ZyPerUHD60 Network Requirements
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ZyPer Management Platform Hardware

The ZyPer Management Platform (ZMP) is available from ZeeVee in two different hardware options: NUC and Rack Mount Server. Both versions have two network interfaces. It is important that the port labeled “Video Network” is connected to the LAN containing the ZyPerUHD60 encoder/decoder endpoints. The port labeled “Management Network” is available to separate the Video AV Network from a corporate or Control Network.

![ZyPer Management Platform Hardware](image)

**Rack Mount ProServer ZMP**

**NUC ZMP**

**Example ZMP Connections**
Basic elements of ZyPerUHD60 communication
ZyPerUHD60 uses layer 2 / layer 3 IPV4 protocols

IP Address allocation
IP Addresses for the ZyPerUHD60 units can be allocated using any of the following mechanisms:

1. Link-Local – By default the ZyPerUHD60 will automatically assign a Link-Local address in the 169.254.x.x range. This can be manually changed to DHCP or Static address selection.
2. DHCP – If a DHCP server is located on the network the ZyPerUHD60 can be configured to obtain an IP address from this source. Note this selection must be done manually as default is Link-Local.
3. Static – The ZyPerUHD60 units can always be configured manually with a Static IP address.

Ports
The following Ports are used by the ZyPerUHD60 and the ZyPer Management Platform

ZyPer Management Platform
Maestro (GUI): TCP ports 80 and 8080
Telnet: TCP port 23
SSH: TCP port 22
FTP: (default) TCP ports 20 and 21
FTP: (passive) TCP ports 21 and some port >1023

Between ZyPer Management Platform and ZyPerUHD60 Units
General communications: UDP port 1234
Discovery: UDP port 3333

Note: The RS232 connection only has “device to server” support. So, the server uses the TCP Port 24 for general communication with the devices and to read the input that was sent on the RS232 to the device.
Video and Audio (multicast)
The focus of ZyPerUHD60 is transporting high resolution video and audio data across 1 Gb Ethernet networks. A typical video data stream consumes twenty megabits per second, depending on its resolution format. In order to manage this bandwidth, the basis of ZyPerUHD60’s AV transmission protocol is multicasting. This way, these high data rate streams are only sent through ports across links where they are needed. Some of the most serious considerations for network deployment – especially in multi-switch environments – are around ensuring that the network is setup to handle this properly. Bandwidth management is a key design consideration. Any significant loss of data (due to oversubscription or other reason) will result in visible on-screen problems. Ensuring that high data rate streams are routed only where they are needed is critical.

Control: RS-232, IR, CEC (unicast with some optional multicast and broadcast)
ZyPerUHD60 carries various low-speed control communications as well. These signals are typically triggered by a user-facing control system and are used to control things like turning on and off a display. RS-232, IR and CEC signals are included here. These packets are typically sparse, and data rates are in kilobits per second. The data packets are always unicast between the ZyPer Management Platform and ZyPerUHD60 endpoints. Sometimes the communication is directly between endpoints.

Discovery (Broadcast)
ZyPerUHD60 runs its own discovery mechanism. It relies on broadcast communication between the ZyPer Management Platform and all endpoints.

The ZyPer Management Platform transmits a broadcast UDP packet to port 3333 out the video network interface. ZyPerUHD60 devices that receive this packet will send a unicast response. In order to discover the ZyPerUHD60’s across VLANs the
user would need to forward broadcast UDP traffic with a destination port of 3333 from the ZMP VLAN to all endpoint VLANs.

**Note:** Supporting multicast content delivery over multiple VLANs requires an experienced network engineer to configure the switches/network. The information above is provided for information purposes only. ZeeVee can only provide very limited support in configuring such a network. The implementation is almost entirely left to the end customer.

**Discovery (Multicast)**
As noted above, the default method of discovery is broadcast using UDP port 3333. The system however can be configured to use multicast for discovery. This allows the server to discover ZyPerUHD60 endpoints using multicast across subnets when multicast routing is enabled. When in multicast mode there must be an IGMP querier running – usually that would be the multicast router querier.

The API command to enable multicast discovery is:

```
set server discoverMode multicast
```

**Note:** Supporting multicast content delivery over multiple VLANs requires an experienced network engineer to configure the switches/network. The information above is provided for information purposes only. ZeeVee can only provide very limited support in configuring such a network. The implementation is almost entirely left to the end customer.

**Switch selection and network topology**
ZyPerUHD60 is compatible with any 1 Gb Ethernet switch that has Layer 2/3 “non-blocking” switching capabilities. Support for multicast, IGMPv2 with IGMP snooping is required. IGMP v2 fast-leave is required. Jumbo Frames (9000 bytes or greater) are also required.

When IGMPv2 fast-leave is configured, when the device receives a leave message, it immediately stops forwarding to that port.

