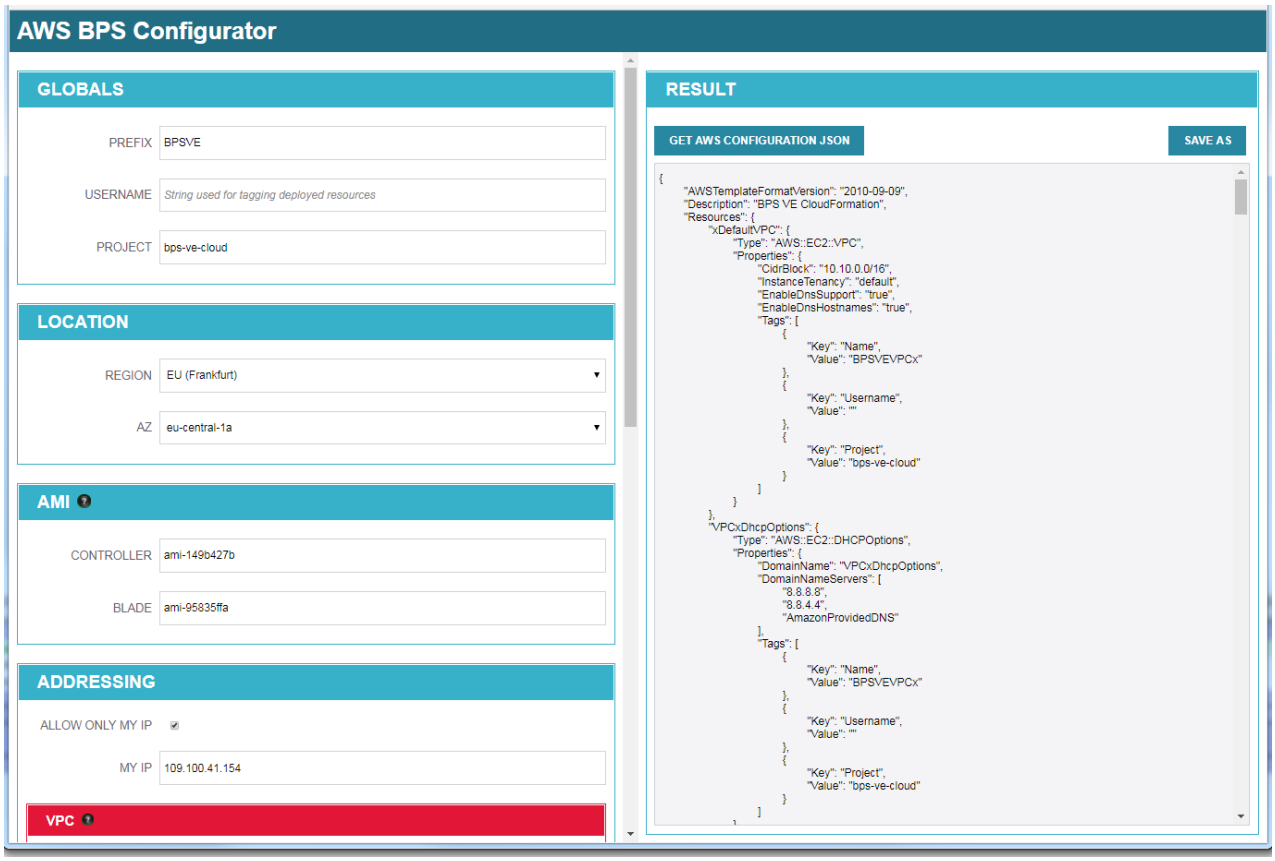
The deployment of Breaking Point AMIs can be automated by using CloudFormation templates. This option automates most of the manual steps that have been detailed in the AMI Manual Deployment section.

In order to generate a CloudFormation template, you can use the following helper page:

bps-deploy.s3-website.eu-central-1.amazonaws.com.

Note: The AWS BPS Configurator helper page described below is supported on the Mozilla Firefox and Chrome web browsers.

Note: When deploying a CloudFormation template generated by the AWS BPS Configurator helper page, the maximum number of IPs supported by the instance type will be automatically configured on the elastic network interfaces (ENIs) connected to the vBlade.



The helper page offers various configuration options including:

- AMI selection for BPS System Controller and vBlade
- AWS Deployment Region and Availability Zone
- VPC configuration
- Test and Management IP range configuration
- System Controller and vBlade instance types
- Number of vBlades
- Number of Test Ports per vBlade

CloudFormation templates are generated by clicking **Generate AWS Configuration JSON**. These templates can be used as-is or can serve as a starting point for further customization.

Note: When deploying a CloudFormation template in AWS, the vBlades are automatically connected to the BPS System Controller and will appear in the **Administration** > **VM Deployment** > **Manage Virtual Chassis** window.

Parameter		Description
Globals	Prefix	Insert the prefix. This string will be appended to the name of the resources that the AWS CloudFormation template generates.
	Username	Insert the username tag. AWS CloudFormation Resource Tags property is used to apply tags to resources, which can help you identify and categorize those resources.
	Project	Insert the project tag. AWS CloudFormation Resource Tags property is used to apply tags to resources, which can help you identify and categorize those resources.
Location	Region	Select a Region that specifies where your resources are managed.
	AZ	Select the Availability Zone. Availability zones are isolated locations within data center regions from which public cloud services originate and operate.
AMI	Controller	Insertthe ID of the vController AMI. You can find the AMIs for the Ixia BreakingPoint System Controller and Ixia BreakingPoint vBlade on the EC2 console (**Instances** > **Launch Instance** > **Community AMIs**) using the AMI IDs or by searching for Ixia BreakingPoint.
	Blade	Insert the ID of the vBlade AMI. You can find the AMIs for the Ixia BreakingPoint System Controller and Ixia BreakingPoint vBlade on the EC2 console (**Instances** > **Launch Instance** > **Community AMIs**) using the AMI IDs or by searching for Ixia BreakingPoint.

Parameter			Description
Addressing	Allow only My IP		Use this setting in order to not allow arbitrary (inbound) access to your BPS instances. When enabled, only the specified IP will be allowed to access these machines. This helps protect any confidential data stored on these instances and the rest of the network.
	MY IP		The IP address to be used in the security rules. Your public IP address is automatically filled in.
	VPC	Name	Insert the name of the VPC. It can only contain alphanumeric characters.
		CIDR	Insert the IPv4 address range for your VPC as a Classless Inter-Domain Routing (CIDR) block. CIDR notation is a compact representation of an IP address and its associated routing prefix. The notation is constructed from an IP address, a slash ('/') character, and a decimal number.
	Management Subnet	Name	Insert the name of the Management Subnet. It can contain only alphanumeric characters.
		CIDR	Insert the IPv4 address range for your Management Subnet, as a Classless Inter-Domain Routing (CIDR) block. CIDR notation is a compact representation of an IP address and its associated routing prefix. The notation is constructed from an IP address, a slash ('/') character, and a decimal number.
	Test Subnet	Name	Insert the name of the Test Subnet. It can contain only alphanumeric characters.
		CIDR	Insert the IPv4 address range for your Test Subnet, as a Classless Inter-Domain Routing (CIDR) block. CIDR notation is a compact representation of an IP address and its associated routing prefix. The notation is constructed from an IP address, a slash ('/') character, and a decimal number.

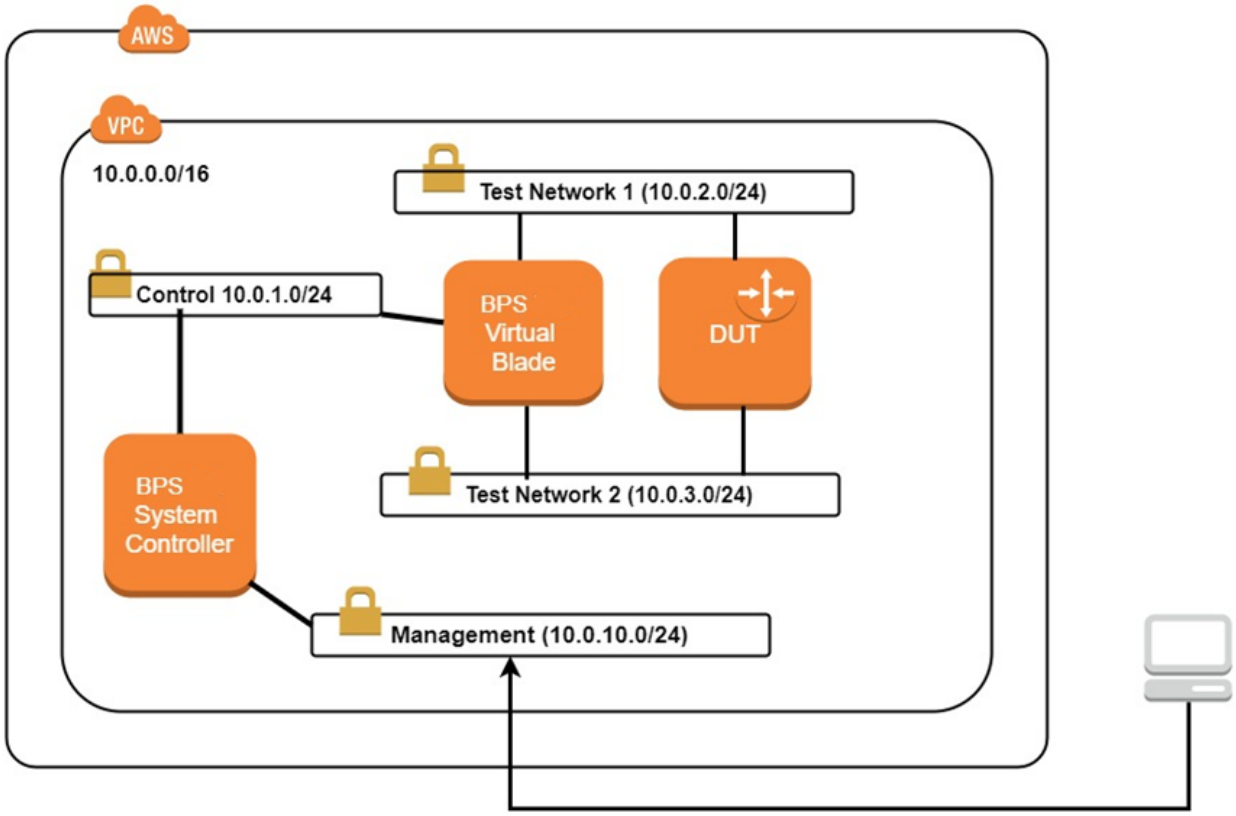
Parameter			Description
Instance Configuration	Controller	Instance Type	When you launch an instance, the instance type that you specify determines the hardware of the host computer used for your instance. Each instance type offers different compute, memory, and storage capabilities and are grouped in instance families based on these capabilities. Select an instance type for the BPS vController based on the requirements of the application or software that you plan to run on your instance.
	Blade	Index	The index of the blade.
		Instance Type	When you launch an instance, the instance type that you specify determines the hardware of the host computer used for your instance. Each instance type offers different compute, memory, and storage capabilities and are grouped in instance families based on these capabilities. Select an instance type for the BPS vBlade based on the requirements of the application or software that you plan to run on your instance.
		Port Count	Specify the number of ports per vBlade (from one to eight virtual test ports). *Please note that an extra-port will be added for management purposes. The maximum number of IP Addresses per Network Interface depends on the Instance Type. Make sure to consult http://docs.aws.amazon.com/AWSEC2/latest/UserGuide/using-eni.html in order to check the limits for the maximum number of network interfaces, IPv4/IPv6 addresses per Interface per Instance Type.

Configuring Test Interfaces on AWS

BPS on Amazon Web Services requires additional test interfaces that will be used for sending test traffic into your network. These interfaces must be configured to connect to private subnets (not connected to the internet) with permissive security rules to allow many different (and unconventional) types of traffic to flow through your network. Each interface that you add should share a subnet with a single interface on your device. The minimum number of network interfaces that must be added is two.

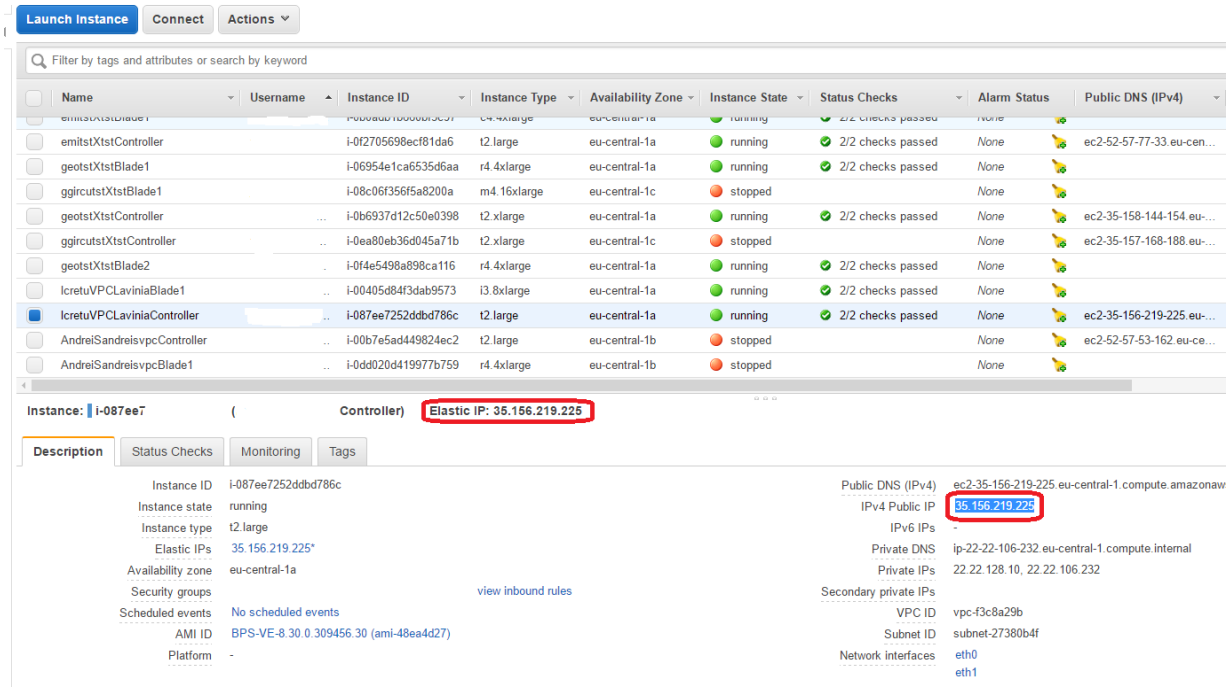
Please ensure that there is network connectivity between the outbound BPS VE vBlade Test Interfaces and the interfaces of the Device Under Test.

