Etherlike Statistics on the 200/300 Series Managed Switches

Objective

The 200/300 Series Managed Switches provide access to Etherlike statistics. These statistics are information related to errors at the physical layer such as hardware related errors. These errors can occur due to failures in essential network component such as copper cables, interfaces, and Network Interface Cards (NICs). In case of a connectivity problem, these statistics can be helpful in determine the cause of the problem. This article explains the information on the *Etherlike* page on the 200/300 Series Managed Switches.
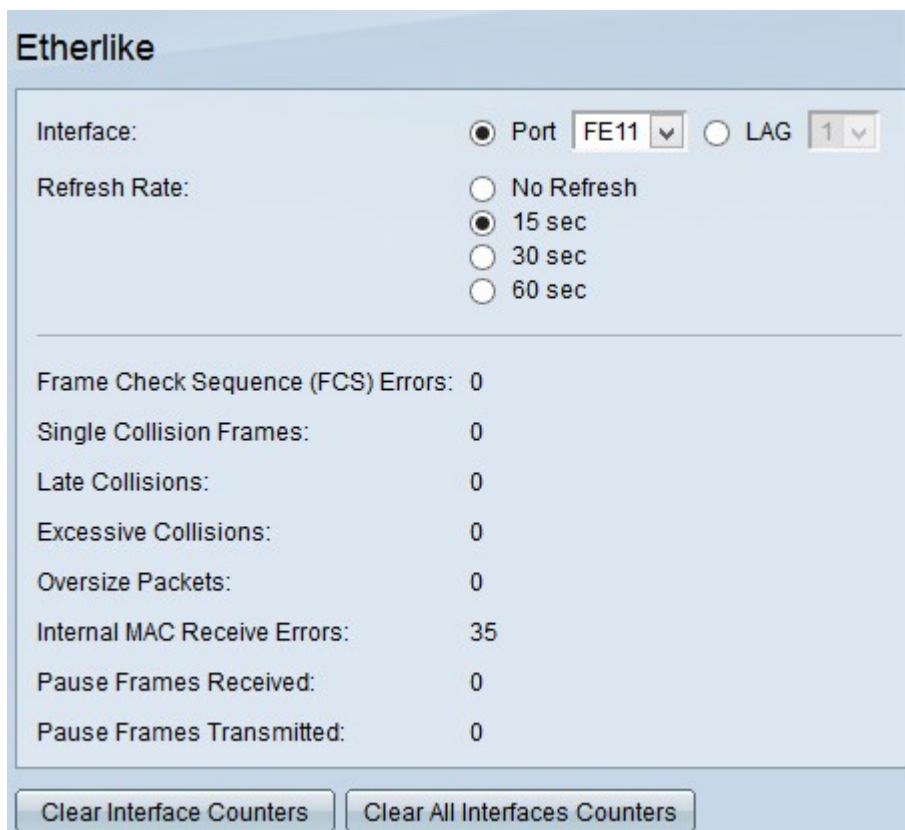
Applicable Devices

•SF/SG 200 and SF/SG 300 Series Managed Switches

Software Version

• 1.3.0.62

Etherlike Statistics

Step 1. Log in to the web configuration utility and choose **Status and Statistics > Etherlike**. The *Etherlike* page opens:

Step 2. Click the radio button of one of the available types of interface in the Interface field.

The available types of interfaces are:

• Port — Choose from the Port drop-down list the physical port you wish to view Etherlike statistics from.

• LAG — Choose from the Link Aggregation Group (LAG) drop-down list the LAG port you wish to view Etherlike statistics from. A LAG port is a logical port that combines the capabilities of multiple physical ports to provide more bandwidth.

Step 3. Click one of the available radio buttons to refresh the Etherlike statistic information in the Refresh Rate field. The available options are:

• No Refresh — The *Etherlike* page never refreshes.

• 15 sec — Refreshes the *Etherlike* page every 15 seconds.

• 30 sec — Refreshes the *Etherlike* page every 30 seconds.

• 60 sec — Refreshes the *Etherlike* page every 60 seconds.

The *Etherlike* page displays the following Etherlike statistics on the chosen interface:

• Frame Check Sequence (FCS) Errors — Displays received frames that failed the Cyclic Redundancy Check (CRC). CRC detects whether a frame arrived to the destination in the correct order. Each frame carries a CRC number which is tested upon arrival to the destination. If the CRC numbers match between the frames, then the packet contains no errors. If not, then the packet is corrupted and then it is dropped.

• Single Collision Frames — The number of frames that were involved in a single collision, but eventually successfully transmitted.

• Late Collisions — The number of collisions that have been detected after the first 512 bits of data.

• Excessive Collisions — The number of transmissions that were rejected due to excessive collisions.

• Oversize Packets — The number of packets received that were greater than 2000 octets.

• Internal MAC Receive Errors — The number of frames rejected due to errors on the receiver.

• Pause Frames Received — The number of received flow control pause frames.

• Pause Frames Transmitted — The number of flow control pause frames transmitted.

Step 2.(Optional) Click **Clear Interface Counters** to clear the Etherlike statistics counters on the chosen interface.

Step 3. (Optional) Click **Clear All Interface Counters** if you want to clear the Etherlike statistics counters on all the interfaces.