Most switches’ default behavior is to broadcast multicast packets. Watch out for this and make sure to enable multicast and IGMP before trying to use ZyPerUHD60.
**Note:** ZyPerUHD60 devices support IGMPv2 but are compatible with IGMPv3 networks. (Routers)

**Regarding “stackable switches”**
A stackable switch works with other stackable switches to present themselves as one cohesive “single switch.” The entire system can be easily configured from a single IP address. This type of system is compatible with ZyPerUHD60, but note that bandwidth must still be managed. Typically, a system of stackable switches is *not* fully non-blocking, meaning that there will be bottlenecks (often 10 Gb links between switches with 24, 48, or more 1 Gb ports). Bandwidth demands of the ZyPerUHD60 system must be compared against the user requirements (how much video must be routed over the stacking ports to meet the user requirements) and all this must be considered in the design of the system’s connectivity.

**Regarding “leaf-spine”**
Leaf-spine comes into play when number of endpoints surpasses the size of a single switch. ZyPerUHD60 devices connect to leaf switches and leaf switches connect to spine switches. Leaf’s mesh into spines meaning that every leaf is connected to every spine. This is compatible with ZyPerUHD60 but like for Stackable switches, bandwidth has to be managed where the limiting factor will be the trunk bandwidth between leaves and spines.

![Figure: Illustration of leaf-spine topology](image-url)
Multicast management
In order to minimize overall bandwidth consumption, ZyPerUHD60 relies on multicast routing for distributing audio and video data. The basic idea is to only send AV data through switch ports where it is needed.

*Important note: the switch must be configured to drop any packets from a multicast stream with no subscribers. Some switches could treat such packets as broadcast and impact the bandwidth and performance of the entire network.*

Multicast source addresses
The ZyPerUHD60 transmitter units will automatically select an available multicast source address. Each transmitter will be assigned up to three multicast source addresses. The addresses and ranges are as shown below:
- Video, including the embedded audio from an HDMI source and downscaled video for preview. 234.0.0.1 to 234.255.255.255

The multicast address cannot be manually changed by the user.

Multicast routing management
In a single switch environment, IGMP suffices to enable the switch to understand which traffic must be routed to which ports. In a ZyPerUHD60 system, the switch will only route a transmitted video to those ports where a ZyPerUHD60 receiver has requested a particular stream. In a multi-switch environment, higher-level protocols must be employed so that “switch X” can understand which streams are demanded by receivers connected to “switch Y.”

The basic communication flow is:
1. Switch X is connected to switch Y via a 10 Gb trunk link. No video traffic is currently passing between them.
2. Transmitter 1 is connected directly to switch X, and sending stream A into that switch.
3. Switch X needs to notify switch Y that stream A exists. Stream A still does not traverse the trunk link.
4. Receiver 1 is also connected directly to switch X, and makes an IGMP request to switch X for stream A.
5. Switch X begins routing stream A to receiver 1, who displays the video signal. Still there is NO video traffic across the trunk port between switches.

6. ZyPerUHD60 receiver 2 is connected directly to switch Y.

7. ZyPerUHD60 receiver 2 requests stream A by issuing an IGMP request to switch Y (which receiver 1 is connected to directly).

8. Switch Y realizes that it does not have access to stream A, but switch X has notified switch Y about stream A.

9. Switch Y sends a request to switch X to provide stream A across the trunk link.

10. Switch X complies, begins routing stream A across the trunk link to switch Y, and switch Y begins providing stream A to receiver 2.

11. Later, if receiver 2 releases his IGMP subscription to stream A (and no other receivers on switch Y have requested stream A), then stream A should be removed from the trunk link.

The implementation of these higher-level protocols is vendor specific. One example of such a protocol is Protocol Independent Multicast (PIM), implemented by Extreme Networks and others.

**Multicast TTL (Hop Limit)**
The TTL (Time to Live) value for video and audio streams is 32.
Network performance issues

Bandwidth management
The ZyPerUHD60 video system has no tolerance for link oversubscription. Lost packets translate to lost pixels on screen. Video data is transmitted via UDP, so there is no retransmission (since retransmitted packets would be too late anyway). Any significant loss of data will result in significant image problems on screen.

The easiest solution is to design a fully non-blocking network. This is relatively straightforward for smaller systems, with affordable “top of rack” switches ranging to around 100 non-blocking ports. Beyond that size, blade-based systems of non-blocking switches exist, but can be expensive. A spine and leaf architecture may be more affordable, and also may fit more neatly in the physical layout of the network.

To design a cost-efficient system, the video routing use cases must be carefully considered and weighed against bandwidth availability.