An example configuration is shown below.



Running a Test on AWS

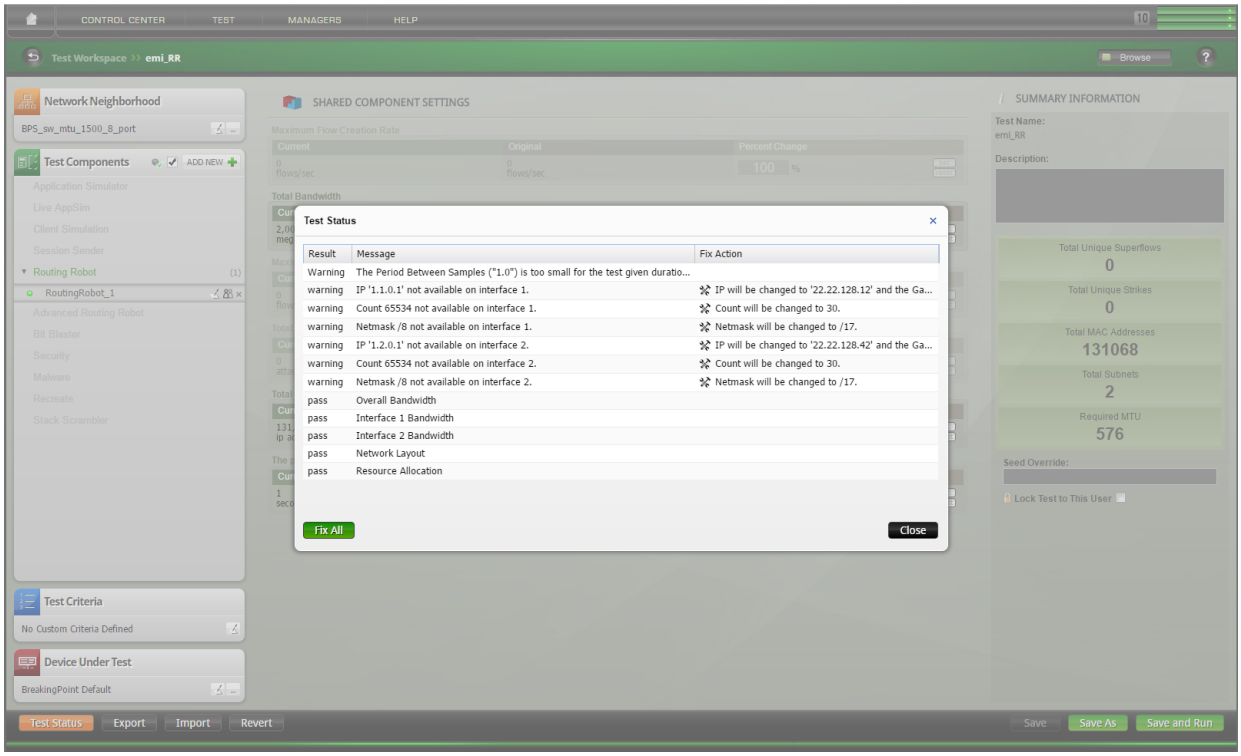
In order to run a test, enter the Elastic IP of the vController instance into the URL field of your HTML browser.



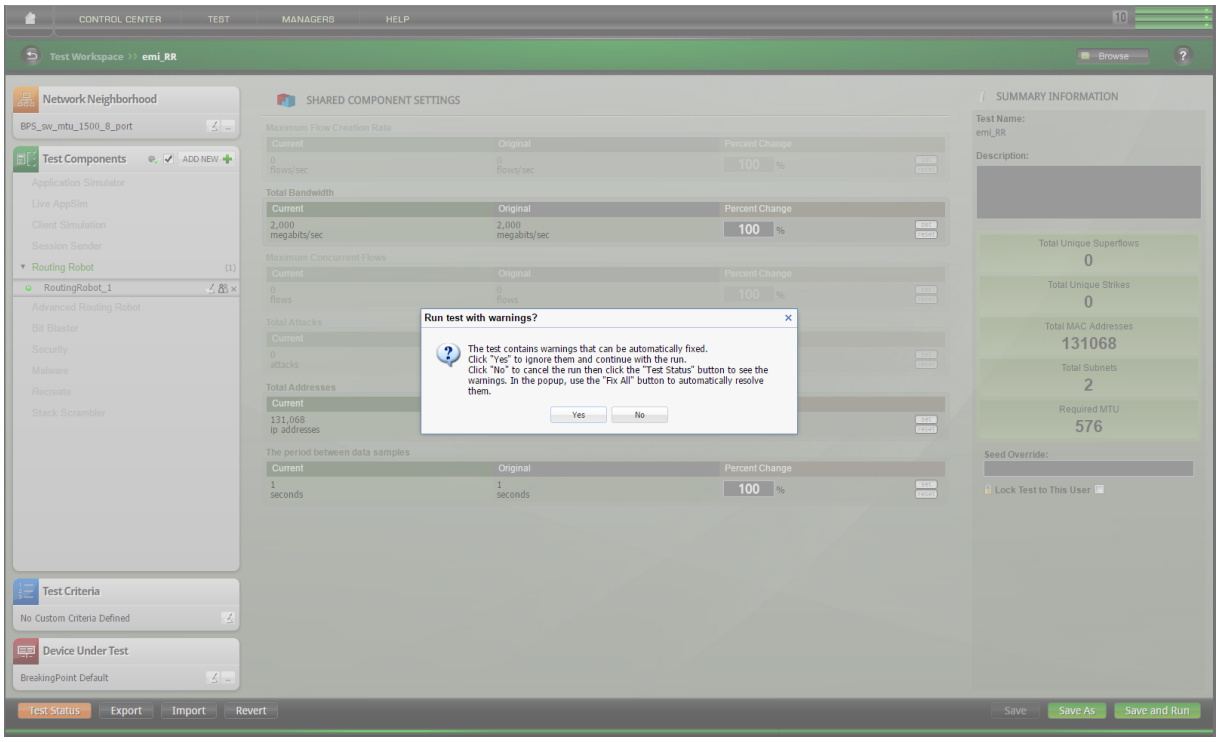
The BreakingPoint user interface will display. For detailed information regarding the user interface, please see the BreakingPoint User Guide.

When running in the AWS environment, the test IPs configured in the BreakingPoint Network Neighborhood should match the IPs assigned to the Test Interfaces on the vBlade instance for the corresponding test. This ensures proper network connectivity between BreakingPoint and any Device Under Test.

BreakingPoint will automatically detect any mismatch between the IPs configured in the Network Neighborhood and the IPs assigned to the test interfaces and indicate the status on the **Test Status** button. When the Test Status details window is opened, you will be given the option to automatically match the IP addresses by clicking the **Fix All** button.



If the option to match IP addresses is ignored, a warning message will display when you attempt to run the test



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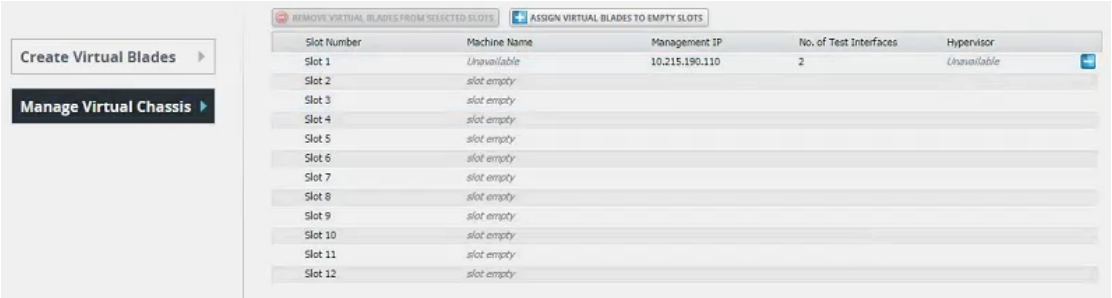
Unassign/Assign a vBlade

Note: To ensure proper vBlade operation, Ixia recommends that vBlades are in the powered ON state before they are unassigned.

To assign or unassign a vBlade:

1. Click **Manage Virtual Chassis**.
2. On the **Assign Virtual Blades To Empty Slots** tab. Select the plus (assign) or minus (unassign) icon that is displayed at the far right side of a slot's row (as shown in the image below).

* **Management IP** = The management IP of the vBlade instance



Note: **For BPS on AWS** - When manually deploying the vBlade instance, you can attach one more network interface to your instance during launch (in addition to the management interface). After you've launched your instance, you can attach more network interfaces using the EC2 console. Please make sure that after you attach more interfaces, you reboot the vBlade instance (using the EC2 console) in order for the changes to take effect.

Note: Unassigning a vBlade will only break the connection between the controller and the vBlade. The vBlade will not be removed or powered off.

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CHAPTER 3 Nested Environment Installation

This sections provides a detailed description of the steps required and resolve problems that may occur when attempting to deploy a vBlade in a nested OpenStack environment.

1. Log in into the Virtual Blade and check the "ixvmbps.log" in /etc/var/log. If the log has the following error: "This system does not support "SSSE3", then the following action needs to be performed:
   a. Nested OpenStack Setup-
      i. Edit "/etc/nova/nova.conf"
      ii. Add under "[libvirt]" - cpu_mode = host-model
      iii. Restart Nova services
      iv. Restart the vBlade
      v. Add the vblade

   b. KVM from UI-
      i. Select the specific vBlade
      ii. Edit the vBlade settings
      iii. Go to "Processor"
      iv. Under "Configuration", set the "Model" to "Copy host CPU configuration"

   c. KVM from CLI-
      i. virsh edit <vBlade_name>
      ii. Add the following:

      <cpu mode='host-model'>
      <model fallback='allow' />
      </cpu>

iii. Restart the vblade

iv. Add the vblade

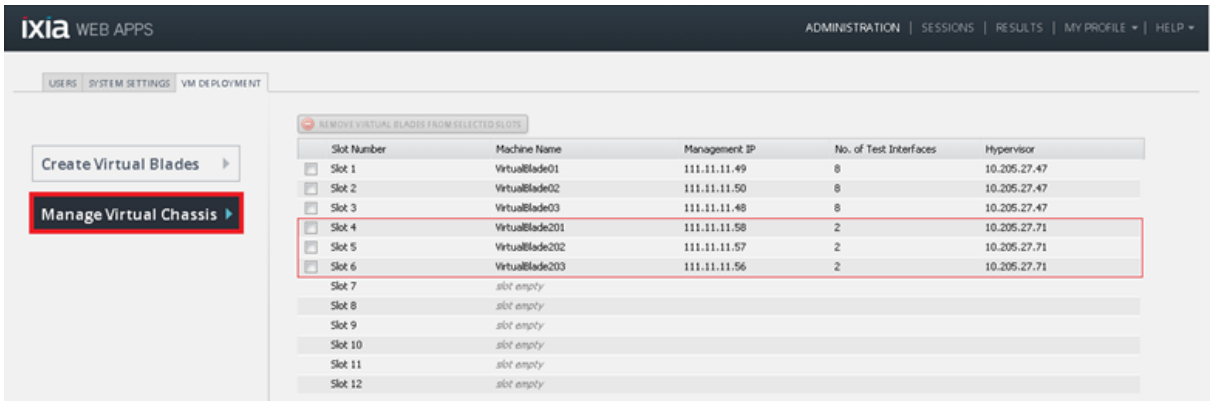
2. To solve problem 2, log in into the Compute and Controller Node:
   a. Edit “/etc/nova/nova.conf”
   b. Add under "[neutron] " - allow_duplicate_networks = True
   c. Restart the Controller and Compute Node

CHAPTER 4 Manage vBlades

This section describes the procedures for discovering, deleting and unassigning vBlades.

Discover vBlades

After successfully deploying the vBlades (NP-VM), you can view them in the **Manage Virtual Chassis** tab, which is also known as the Discovery window and BPS Virtual Chassis window.



Virtual Chassis Field Descriptions

Field	Description
Slot Number	Indicates the slot number of the vBlades in a virtual chassis, which ranges from 1 to 12. A system controller can control a maximum of 12 vBlades.
Machine Name	The name of the virtual load module as shown in the image above.
Management IP	The IP of the virtual machine, through which you can manage the vBlades.
No. of Test Interfaces	The number of vPorts on the vBlades.
Hypervisor	The IP of the hypervisor where VMs are deployed.

vBlade Deletion and Assignment Rules

Note the differences between vBlades that are manually deployed and vBlades that are deployed automatically (using the BPS VE UI):

- Deletion will not be possible for vBlades that are assigned manually. The **Delete** check box on the **Manage Virtual Chassis** tab will not be visible for manually deployed vBlades.
- In the **Manage Virtual Chassis** table, the **Machine Name** and **Hypervisor** fields will indicate "unavailable" because the user is not required to provide this information when vBlades are manually deployed.

