Template:Networking tswos manual spanning tree

The information in this page is updated in accordance with firmware version .

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Contents

Summary

The Spanning Tree Protocol (STP) is a network protocol that builds a loop-free logical topology for Ethernet networks. STP's primary function is to prevent loops in Ethernet networks. Ethernet loops can occur when there are redundant paths between network switches, and if not managed properly, they can lead to broadcast storms and network congestion. Spanning tree also allows a network design to include backup links providing fault tolerance if an active link fails.

Spanning Tree Settings

Field	Value	Description
Mode	Disabled | STP | RSTP; default: **RSTP**	STP - provides a single path between any two end stations, avoiding and eliminating loops. RSTP - detects network topologies to provide faster convergence of the spanning tree. Disabled - turns off spanning tree protocol.
Priority	Integer [0..61440]; default: **32768**	STP priority. The lower the number, the higher the priority.
Max age	Integer [6..40]; default: **20**	Maximum expected arrival time of hello bridge protocol data units (BPDUs).
Forward delay	Integer [4..30]; default: **15**	How long an STP bridge port remains in the listening and learning states before transitioning to the forwarding state.
Hello time	Integer [1..10]; default: **2**	Number of seconds between transmissions of configuration BPDUs.
Hold count	Integer [1..10]; default: **6**	The number or BPDUs that can be transmitted during every hello time period ranges from a minimum of one and a maximum of not more than defined value.
Max hops	Integer [6..40]; default: **20**	Maximum number of bridge hops allowed in the network.

[[Category:{{{name}}} Network section]]