USB switching
ZyPerUHD60 products that include USB switching accomplish this over Ethernet through the use USB controller chipset. This chipset uses broadcast, multicast, and unicast communication to create the feature set. As long as the rules for handling ZyPerUHD60 AV traffic are adhered to, then USB will work. There are no special additional rules for USB. However, do consider that USB traffic will also eat into system bandwidth. Complex Ethernet devices can consume hundreds of megabits per second. When a point-to-point link is established between two USB endpoints, the Ethernet communication is unicast.

USB Hop limit
The maximum number of USB Hops allowed is 7. However the ZyPerUHD60 itself counts at 2 Hops making the real Hop limit = 5.

Typical USB Bandwidth
USB devices have instantaneous and operating bandwidths. For example, High Speed devices have an instantaneous bandwidth of 480Mb/s. However, real world throughput of an individual device is never the full transfer rate. USB
devices connected to a PC, must share the available USB bandwidth. Each device does not have an instantaneous bandwidth of 480Mb/s. The typical operating bandwidth of several USB devices are shown in the table below to demonstrate the different bandwidths that might be encountered.

<table>
<thead>
<tr>
<th>Device</th>
<th>Typical USB Bandwidth Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mouse</td>
<td>&lt; 100 Kb/s</td>
</tr>
<tr>
<td>Keyboard</td>
<td>17 Kb/s</td>
</tr>
<tr>
<td>Flash Drive</td>
<td>80 Mb/s</td>
</tr>
<tr>
<td>DVD or CD Writer</td>
<td>80 Mb/s</td>
</tr>
<tr>
<td>Camera</td>
<td>80 Mb/s</td>
</tr>
<tr>
<td>Interactive White Board</td>
<td>100 Kb/s</td>
</tr>
<tr>
<td>Hard Disk</td>
<td>336 Mb/s maximum</td>
</tr>
</tbody>
</table>

**Bandwidth Use Summary**

The ZyPerUHD60 can transmit AV data from multiple sources simultaneously over the 1 Gb Ethernet port. These sources include: HDMI (Video and Audio), USB, Audio, RS-232 port and CEC data. Maximum bandwidth of each port is shown below:

<table>
<thead>
<tr>
<th>ZyPerUHD60 Port</th>
<th>Maximum Bandwidth</th>
</tr>
</thead>
<tbody>
<tr>
<td>HDMI (Video + Audio)</td>
<td>900 Mbits/sec (data rate varies between 400Mb/s and 900Mb/s depending on input resolution and frame rate)</td>
</tr>
<tr>
<td>RS-232</td>
<td>115 Kbits/sec</td>
</tr>
<tr>
<td>USB</td>
<td>480 Mbits/sec (Typically much lower)</td>
</tr>
<tr>
<td>Audio</td>
<td>2.3 Mbits/sec (2 channels, 24 bits@48 kHz/channel)</td>
</tr>
<tr>
<td>IR</td>
<td>60 Kbits/sec</td>
</tr>
<tr>
<td>CEC via HDMI</td>
<td>1 Kbit/sec</td>
</tr>
</tbody>
</table>
Appendix 1: Recommended Switches

The following 1Gbit switches are recommended for use with the ZyPerUHD60. Please note this is not an all-inclusive list. There are many other switches available that will function with the ZyPerUHD60.

<table>
<thead>
<tr>
<th>Manufacturer</th>
<th>Model #</th>
<th>Number of 1Gbit Ports</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Netgear</td>
<td>M4300-28G</td>
<td>24</td>
<td>Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4300-52G</td>
<td>48</td>
<td>Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4300-28G-PoE+ (GSM4328PA)</td>
<td>24</td>
<td>PoE+ with four 10Gbit ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4300-52G-PoE+ (GSM4352PA)</td>
<td>48</td>
<td>PoE+ with four 10Gbit ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-10G2F-PoE+ (GSM4212P)</td>
<td>8</td>
<td>PoE+ with two 1G SFP ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-10G2XF-PoE+ (GSM4212PX)</td>
<td>8</td>
<td>PoE+ with two 10 SFP+ ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-26G4F-PoE+ (GSM4230P)</td>
<td>24</td>
<td>PoE+ with four 1G SFP ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-26G4XF-PoE+ (GSM4230PX)</td>
<td>24</td>
<td>PoE+ with four 10G SFP+ ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-40G8F-PoE+ (GSM4248P)</td>
<td>40</td>
<td>PoE+ with eight 1G SFP ports</td>
</tr>
<tr>
<td>Netgear</td>
<td>M4250-40G8XF-PoE+ (GSM4248PX)</td>
<td>40</td>
<td>PoE+ with eight 10G SFP+ ports</td>
</tr>
<tr>
<td>CommScope/Ruckus</td>
<td>ICX7150-24P</td>
<td>24</td>
<td>PoE+ with four 10G SFP+ ports</td>
</tr>
<tr>
<td>CommScope/Ruckus</td>
<td>ICX7150-48PF</td>
<td>48</td>
<td>PoE+ with four 10G SFP+ ports</td>
</tr>
<tr>
<td>CommScope/Ruckus</td>
<td>ICX7550-24P</td>
<td>24</td>
<td>PoE+ with four 10G SFP+ ports and 4 QSFP+ ports</td>
</tr>
<tr>
<td>CommScope/Ruckus</td>
<td>ICX7550-48P</td>
<td>48</td>
<td>PoE+ with four 10G SFP+ ports and 4 QSFP+ ports</td>
</tr>
<tr>
<td>Arista</td>
<td>7010T-48</td>
<td>52</td>
<td>Includes four 10Gbit SFP+ ports</td>
</tr>
<tr>
<td>Luxul</td>
<td>XMS-7048P</td>
<td>48</td>
<td>PoE+ with two 10Gbit ports</td>
</tr>
<tr>
<td>Luxul</td>
<td>XMS-5248P</td>
<td>48</td>
<td>PoE+ with four 10Gbit ports</td>
</tr>
<tr>
<td>Luxul</td>
<td>XMS-2624P</td>
<td>24</td>
<td>PoE+ with two 10Gbit ports</td>
</tr>
<tr>
<td>Luxul</td>
<td>AMS-2624P</td>
<td>24</td>
<td>PoE+ with two 10Gbit ports</td>
</tr>
<tr>
<td>Luxul</td>
<td>AMX-4424P</td>
<td>24</td>
<td>PoE+ with two 10Gbit ports</td>
</tr>
<tr>
<td>TP-Link</td>
<td>TL-SG3452P</td>
<td>48</td>
<td>PoE+ with four 1G SFP ports</td>
</tr>
</tbody>
</table>