- All vBlades can be unassigned, irrespective of the way they were deployed.
  - Note that unassignment will only break the connection between the vController and the vBlade.
  - Unassigned vBlades can be assigned and then managed by other vController.

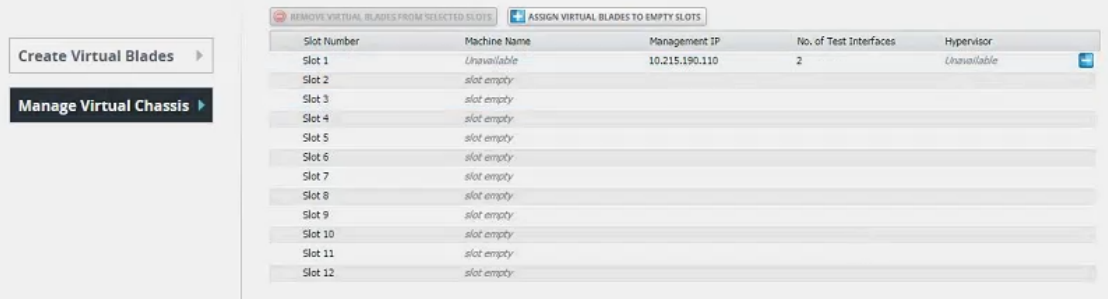
Unassign/Assign a vBlade

Note: To ensure proper vBlade operation, Ixia recommends that vBlades are in the powered ON state before they are unassigned.

To assign or unassign a vBlade:

1. Click **Manage Virtual Chassis**.
2. On the **Assign Virtual Blades To Empty Slots** tab. Select the plus (assign) or minus (unassign) icon that is displayed at the far right side of a slot's row (as shown in the image below).

* **Management IP** = The management IP of the vBlade instance



Note: **For BPS on AWS** - When manually deploying the vBlade instance, you can attach one more network interface to your instance during launch (in addition to the management interface). After you've launched your instance, you can attach more network interfaces using the EC2 console. Please make sure that after you attach more interfaces, you reboot the vBlade instance (using the EC2 console) in order for the changes to take effect.

Note: Unassigning a vBlade will only break the connection between the controller and the vBlade. The vBlade will not be removed or powered off.

Delete a vBlade

To delete a vBlade, perform the following tasks:

1. Click **Manage Virtual Chassis**.
2. Click **Remove Virtual Blades from Selected Slots**.
3. Select the slots you want to delete vBlades from.
4. Click **Apply**.

CHAPTER 5 Licensing

The licensing utility helps in the license management of BreakingPoint System (BPS), by allowing the activation/deactivation of licenses.

By using Ixia's license management mechanism, you can do the following:

- Centralize and monitor your software usage.
- Maintain an accurate license inventory.
- Smoothly transfer licenses across different hosts and teams.

The Activation Code for the purchased Ixia product(s) is sent via email message, when you purchase a BreakingPoint Virtual Edition license. Enter this Activation Code in the **VM License LS+** window and activate the license.

The licensing operation is done with a simple wizard and can be run from one of the following options:

- The same VM Controller on which the software was installed; in case internet is available on the VM Controller
- Any other computer connected to internet, in case the internet is unavailable on the VM Controller. This option pertains to offline registration mode.

The computer (used for performing the licensing process) must be connected to the internet.

Before activating a license, you must have the following:

- The e-mail message from Ixia with the activation code. The key contents of this e-mail message are as follows:
  - Activation Code: A unique number for the license.
  - Quantity: The number of licenses.
  - Effective Date: The date from which the license can be activated.
  - Expiration Date: The date on which the licenses will expire.

Different Types of Licenses

Ixia provides the following types of licenses for BreakingPoint Virtual Edition:

- Floating Licenses
  - (Subscription and Perpetual)

Floating Licenses

This type of license is stored on a license server and allows a set number of workstations to use product software features. The workstations using this license must be connected to the license server and the server must be up and running. Additional users for the product features are denied once the set number of licenses is completely being used by the current users.

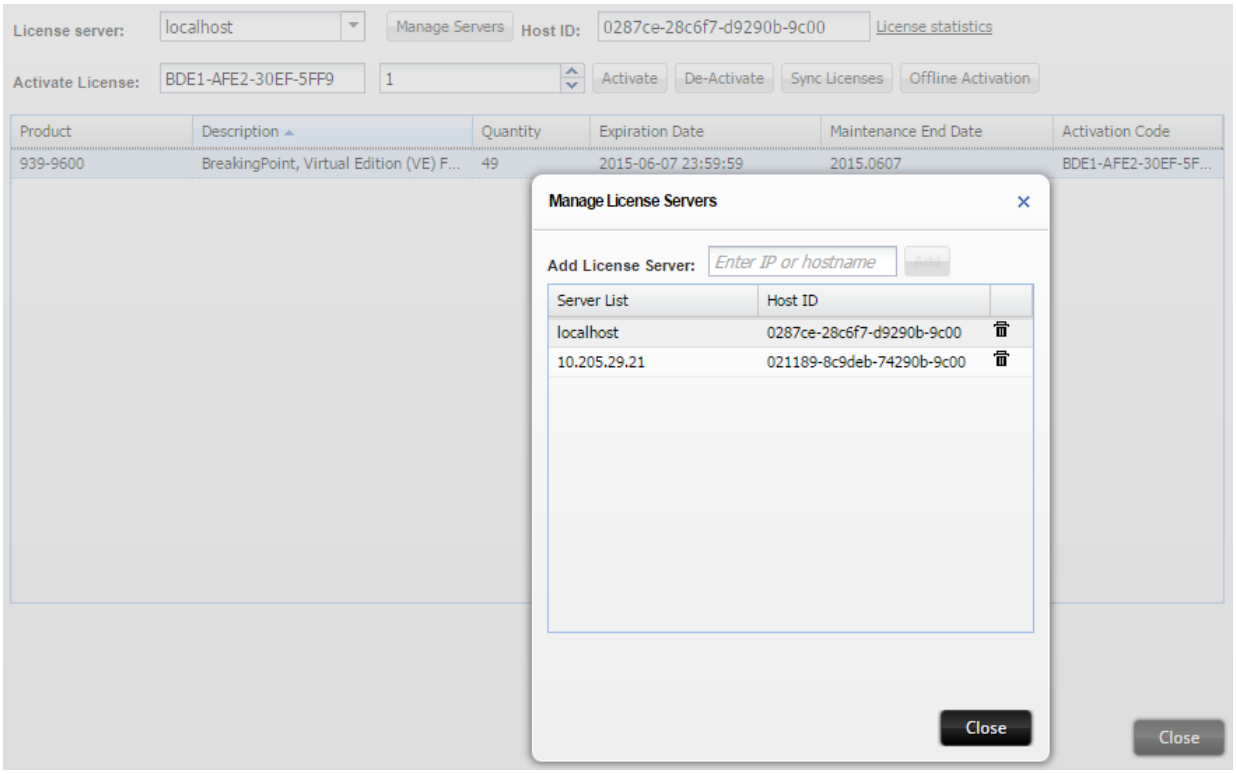
Licensing Utility

The Licensing utility is a one-stop solution, which helps to activate, deactivate, sync and check the current licenses that are checked out. It is available on BreakingPoint vController at the following location:

BPS Session > Control Center > Administration > Licensing

Note: Using a web browser, connect to the BreakingPoint vController IP address and navigate to the above mentioned location.

The following figure displays the Licensing user interface.

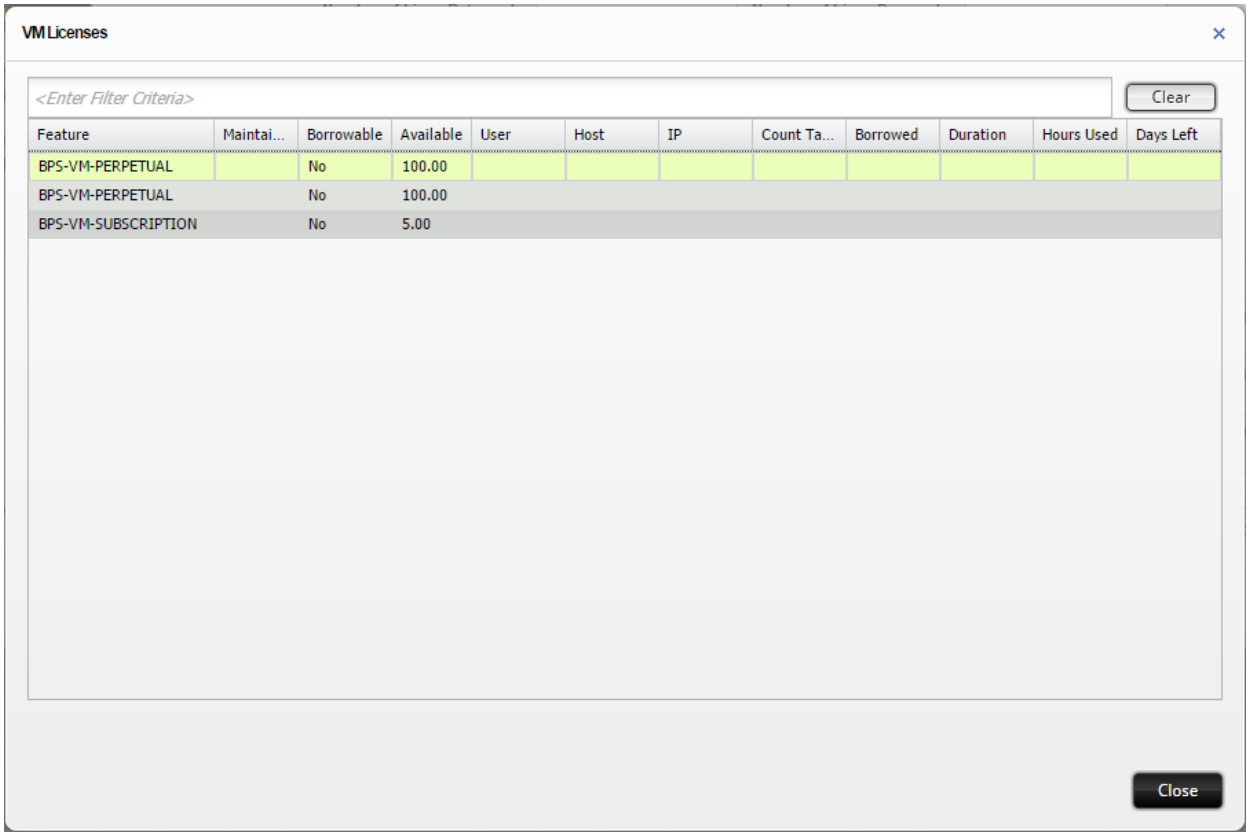


The following table provides information about the fields and description:

Field/Section	Description
License server	Specify the license servers IP address or the hostnames. The default value is **localhost**. Localhost points to the computer where BreakingPoint is installed. Select a remote computer's hostname or IP address to view, activate, deactivate and sync licenses on it.
Manage Servers	Click to open the **Manage License Servers** dialog box, where you can add, view , and delete the license servers.
Host ID	A unique ID of the computer where the License Server is installed.
License statistics	Click this link to open a new window, which provides the details about the quantity of licenses available as illustrated in License Statistics below.
Activate	Click this button to activate a license. Specify the **Activation Code** and **Quantity** of licenses you want to activate. The quantity of licenses issued, effective date and expiration date are also mentioned in the email.
Deactivate	Click this button to deactivate the selected license. Specify the **Quantity** of licenses you want to deactivate.
Sync Licenses	If licenses are renewed in the back-end, click **Sync** in utility to reflect the changes.
Product	The part number of the license bundle.
Description	The description of the license bundle.
Quantity	The total quantity of licenses.
Expiration Date	The date on which the license expires for **Subscription** or **Evaluation** licenses or **Perpetual** for a permanent license.
Activation Code	The code that activates the license for BreakingPoint. Refer to the email to know the activation code to install and use the application.

License Statistics

The **License Statistics** window provides the number of licenses that are available for use. The following figure illustrates the License Statistics:



The following table provides information about the fields and description in **VM Licenses** window:

Field/Section	Description
Feature	The type of the floating license feature.
Maintenance Until	The last date for which software updates are available. Software published before or on this date is licensed.
Borrowable	If the license can be borrowed.
Available	Shows the number of licenses that are available for use.
User	The name of the users who have the currently activated licenses.
Host	The host name of the computer which has the currently activated license in the license server.
IP	The IP address of the computer which has the currently activated license in the license server.

Field/Section	Description
Count Taken	The number of licenses which the user have checked out from the license server.
Borrowed	Shows if the license is borrowed. Borrowed licenses are activated for a specific time period.
Duration	It indicates the duration of time of the activated borrowed license.
Hours Used	Shows the number of hours for which the license has been already used.
Days Left To Expire	The number of days left before the expiry of the license.
Clear	Click to clear the text entered in the filter text box. Once cleared, the tool tip **<Enter Filter Criteria>** appears in the filter text box.
Close	Click this button to close the **VM Licenses** window.

Activating Licenses

Before Starting Activation

Ensure the following information is available before starting the license activation process:

Activation code for the license: An email is sent with the Activation Code when you purchase Ixia software. Enter the Activation Code in the **VM License LS+** window to activate the license.

An example e-mail message with the Activation code underlined is shown here:

```
Dear Ixia QA representative,
Thank you for your recent Ixia software purchase. This document contains
important information for activating your software products. Please retain this
information for future reference.
Organization: Ixia QA
Ixia Sales Order#: IxiaQA-RES0HB7X
This document provides the right to activate the following product(s) under
Entitlement IxiaQA-RES0HB7X:
```

Product	939-9600, BreakingPoint, Virtual Edition (VE) FLOATING Subscription License
Quantity	100
Activation Code	AA3B-C6CF-3780-3044
Effective Date	2015-01-27
Maintenance Expiration Date	2015-02-26

```
As a registered customer, you can access software, release notes, and
installation instructions from the Ixia website:
http://www.ixiacom.com/support/downloads_and_updates/index.php
If you do not currently have a username and password for the Ixia website, you
can request one: http://www.ixiacom.com/support/pwrequest.php
Ixia Technical Support is available to licensed customers who have active
software maintenance for their applicable software products. To obtain technical
support, go to the support section of Ixia web site:
http://www.ixiacom.com/support
Alternatively, you can contact Ixia Technical Support directly:
support@ixiacom.com
Domestic: (877) FOR-IXIA
International: +1-818-871-1800 (press 1)
Sincerely,
Ixia Order Fulfillment
```

Activate License

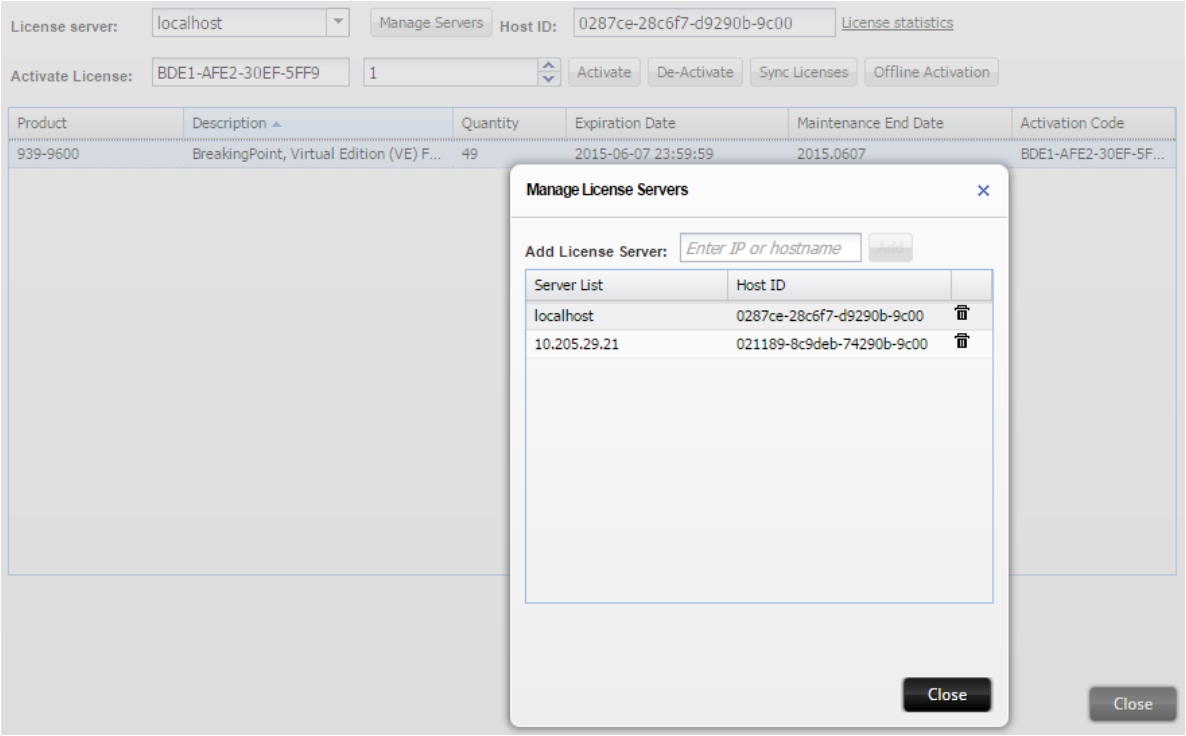
Ensure that vController is connected to internet and that the necessary information discussed previously in Before Starting Activation on the previous page is available.

To activate a license, perform the following tasks:

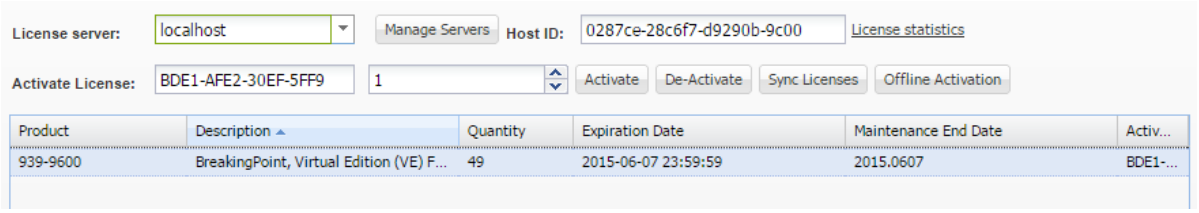
1. Connect to the management IP of vController using a web browser.
2. Go to **BPS Session** > **Control Center** > **Administration** > **Licensing**.

   The **VM Licenses** window opens.
3. In the **License server** box, select the license server IP or Localhost.

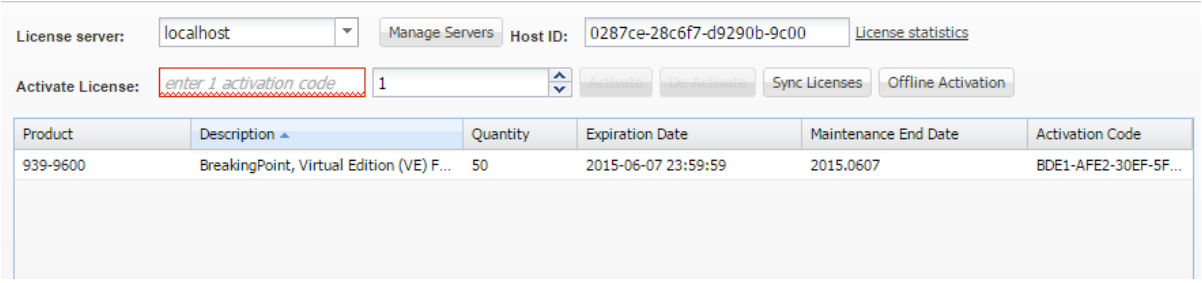
   Note: If you want to add a new license server, click the **Manage Servers** button and provide server details in the **Manage License Servers** dialog box.



4. In the **Activate License** text box, enter the Activation Code and the license quantity as depicted in the following image.



5. Click **Activate**. The activated license is now available in the **VM Licenses** window.



10G Subscription and Perpetual Licenses

This section of the installation guide describes BPS VE licensing that allows a single user to run tests with a TPUT (throughput) between 1Gbps to 10Gbps (maximum).

One unit of this license will allow a single user to execute a test consisting of the following:

- 10Gbps TPUT or 20,000,000 (20 million) CC
- Up to 2 security components

During license checkout, the four license types will be checked out in sequence shown based on the algorithm described in detail below.

- 10G-Subs (Subscription)
- 10G-Perp (Perpetual)
- 1G- Subs
- 1G-Perp

Note: Subscription license types get higher preference than perpetual license types.

License Checkout Algorithm

For each of the license types, based on the sequential order (that is, 10G-Subs, 10G-Perp, 1G-Subs, 1G-Perp), BPS VE will check with each license server for availability of license count.

1. License count is decided by the expression **Floor** (Remaining-license-count / (Multiplicative-factor for the test component considered).
2. License type of immediate preceding value (10G-*) in the sequence mentioned will be considered if a lower valued license type (1G-*) is not available. In that case, license count is 1. The surplus lower valued licenses will be released.

License Checkout Examples

Case 1

For this example, consider a premises that has 2 license servers. The different types of BPS VE licenses counts are shown in the following table:

License Servers	10G-Subs	10G-Perp	1G-Subs	1G-Perp
LicSvr1	2	1	12	2
LicSvr2	10	0	0	0

A user needs to run a 41Gbps TPUT test. The License Checkout sequence will be as described below:

Test Type - non security TPUT. Multiplicative factors are 10 and 1 respectively for 10G-* and 1G-*.

License Checked out	Remaining License Count	License Requested	License Granted	Remaining
2 x 10G-Subs from LicSvr1.	41	Floor(41/10) = 4	2	41 – (2 * 10) = 21
2 x 10G-Subs from LicSvr2.	21	Floor(21/10) = 2	2	21 – (2 * 10) = 1
1 x 1G-Subs from LicSvr1.	1	Floor(1/1) = 1	1	1 – (1 * 1) = 0

Case 2

For this example, consider the license count available in the servers is as shown below:

License Servers	10G-Subs	10G-Perp	1G-Subs	1G-Perp
LicSvr1	1	0	0	0
LicSvr2	10	0	0	0

A user needs to run a test with 5 security components. Multiplicative factors are 2 and 1 respectively.

License Checked out	Remaining License Count	License Requested	License Granted	Remaining
1 x 10G-Subs from LicSvr1.	5	Floor(5/2) = 2	1	5 – (1 * 2) = 3
1 x 10G-Subs from LicSvr2.	3	Floor(3/2) = 1	1	3 – (1 * 2) = 1
With 1 pending unit and no 1G-* license available, the algorithm will now look for the license type of the immediately preceding value (10G-*).				
1 x 10G-Subs from LicSvr2.	1	1	1	NA

Case 3

For this example, consider the license count available in the servers is as shown below:

License Servers	10G-Subs	10G-Perp	1G-Subs	1G-Perp

LicSvr1	2	0	1	0
LicSvr2	0	0	1	3

The user needs to run a test with TPUT of 17Gbps.

License Checked out	Remaining License Count	License Requested	License Granted	Remaining
1 x 10G-Subs from LicSvr1.	17	Floor(17/10) = 1	1	17 – (1*10) = 7
1 x 1G-Subs from LicSvr1.	7	Floor(7/1) = 7	1	7 – (1 * 1) = 6
1 x 1G-Subs from LicSvr2.	6	Floor(6/1) = 6	1	6 – (1 * 1) = 5
3 x 1G-Perp from LicSvr2	5	Floor(5/1) = 5	1	5 – (3 * 1) = 2
With 2 pending unit and no 1G-* license available, the algorithm will now look for the license type of the immediately preceding value (10G-*).				
1 x 10G-Subs from LicSvr2.	2	1	1	Surplus = 10 – 2 = 8
Release lower valued licenses up to surplus number.				
Release 2x1G-Subs				
Release 3x1G-Subs				

De-Activating Licenses

Introduction

A license, once activated, is said to be assigned to the license server specified during activation process. It may only be served to various applications on various workstations from this license server.

A license can be deactivated, including all of its features, at any time.

Before starting the deactivation process, ensure that the following information is available:

1. **Activation Code** for the license to be deactivated.
2. **Workstation name**: This is the name of the vController that currently uses the licensed software.

3. **License Server Hostname/IP**: The license server where the licenses are currently being registered to.

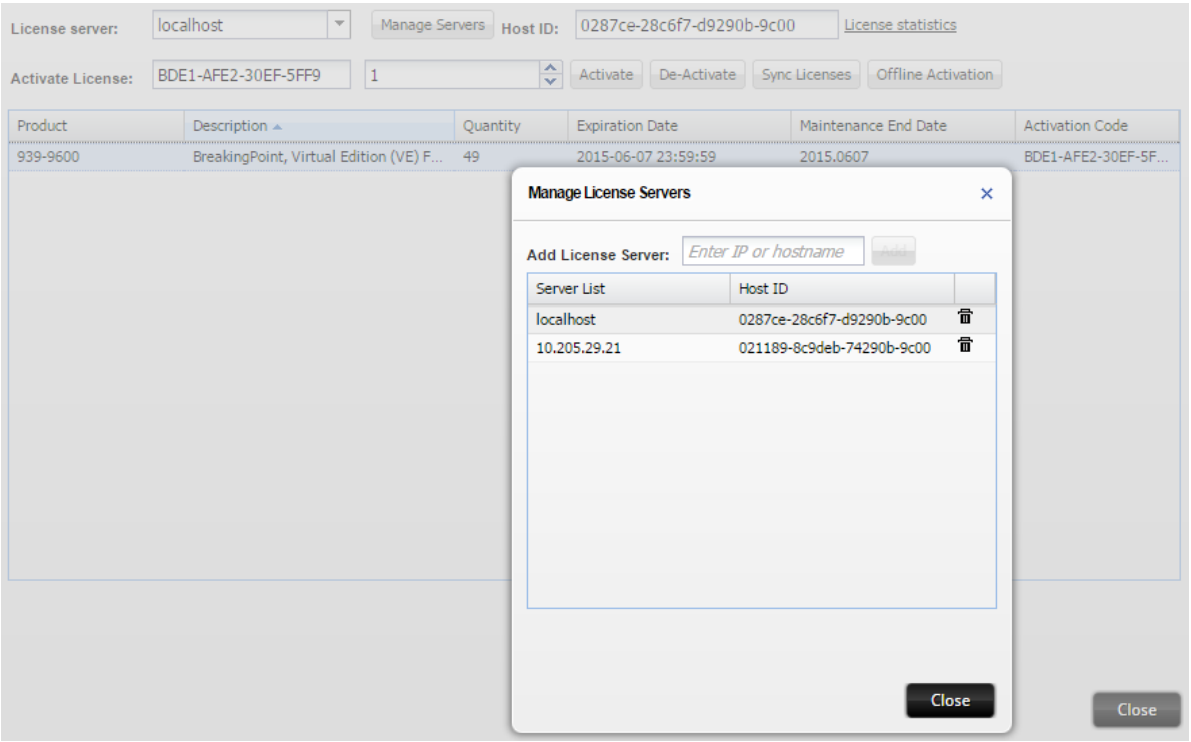
An example of the Ixia activation e-mail message, with the activation number is provided in Before Starting Activation on page 78.