**Luxul Notes:** Beware of the raised PoE button on lower left of the XMS-7048P. Hitting this button by accident will disable PoE and all ZyPerUHD60 units will lose power. You may need to disconnect all non-PoE devices to re-enable PoE on the switch.
Appendix 2: Switch Configuration Options

Some switches will work directly out of the box with zero configuration required. Nearly all switches however will provide the user some ability to customize the configuration. The list below includes various switch configuration options that ZeeVee has encountered. Look for these or similar options when configuring your switch.

1. Enable IGMP Snooping  
   a. Must be enabled
2. Enable IGMP Snooping on VLAN used by ZyPerUHD60  
   a. Must be enabled when all ports default to VLAN1
3. Filter/Drop unregistered Multicast traffic  
   a. If not applied, the behavior of the switch will be to broadcast multicast packets if the switch has no known destination for that packet.  
   b. Must be enabled if found
4. Unregistered Multicast Flooding  
   a. Must be disabled if found
5. Filter Unregistered Multicast (different wording than number 4 above)  
   a. Must be enabled if found
6. Disable IGMP Query (Except on Cisco switches)
7. Disable IGMP Query on VLAN used by ZyPerUHD60
8. Validate IGMP IP Header  
   a. Must be disabled if found
9. Set IGMP Version to IGMP V2  
   a. Must be set if found
10. Enable FASTLEAVE on port X  
    a. Should be enabled, if found
11. Enable FASTLEAVE for VLAN used by ZyPerUHD60  
    a. Should be enabled if found
12. Jumbo Frame or (Frame Size)  
    a. Enable or set to 9000 bytes or larger
Appendix 3: Maximum Transmission Distance

The table below details the maximum transmission distance between either directly connected ZyPerUHD60 units or between the ZyPerUHD60 and a Network Switch.

<table>
<thead>
<tr>
<th>Cable / Transmission Type</th>
<th>Maximum Distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category 5</td>
<td>Not Supported</td>
</tr>
<tr>
<td>Category 5e CCA (Copper Clad Aluminum)</td>
<td>Not recommended for PoE devices</td>
</tr>
<tr>
<td>Category 5e SCC (Solid Copper Core)</td>
<td>100m (330 ft)</td>
</tr>
<tr>
<td>Category 6 UTP</td>
<td>100m (330 ft)</td>
</tr>
<tr>
<td>Category 6 STP</td>
<td>100m (330 ft)</td>
</tr>
<tr>
<td>Category 6A UTP</td>
<td>100m (330 ft)</td>
</tr>
<tr>
<td>Category 7</td>
<td>100m (330 ft)</td>
</tr>
<tr>
<td>Category 7A</td>
<td>100m (330 ft)</td>
</tr>
</tbody>
</table>

UTP = Unshielded Twisted Pair  
STP = Shielded Twisted Pair

**Important Note:** If using PoE with ZyPerUHD60 units; the ZyPerUHD60 must have a path to the ground. This grounding can be accomplished by using a shielded network cable (F/UTP) or by making sure the ZyPerUHD60 itself or the connected HDMI display is grounded. (i.e. A 3-prong power connector on display)
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