License Deactivation

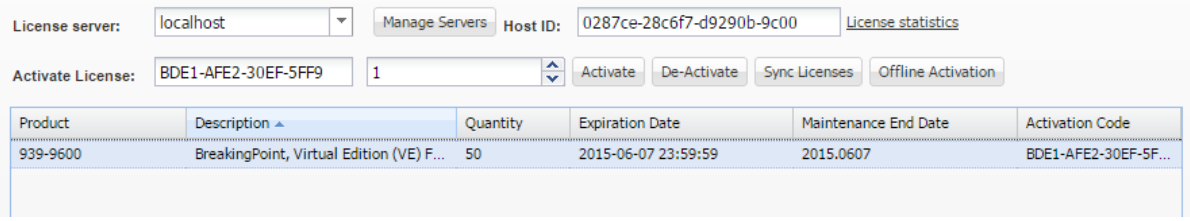
To deactivate a license, perform the following tasks:

1. Connect to the management IP of the vController using a web browser.
2. Go to **BPS Session** > **Control Center** > **Administration** > **Licensing**.
   The **VM Licenses** window opens.
3. In the **License server** box, select the license server IP or Localhost.

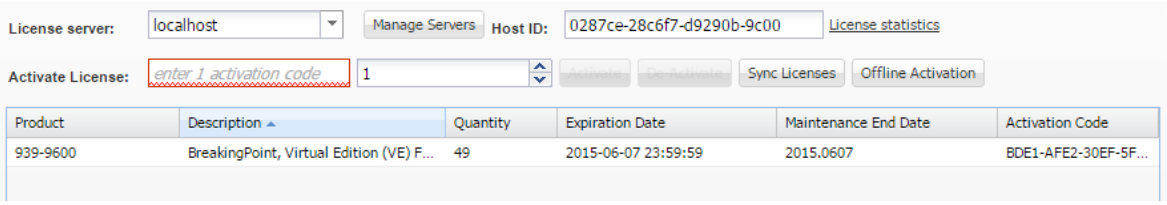
> **Note:** If you want to add a new license server, click the **Manage Servers** button and provide server details in the **Manage License Servers** dialog box.



4. In the **Activate License** text box, enter the Activation Code and the license quantity that you want to deactivate as depicted in the following image.



5. Click **Deactivate**. The activated license is now removed from the corresponding license server window.



Overview of Offline Activation/Deactivation

Offline activation/deactivation of licenses is required when the BreakingPoint Virtual Edition is deployed in a network that cannot access the internet. As a solution, you can generate the license file from a computer with internet and then transfer the file to the vController running as license server. The license file when imported, activates/deactivates the license.

For both activation and deactivation, it is required to generate the license file from the Fulfillment Router (FR) page.

Offline Activation

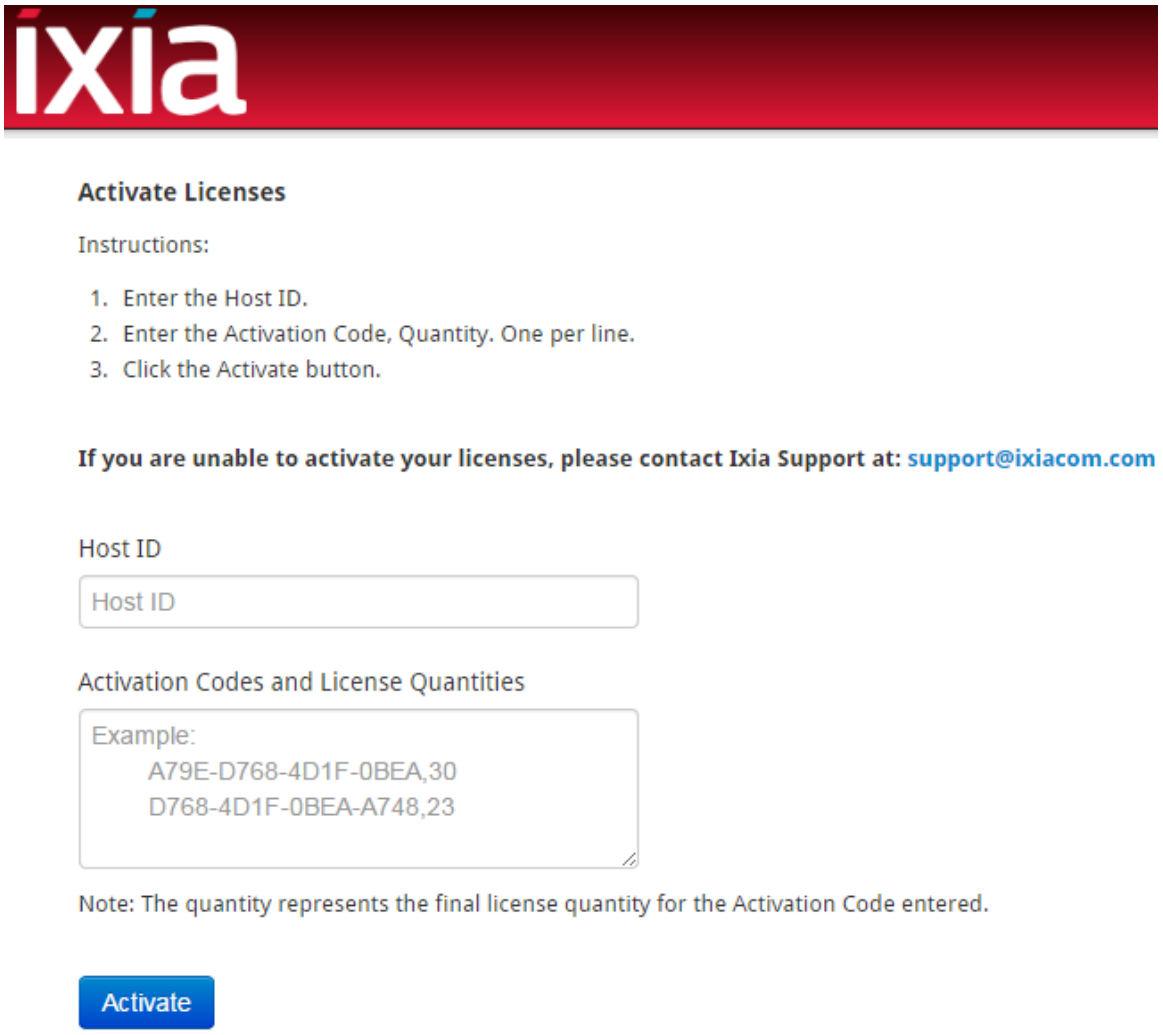
Ensure network connectivity and that the necessary information discussed in Before Starting Activation on page 78 is available. The steps for offline activation process are as follows:

- Step 1: Generate the license file from a computer with internet connection below
- Step 2: Import the License File on page 87

Step 1: Generate the license file from a computer with internet connection

To generate the license file, perform the following tasks:

1. Go to Fulfillment Router (FR) page at: https://fulfillment-prod.ixiacom.com/activation



2. In the **Host ID** text box, enter the Host ID of the vController where the licenses are going to be installed.
   a. Using a web browser, connect to the BreakingPoint vController IP address.
   b. Click **BPS Session** > **Control Center** > **Administration** > **Licensing**.
      The **VM Licenses** window opens.
   c. Select the required License Server.
   d. Get the Host ID from Host ID field.
3. In the **Activation Codes and License Quantities** text box, enter the activation codes as specified in the e-mail and quantity of licenses you want to activate.
   - Here, the **Quantity** represents the final license quantity that you want to activate. For example, if an **Activation Code** with six quantities is already registered in the license server, and when you specify the **Activation Codes and License Quantities** as seven for the same **Activation Code**, then it means the effective quantity is seven and not 13.

- You can perform offline activation for multiple activation codes at once. The syntax is:
  <ActCode1>, <FinalQty1><NEWLINE>
  <ActCode2>, <FinalQty2><NEWLINE>
  ....

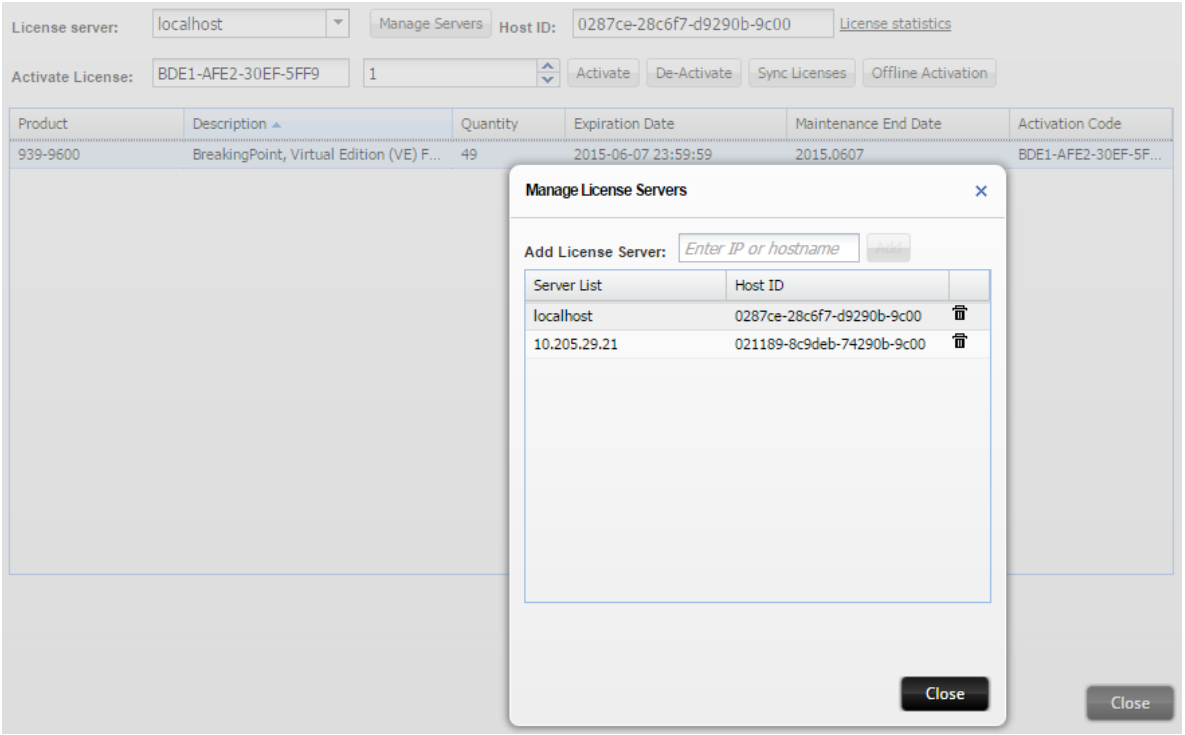
4. Click **Activate**.
   The system generates the license file in `.bin` format, prompting you to open or save it.
5. Save the license file in the required location and transfer it to the vController where the licenses are going to be installed.

Step 2: Import the License File

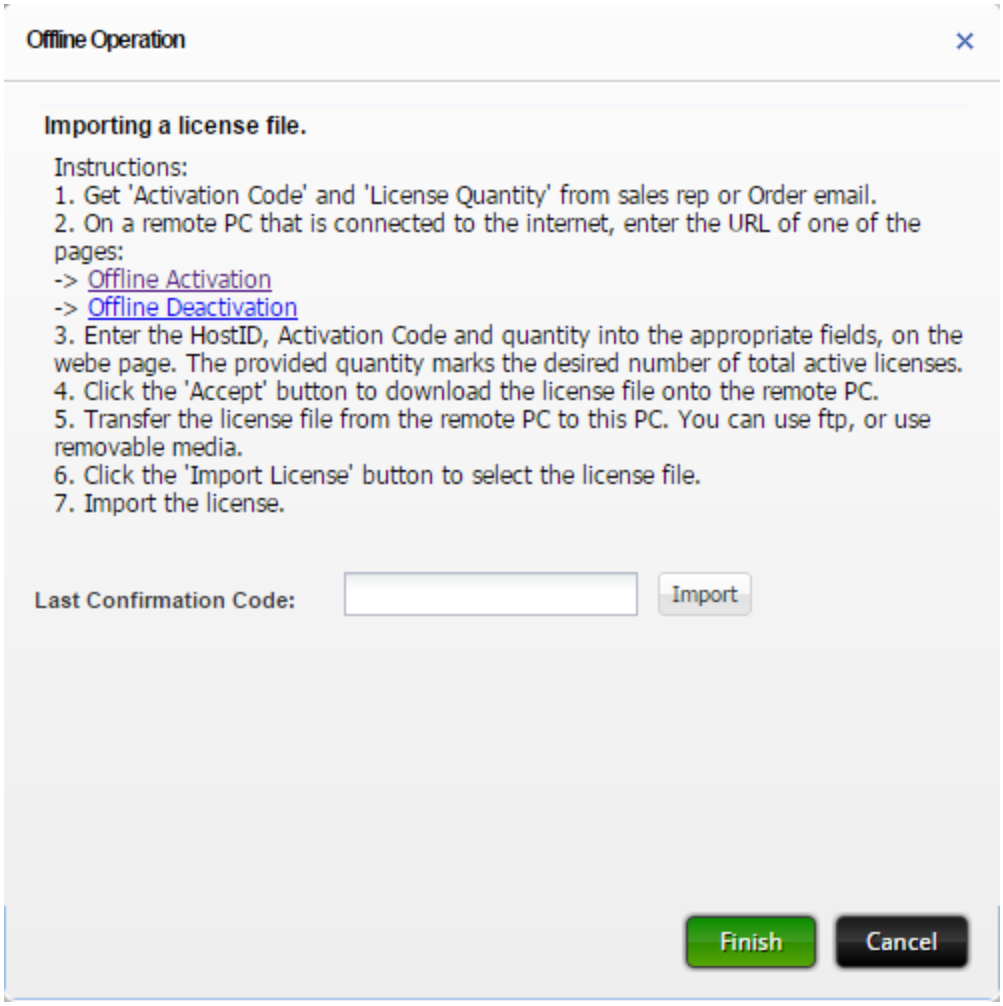
To import the license file, perform the following tasks:

1. Connect to the management IP of the vController.
2. Go to **BPS Session** > **Control Center** > **Administration** > **Licensing**.
   The **VM Licenses** window opens.
3. In the **License server** box, select the license server IP or Localhost.

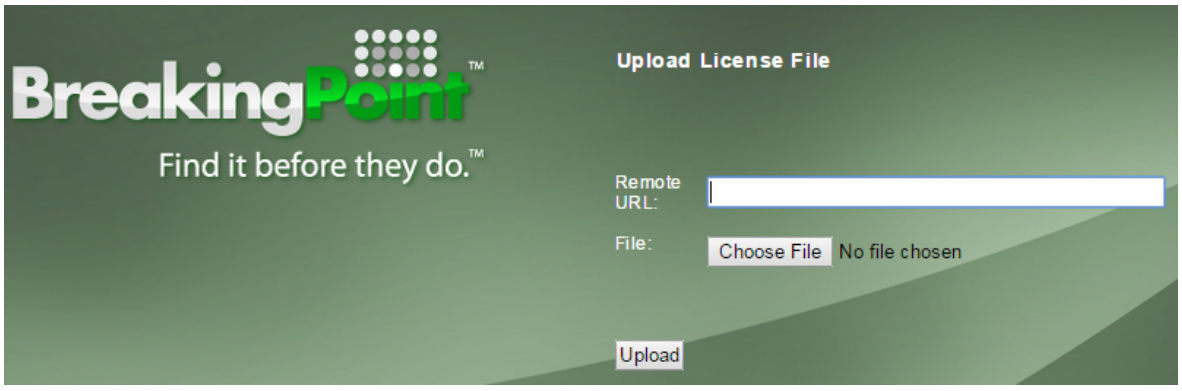
> **Note:** If you want to add a new license server, click the **Manage Servers** button and provide server details in the **Manage License Servers** dialog box.



4. Click **Offline Activation**.

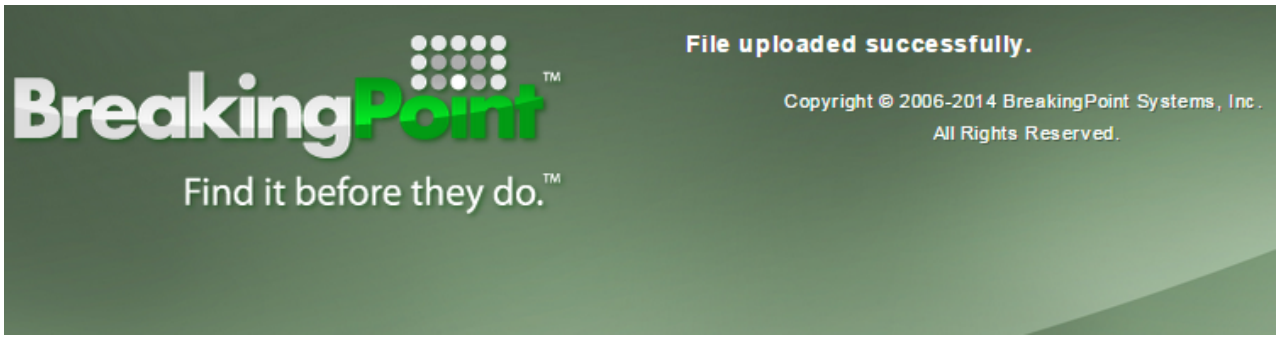


5. In the **Offline Operation** dialog box, Click **Import**.
   The **BreakingPoint Systems** window appears asking you to **Upload License File**.



6. Click **Choose File** and open the license file intended for import.

7. Click **Upload** to complete the import.
   On successful upload, the following message appears.



8. In the **Offline Operation** dialog box, click **Finish** to complete the activation process.
   The license is now available for use on the relevant license server.

Offline Deactivation

Before starting the deactivation process, ensure that the following information is available:

- Host ID of the computer
- Activation Code for the license to be deactivated

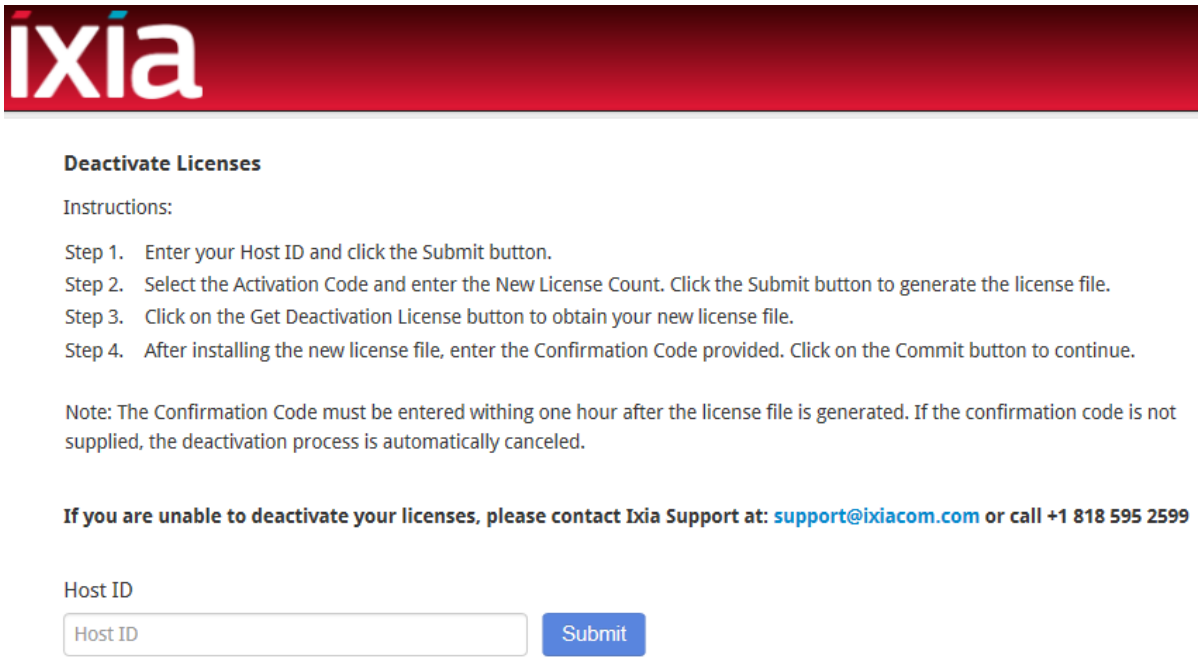
The steps for offline deactivation process are as follows:

- Step 1: Generate License File below
- Step 2: Import License File on page 92
- Step 3: Submit Confirmation Code on page 95

Step 1: Generate License File

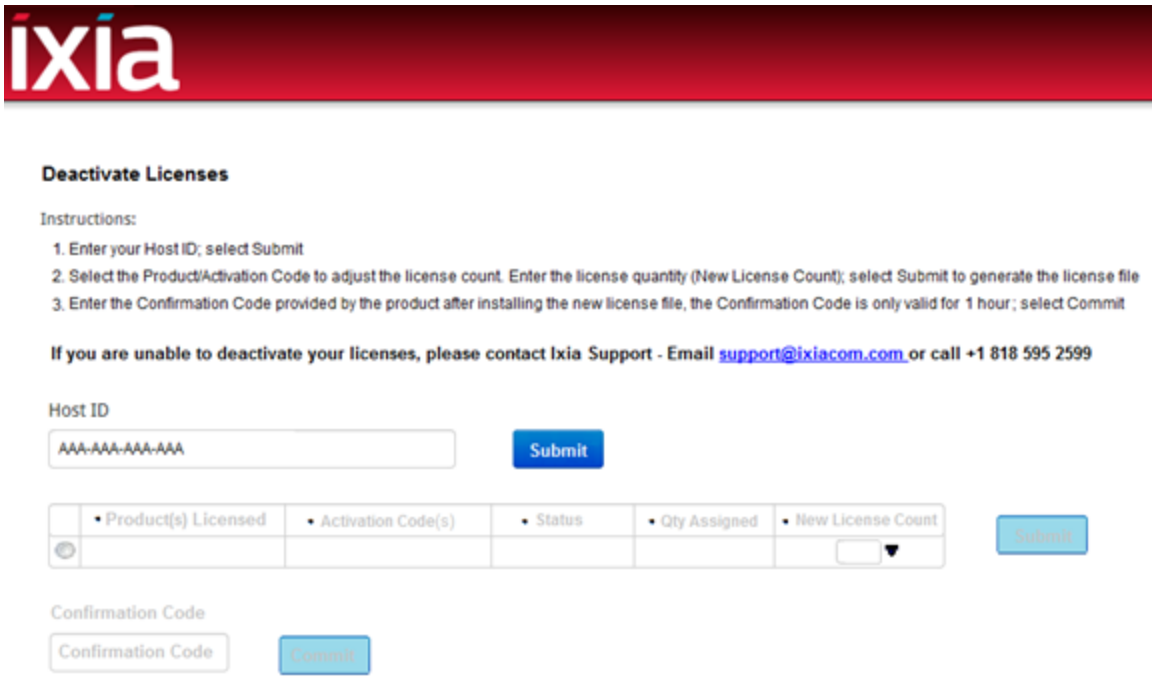
To generate the license file, perform the following tasks:

1. Go to the Fulfillment Router (FR) page at: https://fulfillment-prod.ixiacom.com/deactivation.



2. In the **Host ID** text box, enter the Host ID of the vController where the licenses are going to be installed.
3. Click **Submit**.

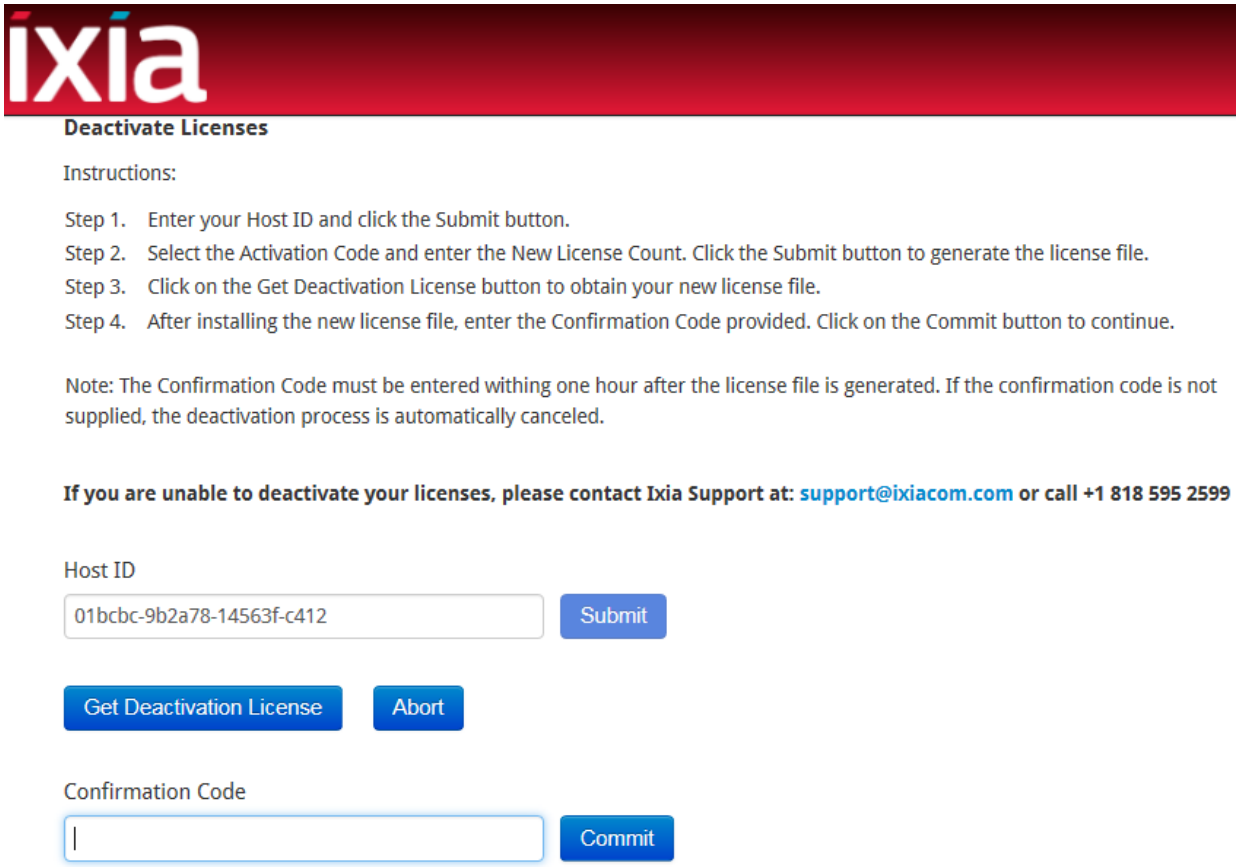
   The system lists all the licenses activated for the specified host.



4. Specify a new value in the **New License Count** list for the selected license. The system updates the license quantity to this new value. Selecting zero, completely deactivates the license.

   Note: At a time, you can perform deactivation for a single activation code only.

5. Click **Submit**.
6. Click **Get Deactivation License** to generate the license file.



7. Save the license file in the required location and transfer it to the vController where the licenses are going to be installed.

At this point, you must enter the **Confirmation Code**, and then click **Commit** to complete the deactivation. **Confirmation Code** is available after importing the license file as explained in Step 2: Import License File on the facing page. The validity of the confirmation code is 48 hours and you have to submit the confirmation code within the time frame to complete the deactivation process.

After generating the license file, FR maintains the state of Host ID for 48 hours. It means, during this period, server cannot perform additional activation/deactivation in the FR for that Host ID, until you either submit the confirmation code or abort the deactivation process.

You can perform the following actions in **Deactivate Licenses** window:

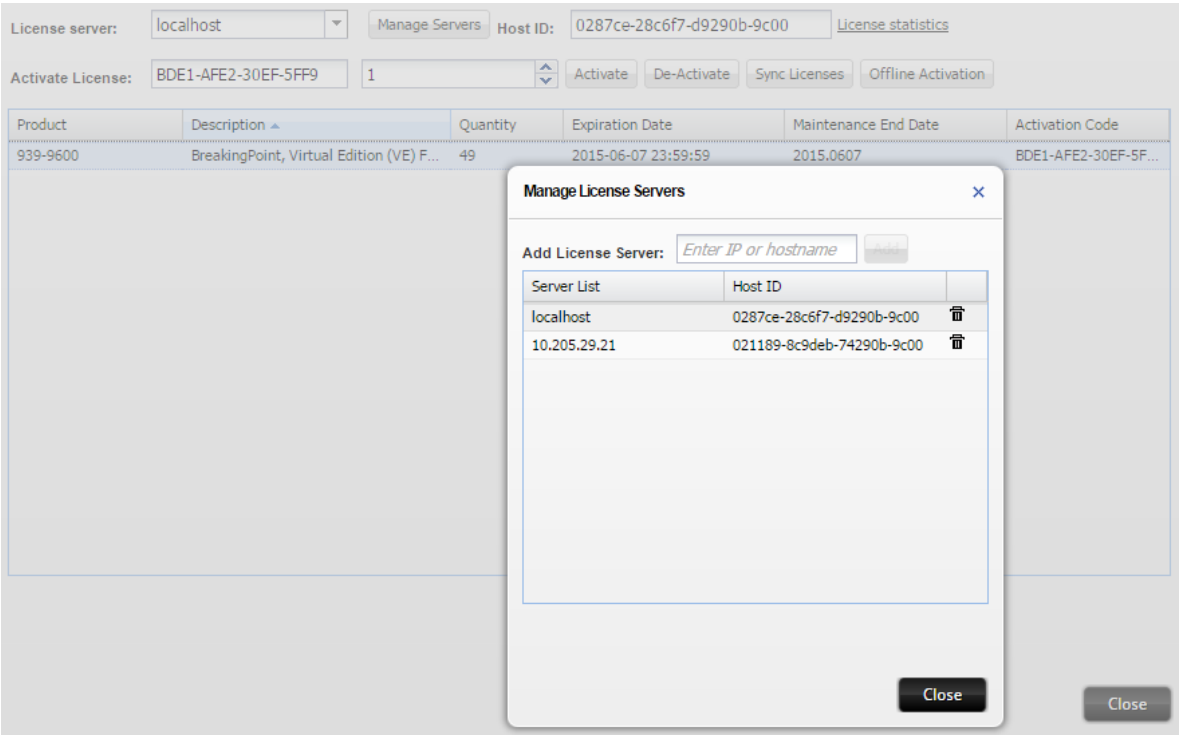
- **Abort** - Cancel the offline deactivation process. The licensed quantities are retained as before.
- **Get Deactivation License** - Generate the deactivation license file that must be imported to the computer installed with BreakingPoint. In case the file is lost, click again to regenerate the license file.
- **Commit** - Submit the confirmation code. Until the confirmation code is committed, the deactivation process in not complete.

Step 2: Import License File

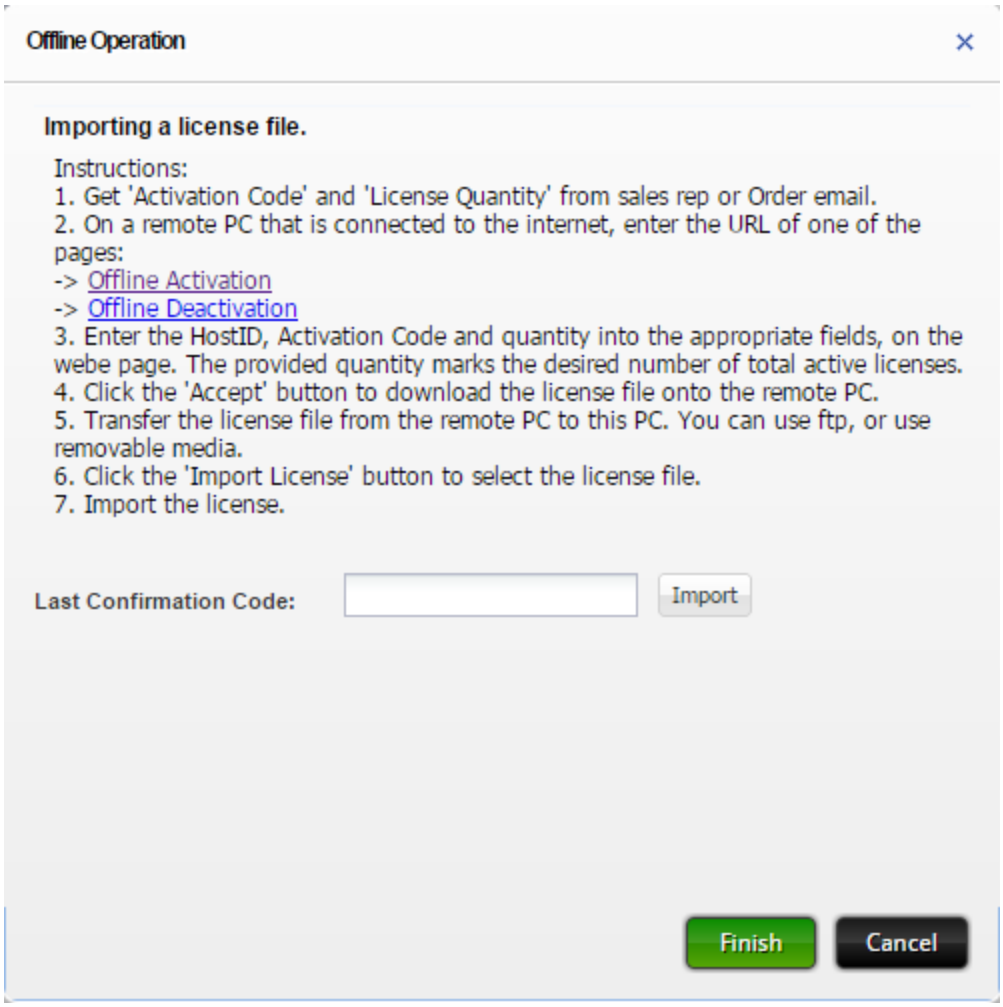
1. Connect to the management IP of the vController using a web browser.
2. In the computer installed with BreakingPoint, click **BPS Session** > **Control Center** > **Administration** > **Licensing**

   The **VM Licenses** window opens.
3. In the **License server** box, select the license server IP or Localhost.

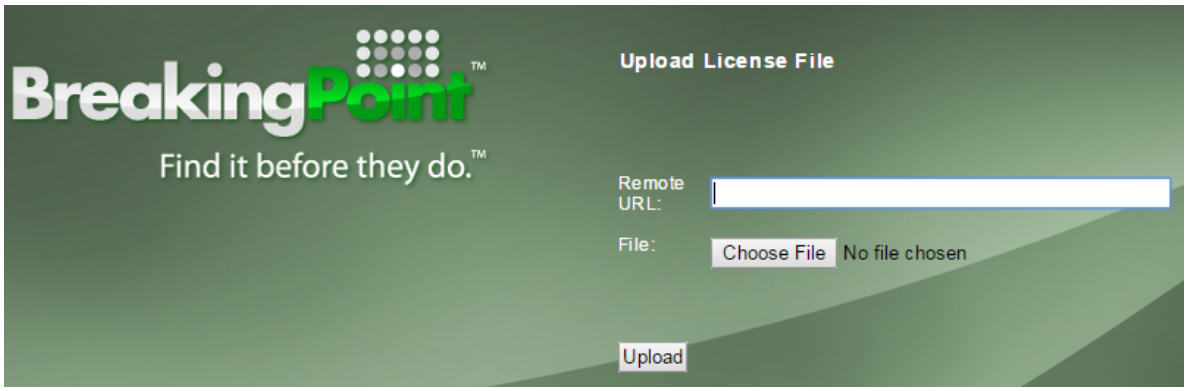
> **Note:** If you want to add a new license server, click the **Manage Servers** button and provide server details in the **Manage License Servers** dialog box.



4. Click **Offline Activation**. The **Offline Operation** dialog box opens.

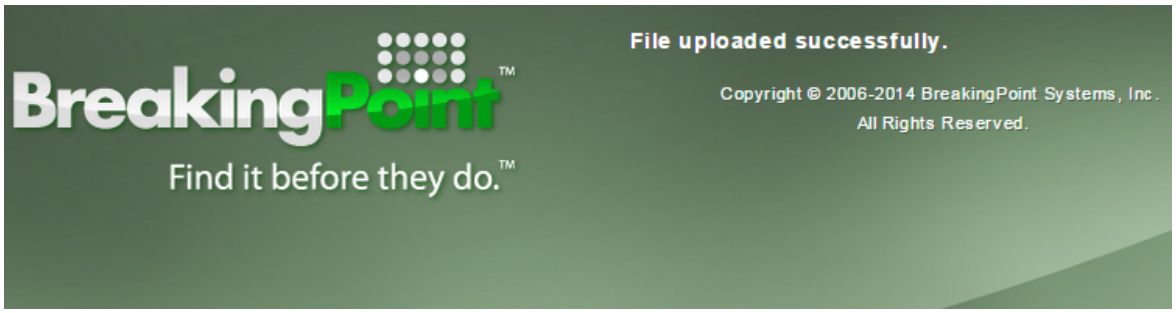


5. Click **Import**.
   The **BreakingPoint Systems** window appears asking you to **Upload License File**.

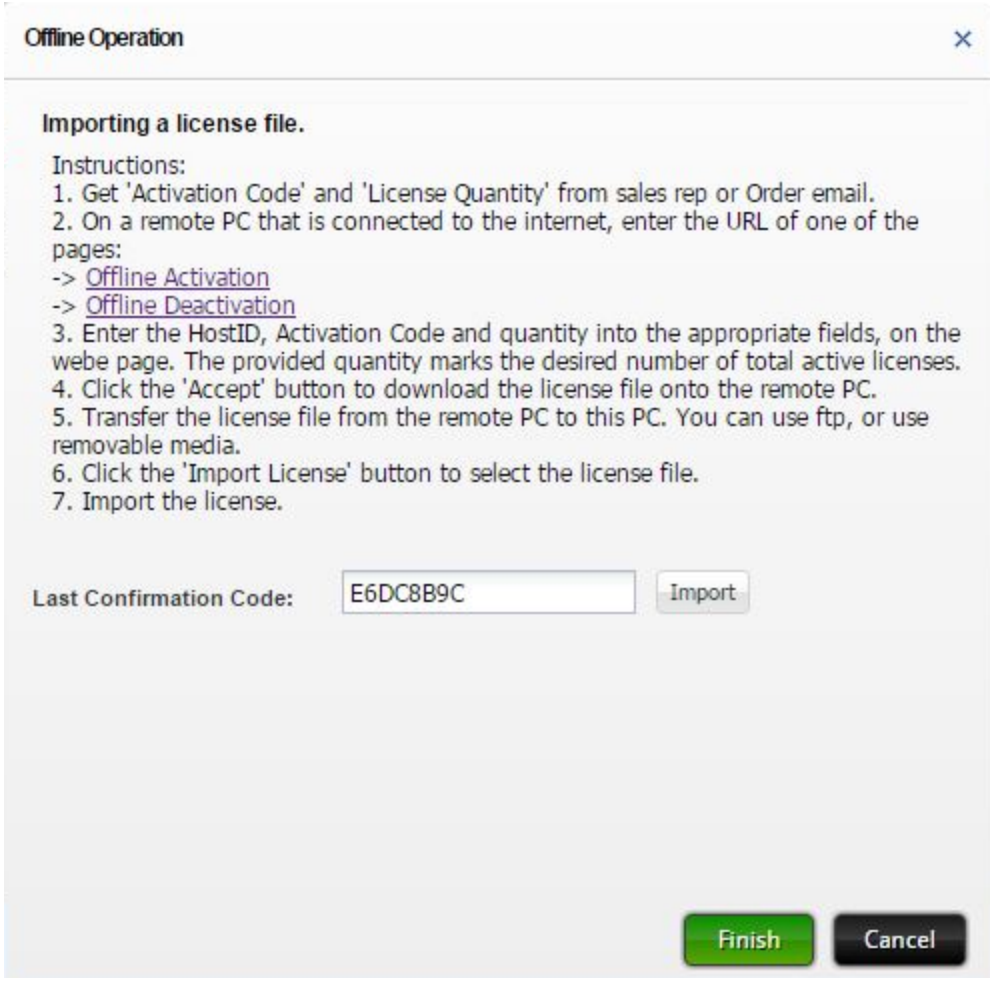


6. Click **Choose File** and open the license file intended for import.

7. Click Upload to complete the import.
   On successful upload, the following message appears.



8. In the **Offline Operation** dialog box, Click **Finish**.
   The system generates the **Confirmation Code** as depicted in the following image. You have to submit this code in the deactivation window. Make a note of this code.



> **Note:** In case you lose the **Confirmation Code**, click the **Offline Activation** button again. The **Offline Operation** dialog box displays the **Last Confirmation Code** for the **Last Imported File**.

Step 3: Submit Confirmation Code

1. Go to step 6 in Step 1: Generate License File on page 89.
2. Enter the **Confirmation Code**.
3. Click **Commit**.

The license is now deactivated.

CHAPTER 6 Troubleshooting

This chapter provides recommended solutions for issues you may encounter while deploying or using BreakingPoint Virtual Edition.

Unable to Track Modified IPs

After the deployment of the System Controller and Virtual Blades, the IP addresses for these components are stored in the vController and displayed at the console. These IP addresses allow the components to recognize each other and populate slot information in the **Manage Virtual Chassis** and **Device Status** areas of the user interface.

If the IP addresses of the vBlades change for any reason (for example, due to new IP addresses being issued from DHCP) the vController will not be aware of the new IP addresses. This will result in the BPS Chassis View indicating that ports are not available.

Solution

Perform the following tasks to resolve the problem:

1. Go to **VM Deployment** > **Manage Virtual Chassis**. Delete one of the slots. This task empties the slot in the Manage Controller.
2. Delete the virtual machine from vSphere. This Virtual Machine (VM) should not be used for any other purpose.
3. Install the Virtual Blades again from the **VM Deployment**. New IP addresses for the Virtual Machine (VM) are added in the **Manage Virtual Chassis** and **Device Status** areas of the user interface.

Virtual Blades Not Available

In a scenario where the IP address of the System Controller has changed, the vBlades will not be available in the **Manage Virtual Chassis** area of the user interface. Note that NIC1 of the vController (Refer to Network Topology Diagram) is used for System Controller and vBlade communications.

Solution

Perform the following tasks to resolve this problem:

1. Go to **Manage Virtual Chassis** and delete all Virtual Blades from the vSphere.
2. Deploy VM again so that new entries are created in the vController and recognized in **Manage Virtual Chassis** and **Device Status**.

Cannot Connect to a Hypervisor from the BPS VE User Interface

In a scenario where you cannot connect to a Hypervisor from the BreakingPoint Virtual Edition user interface, try making the following modifications on the Hypervisor to resolve the issue.

Solution

1. sudo vi /etc/ssh/sshd_config
2. Modifiy line "PermitRootLogin without-password" with "PermitRootLogin yes"
3. sudo service ssh restart

Permission Denied/Temp Error Occurs at Power Up

While trying to deploy vBlades from the BreakingPoint Virtual Edition UI, you may receive the following error, "permission denied /temp".

Solution

Make the following modifications on the Hypervisor to resolve the issue.

- UBUNTU Setup

1. Add " /tmp/* rw," in the file /etc/apparmor.d/abstractions/libvirt-qemu to grant write permission on /tmp
2. Restart AppArmor: #/etc/init.d/apparmor restart

- CENTOS Setup

SELinux needs to be disabled on the host machine.

1. Set SELINUX=permissive in file /etc/sysconfig/selinux and Save
2. Reboot the system

BP VE User Interface Not Performing as Expected

The user interface has become unresponsive or is not performing as expected.

Solution

Make the following operating system modifications at the host.

1. Export PATH variable - export PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin
2. Execute command: apt-get update
3. Add following entries to /etc/sysctl.conf:
   net.bridge.-nf-call-ip6tables = 0
   net.bridge.-nf-call-iptables = 0
   net.bridge.-nf-call-arptables = 0
   net.bridge.-nf-filter-vlan-tagged = 0

4. Execute command: sysctl –p
5. Recreate bridges
6. Set txqueuelen for vnet1 & vnet2 to 12000
7. Select Model as “Nehalem” under processor configuration section and click “Copy Host CPU Configuration”
8. Delete unwanted devices
9. Before running the test ensure that: vhost_net module loaded using command: lsmod | grep vhost
10. Turn off the firewall using the command: ufw disable

Permission Denied Error Occurs While Trying to Deploy vController

A "permission denied" error may be observed in the console or Virtual Machine Manager at the host while trying to deploy the vController.

Solution

- Enable root access for QEMU guests:
  - Edit file /etc/libvirt/qemu.conf and uncomment Line (1)User = "root" and (2)group = "root"
- Restart libvirt daemon:
  - #/etc/init.d/libvirt-bin restart
  - #/etc/init.d/libvirtd restart

Restart Connection Interruption During KVM vBlade Deployment

Please be aware that during vBlade deployment from the BPS user interface in the KVM setup, a restart connection interruption may occur in the Virtual Machine Manager on the host machine due to the Libvirt service.

vBlade Memory Errors

When the system has 64MB or less of free memory, a vBlade will generate low memory error messages in 120 second intervals.

Solution

In a scenario where the system becomes unstable due to low memory, try the following steps to resolve the issue. For best results, perform these steps in order.

1. Reduce "Maximum Simultaneous Super Flows".
2. If running a multicomponent test, reduce the number of components.

3. Reduce the number of vBlade NICs that are used.
4. Reduce the number of IP addresses if "Per-host Stats" is enabled.

vController Memory Errors

When the system has 64MB or less of free memory, a System Controller will generate low memory error messages in 120 second intervals.

Note: There should be a balance between the System Controller and the number of supported vBlades based on the resources provided to the System Controller.

CHAPTER 7 Upgrade the BPS VE Software

In order to upgrade BreakingPoint VE software, you must download the appropriate update file from either of the following sites (which will require a password for access):

https://strikecenter.ixiacom.com/bps/osupdates

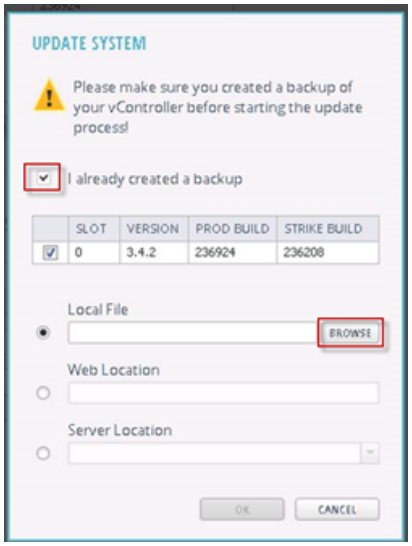
http://www.ixiacom.com/downloads-updates (select BreakingPoint Virtual Edition)

You will also need to obtain the applicable release notes from the website. The release notes describe new features, resolved issues and known issues that may affect the BPS VE installation, upgrade and operation.

Note: You must have BreakingPoint VE controller version 3.4.2 or higher to perform this upgrade.

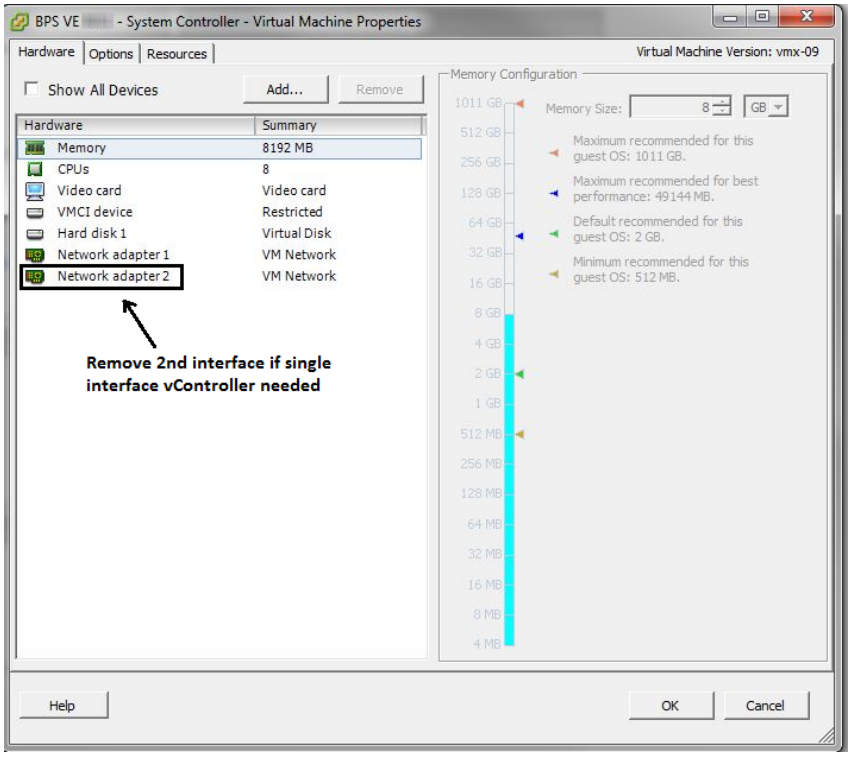
To upgrade BPS VE:

1. Download the BreakingPoint Virtual Edition VM update file.
2. Log in to the Ixia BreakingPoint VE System.
3. Navigate to **ADMINISTRATION -> SYSTEM SETTINGS -> UPDATES**.
4. Select **UPDATE SYSTEM** and then see the image below.
   a. After you have created a backup of your vController, select the, **I already created a backup**, option.
   b. Browse to the location of the BreakingPoint VE update file and select **OK** to start the update.



5. The BreakingPoint VE update will take 15-20 minutes to complete.
6. To verify that the update has been installed, see the version information in the Installed Applications section of the **UPDATES** tab.

Note: After upgrading the BPS VE vController from 8.01 (or earlier releases) to release 8.10, the vController will continue to display 2 interfaces. To operate using a **Single Interface vController**, access the Virtual Machine Properties and delete the 2nd interface (Network adapter2) as shown in the image below. **Do not delete the 1st interface.**



APPENDIX A Open Port Requirements for BPS VE

The following ports may need to be included in the security exception list to allow the respective BPS interfaces to pass through firewalls.

Interface between client UI browser (or TCL) and vController (System Controller):

- 80
- 443
- 843
- 1099
- 8880
- 8881

Interface between vController (System Controller) and vBlade (Network processor)

- 8887
- 8889 - 8939
- 8943 - 8945

Interface between vController (System Controller) and an external License Server

- 4502
- 27002
- 47392

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APPENDIX B Console Commands

This sections provides and overview of the commands that can be from the console of the vController Virtual Machine (VM). For a complete list of console commands, run the **help** command as described below.

You can access the console from your VMware or KVM user interface or SSH.

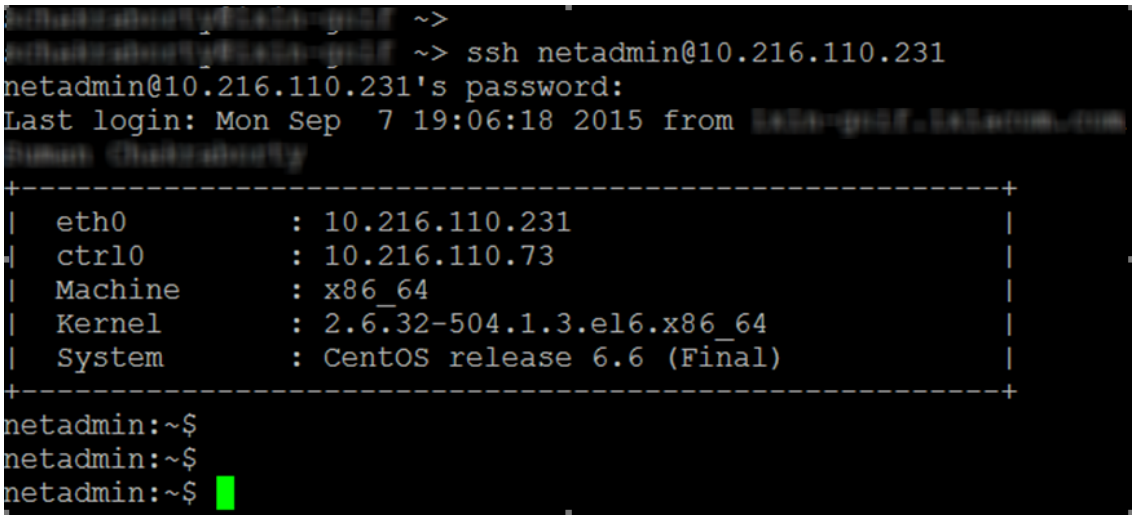
The following login is required:

user: netadmin

password: netadmin

Welcome Screen

After logging in, a Welcome screen similar to the one shown below will display.



help

Enter "?" or **help** at the console to see a list of all console commands as shown in the image below.

```
netadmin:~$
netadmin:~$ ?
clear   help      lpath   lsudo   restartservice   showdate
exit    history   ls      pwd     setip            showip
netadmin:~$
netadmin:~$ help
clear   help      lpath   lsudo   restartservice   showdate
exit    history   ls      pwd     setip            showip
netadmin:~$
netadmin:~$
```

For help with the parameters of a specific command, enter the command followed by "-h". For example, **restartservice -h**.

restartservice

See the example below.

```
netadmin:~$
netadmin:~$ restartservice -h
usage: restartservice [-h] -s SERVICE

Restarts the service specified.

optional arguments:
  -h, --help  show this help message and exit
  -s SERVICE  Service, e.g. network
netadmin:~$
netadmin:~$
```

Showdate

See the example below.

```
netadmin:~$
netadmin:~$ showdate -h
usage: showdate [-h]

Prints the system date and time.

optional arguments:
  -h, --help  show this help message and exit
netadmin:~$
netadmin:~$ showdate
Mon Sep  7 19:20:05 PDT 2015
netadmin:~$
netadmin:~$
netadmin:~$
```

Showip

See the example below.

```
netadmin:~$
netadmin:~$ showip -h
usage: showip [-h]

Displays the status of the currently active interfaces.

optional arguments:
  -h, --help  show this help message and exit
netadmin:~$
netadmin:~$ showip
 eth0   : 10.216.110.231
 ctrl0  : 10.216.110.73
netadmin:~$
netadmin:~$
```

Setip

See the example below.

```
netadmin:~$
netadmin:~$ setip -h
usage: setip [-h] -iface IFACE [-dhcp] [-ip IP] [-mask MASK] [-gw GW]

Sets the IPv4 address for the specified interface.

optional arguments:
  -h, --help    show this help message and exit
  -iface IFACE  Interface
  -dhcp         DHCP/Static
  -ip IP        IP Address
  -mask MASK    Netmask
  -gw GW        Gateway
netadmin:~$
netadmin:~$ setip -iface eth0 -ip 10.205.216.212 -mask 255.255.255.0 -gw 10.205.216.1
```

INDEX

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